2023-24 Men's Rules Book

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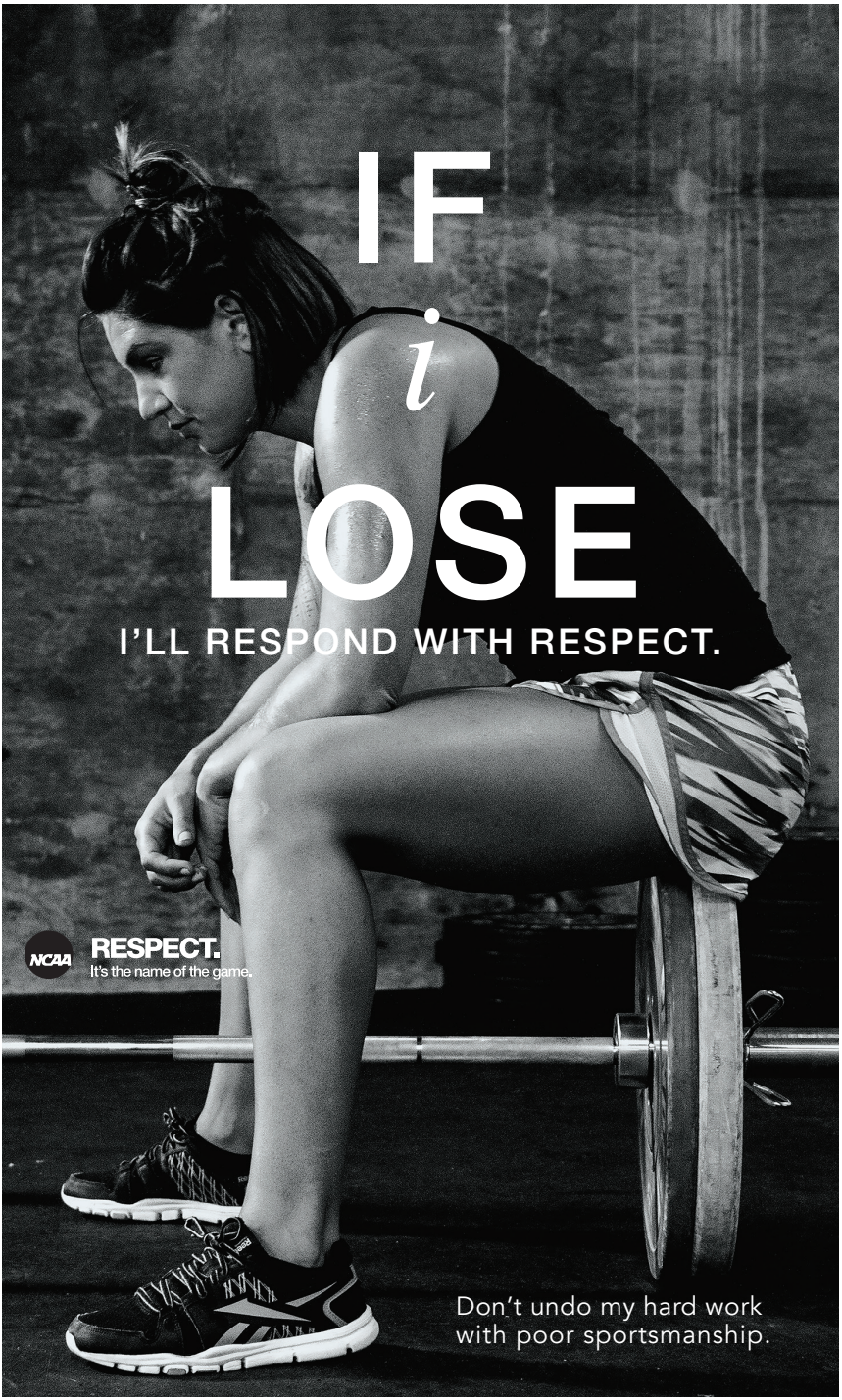
IF
i
LOSE
I'LL RESPOND WITH RESPECT.
NCAA
RESPECT.
It's the name of the game.
Don't undo my hard work
with poor sportsmanship.

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.

For more information and resources, visit www.CDC.gov/headsup.

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2023-24 NCAA MEN'S BASKETBALL RULES

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

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NCAA Men's Basketball Rules Committee

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

Name	Institution	Term Expiration
Vince Alexander	Clayton State University	8-31-27
Rick Barnes, chair	University of Tennessee, Knoxville	8-31-23
Paul Brazeau	Atlantic Coast Conference	8-31-24
Jay Butler	Virginia Union University	8-31-25
Chris Clunie	Davidson College	8-31-23
Travis DeCuire	University of Montana	8-31-25
Rick Hartzell	Upper Iowa University	8-31-24
Karl Hicks	American Athletic Conference	8-31-25
Shantay Legans	University of Portland	8-31-26
Jeff O'Malley*	Secretary-Rules Editor	8-31-26
Steve Schweer	Illinois College	8-31-23
Brian Streeter	Pennsylvania State Univ. Erie, the Behrend College	8-31-25
Gary Stewart	Stevenson University	8-31-23

*Non-voting member

For a complete and current listing of the NCAA Men's Basketball Rules Committee, please go to ncaa.org/playingrules.

Those seeking interpretations or clarifications of the **NCAA Men's Basketball Rules** may contact: ***Jeff O'Malley*** *NCAA Men's Basketball Secretary-Rules Editor*
Email: omalley.sre@gmail.com

Men's Basketball Rules Changes for 2023-24

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

Shot clock lights – (Rule 1-19.4) Permitted amber lights on the shot clock and an amber strip at the top of the backboard only to signal the end of a shot-clock period.

Uniforms – (Rule 1-22.7) Permitted additional uniform options, including identifying names of the institution, allowing more space for logos on the jersey front, allowing numbers 0 or 00 through 99, and permitting religious head wear to be worn without a waiver of the playing rule provided it is safe for competition.

Shot clock reset – (Rules 2-11.6.b and 2-11.6.c) Established that anytime the ball hits the rim (a pass, deflection or a shot) and the offense retains possession in its frontcourt, the shot clock will reset to 20 seconds. Anytime the ball hits the rim and the offense retains possession in its backcourt, the shot clock will reset to 30 seconds.

Legal guarding position – (Rule 4-17.4.d) Established legal guarding position on an airborne player with the ball, the defender must establish legal guarding position before the opponent places the last foot on the floor prior to becoming airborne.

Coach requested reviews – (Rule 5-14.1) Required when a coach requests an out of bounds play to be reviewed under two minutes in the second period and in the last two minutes of any extra period, that team will be charged a timeout if the original call is not overturned.

Timeout – (Rule 5-14.1.a) Allowed a timeout to be granted when a player has possession of the ball even though the player is airborne.

Flagrant 1 fouls – (Rule 4-12.1) Established that if a player commits three Flagrant 1 fouls in a game, the player would be disqualified.

Live/preloaded video – (Rule 10-4.2.c) Permitted the transmission of live and preloaded video to the bench area for coaching purposes.

Peacekeeper – (Rule 10-4.2.j) Permitted all non-student bench personnel to leave the bench area to assist in preventing a potential fight/altercation.

Goaltending/basket interference – (Rule 11-2.1.b.6) Allowed officials the opportunity to review goaltending/basket interference calls during the next media timeout to ensure the call was accurate so long as the official makes the goaltending/basket interference call on the floor.

Fouls as a result of flagrant acts – (Rule 11-2.1.d.3) Established that if a player is called for a foul, and upon Instant Replay the officials see that the foul is a direct result of a Flagrant 1 or Flagrant 2 foul committed against the player who was originally assessed a foul, officials may remove the original foul on the player who was flagrantly fouled.

Major Officiating Concerns

The NCAA Men's Basketball Rules Committee issued the following directives to the men's basketball officiating community for the 2023-24 season.

Additional focus/attention should be given to:

1. Post play - Call the first displacement foul especially on back down plays. Discern between illegal and incidental contact. When a player dislodges an opponent from a legally established position, it is a foul.
2. The consistent enforcement of bench decorum, the coaching box and unsporting conduct rules for both players and bench personnel.
3. Coverage and whistle discipline - The consistent and proper implementation of the three-person mechanics system leads to trust and increased call accuracy as a crew. Our call accuracy decreases when we call plays outside our primary coverage area.
4. Traveling - Identify the pivot foot when a player gains control of the ball. When players are allowed to travel, they gain a distinct advantage over their defenders.
5. Clock awareness - Observe the game clock and shot clock throughout each possession. Obtain the magic number from each position on every possession.
6. Freedom of movement - Our game is one of movement, screening action and cutters. Be diligent in calling fouls that inhibit players ability to move freely around the court with or without the basketball.
7. Enforce the rules.

Significant Editorial Changes

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

RULE 1 — Court and Equipment

1-17.3	Clarified	1-23.1	Clarified
1-23.2	Clarified		

RULE 2 — Officials and Their Duties

2-11.6.b.6	Added and Clarified	2-11.6.c.3	Added and Clarified

RULE 4 — Definitions

4-10.1.c.2	Clarified	4-10.1.c.4	Removed
4-12.5	Clarified		

RULE 6 — Live Ball and Dead Ball

6-3.8	Clarified

RULE 9 — Violations and Penalties

9-3.2	Clarified	9-14.2	Clarified
9-10	Added and Clarified		

RULE 10 — Fouls and Penalties

10-1.14	Clarified	10-4.1.p	Added
10-4.2.c	Added and Clarified		

RULE 11 — Instant Replay

11-2.1.b.6	Added and Clarified

Preface

Sportsmanship Statement

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

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

In the Men's Basketball Rules, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3 and 20**. The administrative rules that may not be altered are **Rule 1, Sections 4 through 8, 15, 16 and 18; Rule 2, Section 1**; and the free-throw lane diagram. All of the other rules are conduct rules and may not be altered.

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

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

Jeff O'Malley , Men's Secretary-Rules Editor; omalley.sre@gmail.com.

Note: Officials may find updates and interpretations at Refquest.com.

Important Information for Manufacturers of New Equipment and Apparel

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

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

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

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

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

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

IMAGE - How players appear on television/fan appeal.

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

Court and Equipment

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

   It is recommended that padding that meets current ASTM standards be used on walls and other facility features in or around the playing area that a student-athlete might contact during play. Padding should be installed no more than 4 inches from the floor up to 6 feet.
2. **Ceiling.** The ceiling and anything hanging from it (other than the basket) should be at least 25 feet above the playing court and higher if possible.
3. **Boundaries.** The 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.
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 exist 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.

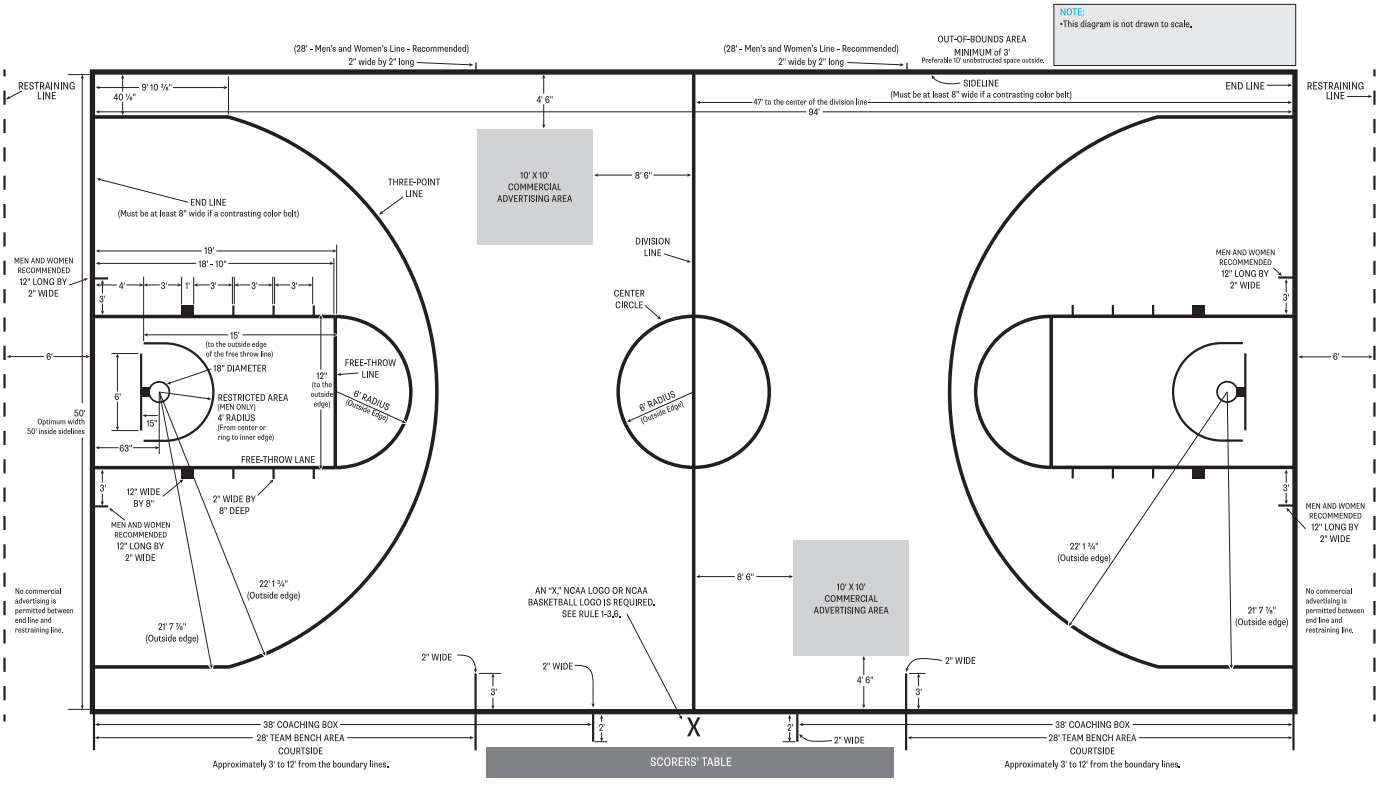
8. **Ring.** The design of the ring and its construction should be such as to maximize player safety. A movable basket ring shall have rebound characteristics identical to those of a nonmovable ring. The pressure-release mechanism should maximize these characteristics, as well as protect both the ring and backboard. Movable rings are required.
9. **Ring Testing.** It is *required* for Division I and *recommended* for Divisions II and III that all competitive rings for men be tested for rebound/elasticity once before the season and once before the postseason. It is recommended further, *in all divisions*, that basket ring loads be transferred to the support system by a single strut boom behind the backboard, or to the backboard frame. The pressure-release/elasticity mechanism on movable rings may be field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to its original position.
10. **Marking the Court.** When marking a court, manufacturers should start at the center of the court rather than at either end.
11. **Timing Equipment.** Divisions I, II and III schools shall have a game clock that shows a 10th-of-a-second display when less than one minute remains in a period.

    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 LED lights around the backboard. The purpose of either is to indicate when player activity is terminated. If LED lights are used, they shall be positioned 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 LED lights shall take precedence, and the red light shall be disconnected. It is recommended that the game clock, red light or LED lights be updated in their synchronization.

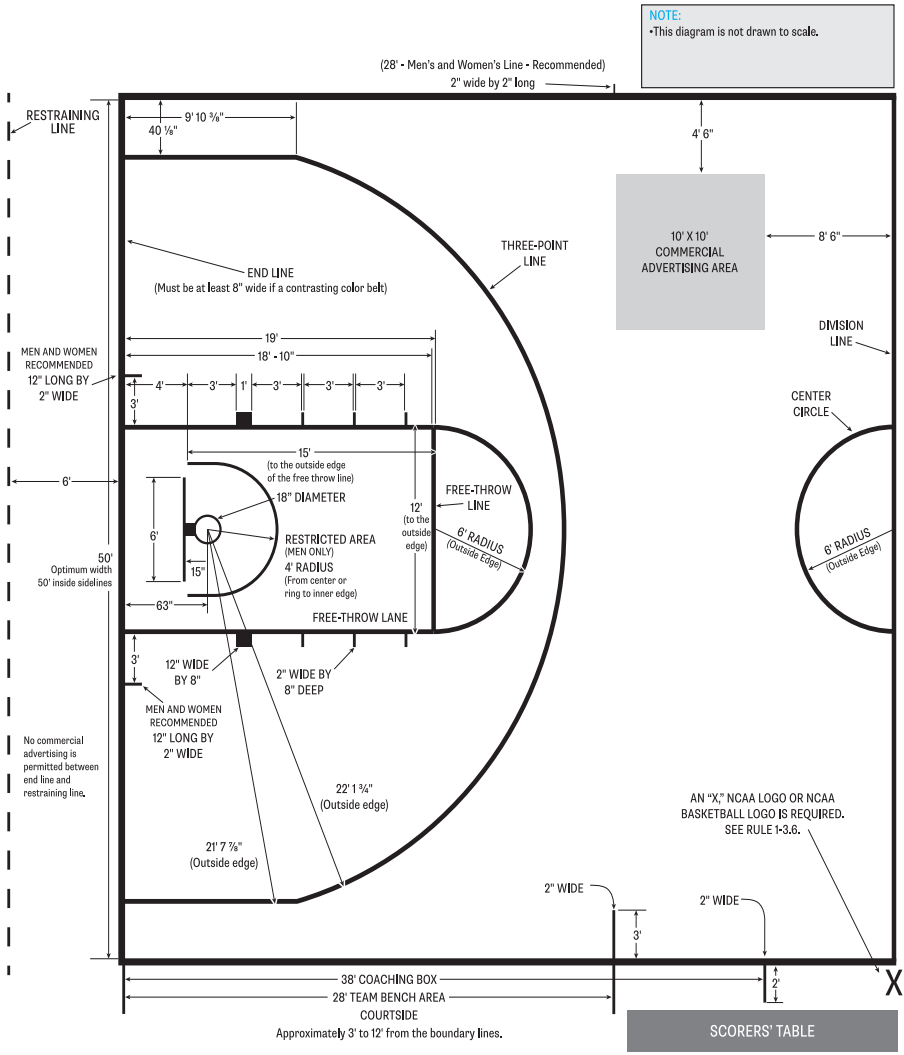
    It is recommended that all men's Division I arenas provide a timing mechanism that enables the officials to start and stop the game clock automatically. It is permissible also to have LED lights at the scorers' table which are synchronized with the red lights/LED lights on the backboards and game clocks.

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

2023-24 NCAA Men's and Women's Basketball Court

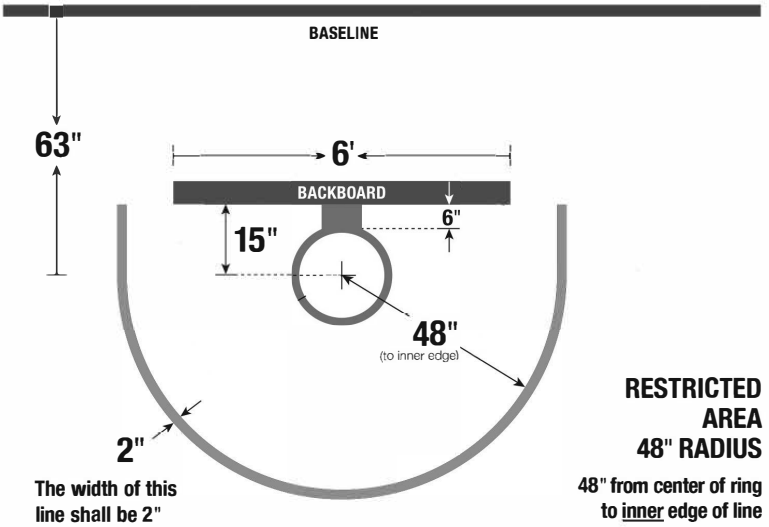


2023-24 NCAA Men's and Women's Basketball Court



NCAA Basketball

Restricted-Area Arc



INSTRUCTIONS

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

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 are 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. Non-playing 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 1/4-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.

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 , 2-inch break, etc.
b. A shadow-bordered 2-inch-wide line (1/4-inch borders).
c. A 2-inch-wide interrupted shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
d. A 1/4-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 non-jumpers around the center circle shall extend 3 feet from the outside edge of the center circle.

Section 5. Division Line

Art. 1. A 2-inch-wide division line shall divide the playing court into two equal parts and shall be formed by extending the center-circle diameter in both directions until it intersects the sidelines.

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

a. A solid 2-inch-wide interrupted line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
b. A shadow-bordered 2-inch-wide line (1/4-inch borders).
c. An interrupted 2-inch-wide 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 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 12 and 13.

Art. 2. The three-point field-goal line shall be a solid single-colored 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 Arc

The restricted-area arc is a solid single-colored 2-inch line formed by a semicircle measured from the center of the basket to the inside edge with a radius of 4 feet and extending in a straight line to the front face of the backboard. This arc must be clearly discernible and distinguishable. When there are both a 3-foot and 4-foot arc on the playing court, the arcs shall contrast in color. *Note: See illustration on Page 14 for details regarding 4-foot arcs. It is recommended that the 3-foot arc be removed the next time the 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 no farther than the 38-foot line as noted in the Court Diagram.

Art. 2. A line perpendicular to the sideline with a minimum length of 2 feet shall be extended from the sideline 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 19).

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

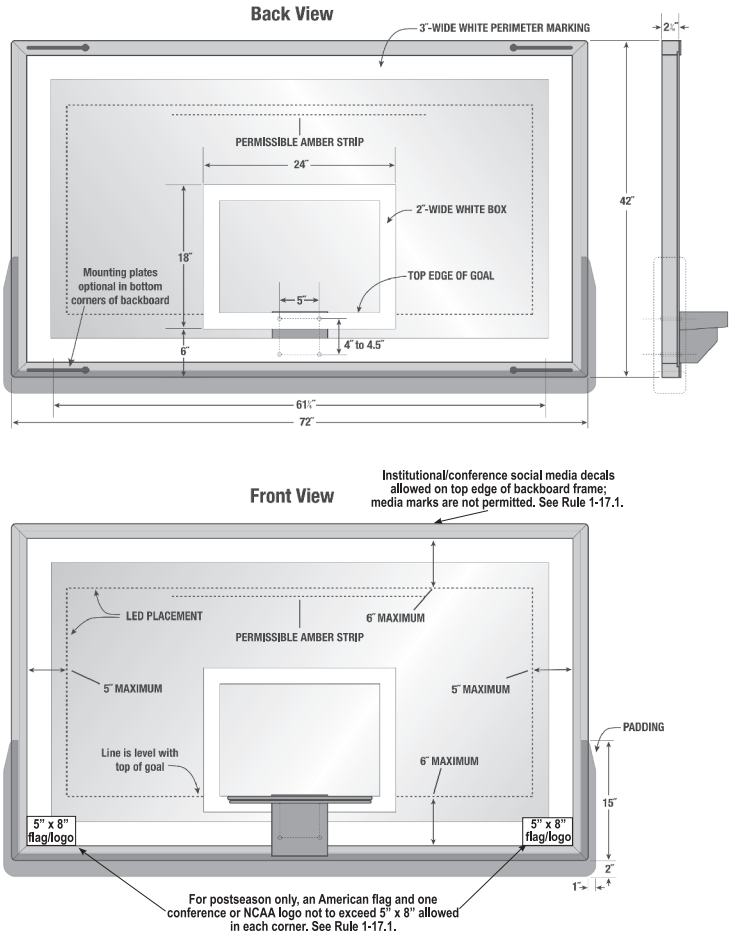
Art. 1. Padding is required on all backboards as outlined in this rule. The padding shall be a single, solid color and shall be the same color on both backboards.

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

Section 13. Backboards—Positions

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

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

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

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

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

a. Signage must be static when the ball is live.

b. Maximum Physical Area (H x W x D) 14" x 52" x 2".

c. Maximum Active Display Area (H x W) 12" x 46".

d. No hard metal or material on the underside or sides of the unit can be exposed. The signage unit must be padded with rounded edges, including across the bottom of the unit. A minimum of 3/4-inch-thick padding must be provided. All padding must be the same color(s) as the stanchion arm.

e. The front of the sign must be located a minimum of 6 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% of the maximum brightness with the recommended level of brightness being 20-25%. The signage must be able to be deactivated at the request of officials or game management.

i. The signage system must be independently operated and cannot be connected to the main scoreboard game clocks and shot clocks in any way.

j. LED stanchion arm signage may only be changed during timeouts and between periods.

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

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

Section 14. Baskets—Size, Material

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

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

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

Art. 4. All competitive rings shall be tested for rebound elasticity once before the season before the first date of competition and once before the postseason. The rebound elasticity requirement shall be 35% to 50% energy absorption and within a 5% differential between baskets on the same court.

Note: For Division II and Division III, ring testing is recommended (see Item No. 9 of the Court and Equipment section of the Important Information for Manufacturers document on Page 11).

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 a composite material, and shall 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 1/4 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 dribbled, passed or shot.

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

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

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

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

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

Section 17. Logos/Names/Equipment

Art. 1. Logos, names or equipment of any kind (including school and conference logos or names, cameras and microphones) shall not be permitted on the backboards, rings, flanges, padding around the backboards, or on the shot clocks. Institutional/conference social media decals are permitted on the top edge of the backboard frame. For postseason play only, 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. A conference or institution's name or logo shall be permitted on the ball.

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

Art. 5. Commercial advertising is not permitted inside the 6-foot restraining area at each end line unless it is the official name of the facility/court as confirmed by the institution. No 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 no 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 1-25 for logos and labels on players' uniforms/equipment.

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

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

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

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

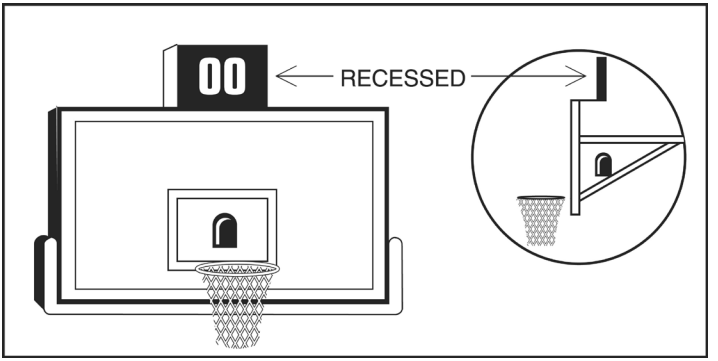
Art. 4: A red light (that is visible through the 24-inch-by-18-inch rectangle painted on the backboard) placed behind each backboard or red LED lights placed around the backboard shall be required. It is permissible also to have red LED lights at the scorers' table that are synchronized with the red lights/red LED lights on the backboards and game clocks. 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, connected to a horn with a sound that is distinctive from the game-clock horn, are required and shall be recessed and mounted on the backboard supports behind each backboard. It is permissible, but not required, to have tenths of a second displayed on the shot clocks when the shot clock displays less than 5.0 seconds.



Art. 3. An alternate timing device shall be available when a visible shot clock malfunctions. If no visible replacement shot clock is available, the remaining shot clock shall be turned off. Thereafter, the shot-clock timer shall use the hand-held stopwatch at the scorers' table and the public address equipment to inform both teams about the time remaining on the shot clock. Public address announcements shall be made at 20, 15, 10, 5, 4, 3, 2 and 1 second intervals. Furthermore, the interrupted game rules set forth in Rule 5-4 shall not be used when there is a shot-clock malfunction.

Art. 4. Red or amber LED lights located around the shot clock may be used, but the lights shall only be activated for a shot-clock violation. An amber strip may also be used at the top of the backboard to signal a shot-clock violation.

Section 20. Possession Indicator

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

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

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

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

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

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

Section 22. Uniforms (Game Jersey and Shorts)

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

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

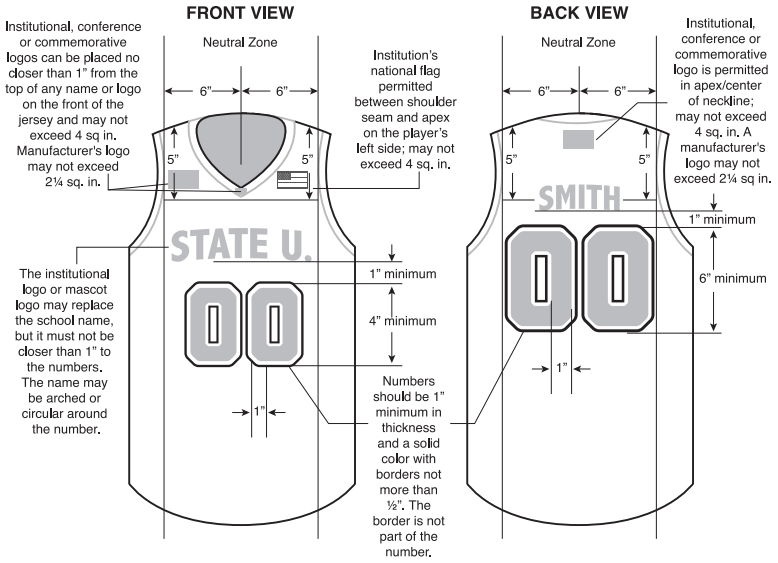
Art. 3. The color, style and design of all teammates' game jerseys and game shorts shall be alike.

Art. 4. Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and game shorts, and the away team shall wear dark game jerseys and game shorts. This rule may be altered by mutual consent of the competing institutions 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, marks and names intended to celebrate or memorialize persons, events, or other worthy causes are permitted. Commercial names, logos, marks and slogans are not permitted.

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.



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.

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. ~~When placed horizontally, all letters are on the same plane. When arched, the first and last letters of the name must be on the same horizontal plane. When set at an angle, the first and last letters need not be on the same plane. For all placements, no part of the lettering shall be below a plane extending through the top of the number(s) and no part of the lettering below the number(s) shall be above a plane extending through the bottom of the number(s).~~

   c. Be placed not closer than 1 inch from the uniform number.

d. A logo that replaces an institutional name, nickname or mascot 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.

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, strikingly different in color and shade regardless of any border around the number. The border shall be not more than 1/2-inch wide and may be of any color(s).

c. An institutional or conference logo, a captain's patch and/or commemorative/memorial patch, meeting the restrictions of Rule 1-25.2, located in one of two places on the front of the jersey: (1) the apex of the neckline; (2) 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 1-25.2 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.

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 1-25.2.

e. A colored neckline not to exceed 1 inch in width.

f. Other names intended to celebrate or memorialize persons, events or other worthy causes are permitted only in the back neutral zone.

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

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

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

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

Art. 11. Institutional names, nicknames, mascots, 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 1-25.2 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 or long sleeved undershirt that extends below the elbows is permitted. No logos (excluding one manufacturer's logo that meets the size restriction of Rule 1-25.1), 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 of the same color as that of the game shorts, black, white or beige. One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on undergarments that extend below the game shorts. Not all teammates must wear the same length of tights. The same color must be worn by teammates.

Section 24. Headbands, Wristbands and Sleeves

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

a. Be a single non-abrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic or rubber;
b. Be a single, solid color, similar to the dominant color of the game jersey, black, white or beige;
c. Be not wider than 2 inches;
d. Bear one manufacturer's logo that shall meet the restrictions of Rule 1-25.1 or one institutional logo/mascot that shall meet the restrictions of Rule 1-25.2. The logo shall appear only once; and
e. Exclude hard items including, but not limited to, barrettes, beads and bobby pins.

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

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

Art. 4. The use of an arm sleeve, knee sleeve and/or lower leg sleeve is permissible. These sleeves must be of a solid color. The arm sleeve may be black,

white, beige or any color contained in the jersey, and the same color must be worn by teammates. The sleeves on the leg (knee or lower leg) may be black, white, beige or the color of the game shorts, and the same color must be worn by teammates. One institutional logo or mascot, meeting the restrictions of Rule 1-25.2 may appear on an arm sleeve, knee sleeve or leg sleeve.

Section 25. Logos, Labels, Trademarks, Patches

Art. 1. A single manufacturer's or distributor's normal logo, label or trademark 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.

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.

Section 26. Players' Equipment

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

Art. 2. Elbow, hand, finger, wrist or forearm guards, casts or braces made of fiberglass, plaster, metal or any other non-pliable substance, shall be prohibited unless covered completely with the slow-rebounding foam as described in Rule 1-26.4.

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 1/2-inch thickness of a slow-rebounding foam, may be used to immobilize and protect an injury.

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

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

Names or logos of professional sports entities are not permitted on any player's equipment. Gloves worn on the hands are not permitted.

Art. 7. Head decorations, headwear, headgear and jewelry are illegal. Religious headwear is permitted provided it is securely fastened to the head and is subject to the approval of the referee per Rule 2-5.1.

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

Art. 9. Players and team members are not permitted to wear a microphone or any other equipment which enables sound transmission from a player 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 black-and-white striped shirt with black side panels, black raglan style sleeves and black pants. (See CCA Mechanics Manual for manufacturers' design requirements.) 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 men'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 calling a foul or violation.

Section 3. Elastic Power

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

Section 4. Officials' Jurisdiction

Art. 1. The officials shall have the power to make decisions for infractions of rules committed either within or outside the boundary lines from 20 minutes before the scheduled starting time of the game through the officials leaving the visual confines of the playing area.

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

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

Section 5. The Referee—Pregame Duties

Before the game starts, the referee shall:

Art. 1. Inspect and approve all players' uniforms, 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 half.

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

Art. 4. Correct a scoring or bookkeeping mistake.

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

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

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

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

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

Section 7. Officials' Duties

During the game, officials shall:

Art. 1. Put the ball in play.

Art. 2. Determine when the ball becomes dead.

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

Art. 4. Administer penalties.

Art. 5. Grant and charge timeouts.

Art. 6. Correct errors and mistakes within the prescribed time frames. Officials may use play-by-play, a digital stopwatch, table officials (including an approved standby official) and Instant Replay 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. Use a visible 10-second count when there is no shot clock visible.

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 to the official scorer and head coaches. (See Rules 4-10.2 and 4-32.2.)

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

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

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

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

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

Art. 16. Notify game management of any potentially dangerous situations on the playing court, including the 3-foot area outside each sideline and the 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 unsportsmanlike conduct by a player, coach, substitute, team attendant or follower.

Art. 2. Penalize flagrant acts by any offender.

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

Art. 4. Notify the 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 and technical fouls assessed to each player and the technical fouls assessed to a coach, team member, bench personnel or team follower.

Art. 4. Notify an official immediately when a fifth foul has been committed by a player.

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

Art. 6. Notify an official immediately when a combination of one Class A technical foul and two Class B technical fouls (ABB) or three Class B technical fouls (BBB) have been assessed to any player or bench personnel.

Art. 7. Notify an official when three Flagrant 1 fouls have been assessed to a player.

Art. 8. Record in the scorebook any ejection for fighting, warnings for delay per Rule 4-10.1.a-c or any resumption of play warning per Rule 4-32.2

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 half when a player commits a common foul (except a player-control or team-control foul which is not a loose ball foul), beginning with the team's seventh foul and the team's 10th foul, including any combination of personal fouls and Class A technical fouls.

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

Art. 18. Record the time on the game clock when the official signals that an instant replay review for a correctable error is required under Rule 11-2.1.b.1.

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

Section 10. Duties of Timers

The official timer shall:

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

Art. 2. Operate the game clock.

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

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

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

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

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

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

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

Art. 10. Sound a warning horn 15 seconds before the expiration of an intermission or charged timeout. A second signal shall be given at the expiration of an intermission or a charged timeout. Play shall be resumed immediately upon the sounding of the second signal. *(Exception: Rule 4-32.2)*

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 extra period.

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

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

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

Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

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

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

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

Art. 4. Have an alternate timing device available.

Art. 5. Start the shot clock when:

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

Art. 6. Stopping and resetting the shot clock:

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 timeout has concluded;
    4. During team control, a defensive player causes a held ball or any other situation occurs where the alternating possession arrow must be used to determine team possession and the alternating-possession arrow favors the team in control;
    5. After any double personal or technical fouls or simultaneous personal or technical fouls, when there is team control, unless the penalty for the foul results in a change of possession;
    6. After an inadvertent whistle when there is team control;
    7. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to the bench personnel or followers of the team unless the penalty for the foul results in a change of team possession;
    8. After a simultaneous held ball as described in Rule 6-4.2 occurs during a throw-in and the alternating-possession arrow favors the throw-in team or after an unsuccessful try that does not contact the ring or flange and the alternating possession arrow favors the team whose try was unsuccessful; and

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 and the alternating-possession arrow favors the team in control.

   Note: When the alternating-possession arrow favors the offensive team in either .8 or .9 above, they shall have the unexpired time on the shot clock to attempt a try.

b. Reset to 30 seconds when the following occurs:
   1. There is a change in team control and the ball remains live or after a score by the opponent;
   2. Team control is re-established in the backcourt after the team loses control of the ball;

      Note: The mere touching of the ball does not start a new shot-clock period when the same team remains in control of the ball as in loose ball situations.
   3. A held ball occurs or any other situation occurs where the alternating-possession arrow must be used to determine team possession and the alternating possession arrow favors the defense for a throw-in in the backcourt;
   4. A try for goal, pass or deflection strikes the ring or flange and control is gained by the non-shooting team;
   5. A single personal or technical foul is assessed to the defensive team while the ball is in control of the offensive team in the backcourt;
   6. A double personal foul when only one of the fouls is flagrant and it is assessed against the offense in their front court and the defense is awarded the ball for a throw-in in their backcourt. If the flagrant foul is assessed against the defense, the shot clock shall be reset to 20 seconds or time remaining (whichever is greater) per Rule 2-11.6.c.1;
   7. A violation occurs, except as in Rules 2-11.6.a.1 and .2, and the defense is awarded the ball for a throw-in in the backcourt. If the throw-in is in the front court, the shot clock shall be reset to 20 seconds per Rule 2-11.6.d.6;
   8. An inadvertent whistle occurs when there was no player or team control at the time of the whistle and the alternating-possession arrow favors either team for a throw-in in the backcourt; or
   9. During a jump ball, one team causes the ball to be out of bounds and the other team is awarded the ball for a throw-in in the back court.

c. Reset to 20 seconds or the time remaining (whichever is greater) when the following occurs:
   1. A personal or technical foul is assessed to the defensive team and the ball is to be inbounded in the front court;
   2. When a kicking the ball/fisting violation is committed by the defense and the ball is to be inbounded in the front court or backcourt;

      Note: This rule applies only when the foul or violation in .1 or .2 above *occurs prior to a try for goal which hits the ring or flange.*

3. An inadvertent whistle or double foul occurs when there was no player or team control at the time of the whistle and the alternating-possession arrow favors either team for a throw-in in the front court.
4. When there is a try for goal in the air, the defense commits an off-ball foul and the try misses the rim and the ball is to be inbounded in the front court.

d. Reset to 20 seconds when the following occurs:
   1. The offensive team is the first to gain control of the ball in their frontcourt after an unsuccessful field goal attempt, pass or deflection that contacts the ring or flange, after an unsuccessful free throw that remains in play or after an offensive foul in Team A's backcourt and Team B gains control in their frontcourt;
   2. A loose ball foul is assessed to the defensive team following: a) an unsuccessful free throw that remains in play, b) an unsuccessful field goal attempt that contacts the ring or flange, or c) during a successful try, provided that, as a result of the play, the offensive team will inbound the ball in the front court;

      Note: If the ball is to be inbounded in the back court, the shot clock shall be reset to 30 seconds per Rule 2-11.6.b.2.
   3. The offensive team retains possession in their frontcourt after the ball goes out of bounds following an unsuccessful free throw that remains in play or an unsuccessful field goal attempt, pass or deflection that contacts the ring or flange;
   4. The offensive team is awarded possession in their frontcourt after a held ball when the alternating-possession arrow favors the offense following an unsuccessful free throw that remains in play or an unsuccessful field goal attempt that contacts the ring or flange or following an Instant Replay review for basket interference/goaltending;
   5. After a try, pass or deflection strikes the ring or flange and there is a kicking/fisting violation against the defense and the shooting team is awarded a throw-in in the front court;
   6. A violation occurs, except as in Rules 2-11.6.a.1 and .2, or an offensive foul occurs and the defense is awarded the ball for a throw-in in the frontcourt;
   7. After any double personal foul when only one of the fouls is flagrant and it is assessed against the offense and the defense is awarded a throw-in in their frontcourt;
   8. During a jump ball, one team causes the ball to be out of bounds and the other team is awarded the ball for a throw-in in the frontcourt; or
   9. After a shot, pass or deflection which contacts the rim/flange is batted into the backcourt and out of bounds by the shooting team and the ball is awarded to Team B.

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, the shot-clock time has expired.

Art. 8. Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period. However, the shot clock shall be reactivated and reset to 20 seconds whenever the situations described in Rule 2-11.6.d occur.

Art. 9. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field-goal try is attempted at the wrong basket or when a field-goal try has failed to hit the rim 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 Rules 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: Rules 11-2.1.b.1 and 11-2.1.b.6)*

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

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

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

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

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

RULE 3

Players and Substitutes

Section 1. Player

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

Section 2. The Team

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

Art. 2. Each team may continue to play with fewer than five players when all other 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 a technical-foul free throw, or to correct a scoring or bookkeeping mistake.)*

Section 5. Substitute

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

Section 6. Substitutions

Art. 1. Procedural Requirements.

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

b. An entering player is a substitute who has been beckoned onto the playing court by an official.
c. Any substitute shall remain outside the boundary line until beckoned by an official, whereupon the substitute shall enter immediately. When the ball is about to become live, the official shall withhold the beckoning signal.
d. A substitute becomes a player when he legally enters the playing court. When the entry is not legal, the substitute becomes a player when the ball becomes live.
e. Substitutions between periods shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than before the warning horn. When the substitute(s) has not reported before the final horn to end the intermission, the five players from the previous period shall begin the next period.
f. When entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorers, the timers shall sound the game-clock horn when the ball is dead and time is stopped. *(Exception: Rule 3-6.1.i).*
g. Substitutions during a timeout must report to or be in position to report to the official scorer before the warning horn. Substitutions shall not be permitted after the warning horn. *(Exception: Rule 3-6.3.e).*
h. Substitutions shall not be permitted when the game clock has been stopped after a successful field goal in the last 59.9 seconds of the second half or of any extra period and before the clock has been properly started except for the following:
    1. Those substitutions permitted by rule, including, but not limited to, injury, blood, violation, foul, disqualification, timeout, monitor review for a score, or for a lost, displaced or irritated contact lens or displaced eyeglasses; or
    2. There shall be no substitutions during the dead-ball period when the clock is stopped for a successful field goal to correct a timing mistake or for an inadvertent whistle.
i. Substitutions shall not be permitted until the results of an instant replay review have been reported to both head coaches when there is a review in the last two minutes of the second period or the last two minutes of any extra periods.
j. A player who has been withdrawn or replaced by a substitute may re-enter the game at the next opportunity to substitute, provided that the game clock has been properly started after the withdrawal or replacement. *(Exception 1: A replaced player is not subject to this restriction and may re-enter the game at the next opportunity to substitute when the opponents have committed a violation or foul (personal or technical) before the game clock has been properly started. Exception 2: When an official's or scorer's error occurs in reporting/recording a foul which results in a player being replaced, the player is not subject to this substitution restriction and may re-enter the game at the next opportunity to substitute and before the game clock has been 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 multiple free throws for personal fouls, a substitute may enter the game only before the final attempt in the sequence, unless otherwise authorized by the rules or after the final attempt has been successfully converted.

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

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

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

1. Before the administering of multiple free throws, all substitutes, who had legally reported to the official scorer before the player who had to be replaced, may enter the game; or

2. When no free throws are awarded, all substitutes, who had legally reported to the official scorer before the player who had to be replaced, may enter the game.

Art. 3. Required Substitutions

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

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

c. When substitutes have reported to the scorers' table prior to any situation in which a player is required to be replaced, such as for disqualification, injury or blood, or a lost, irritated or displaced contact lens, the substitutes are permitted to enter the game.

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

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

f. When an injured player is unable to attempt his free throw try(s), the head coach from the opposing team shall select one of the four remaining players on the playing court to attempt the free throw try(s). When the foul is flagrant and the injured player is unable to attempt the free throw try(s), the injured player's head coach shall select any player or team member to attempt the free throw try(s). When the injured player is bleeding, his head coach may: 1) provide a substitute for the bleeding player who will attempt the free throws, or 2) request a timeout and attempt to remedy the blood situation. If a stoppage of play occurs because of an injured or bleeding player and becomes a media timeout, a team timeout is not required to permit the player to remain in the game if either the injury or blood situation is remedied by the end of the media timeout.

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. Batting the Ball

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

Section 3. Bench Area

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

Art. 2. During any timeout or before any extra period, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the 28-foot line. Seating in the bench area shall be located approximately 3 feet to 12 feet from the boundary line as shown in the Court Diagram.

Section 4. Bench Personnel

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

Section 5. Blocking

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

Section 6. Boundary Lines

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

Section 7. Charging

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

Section 8. Continuous Motion

Continuous motion applies to a try for field goal or free throw, but shall have no significance unless there is a foul by the defense during the interval that begins

when the normal throwing movement starts a try, or with the touching on a tap, and ends when the ball is clearly in flight.

Section 9. Control—Player, Team

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

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

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

a. A player of the team is in control;
b. A live ball is being passed between teammates including when the pass is muffed by the receiving teammate;
c. A player of that team has disposal of the ball for a throw-in; or
d. During an interrupted dribble or any loose ball. (See Rule 4-15.2.a.3 and Rule 4-24.)

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. (See Rule 4-24)

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

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

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

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

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

Section 10. Delay

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

a. Administrative Delays.
    1. Failure to supply scorers with data per Rule 3-4.1 (See Rule 10-2.2);
    2. Consuming a full minute by not being ready when it is time to start either half or any extra period. (See Rule 10-2.5);
    3. Team followers entering the playing court before activity has been terminated, which prevents the ball from promptly being made live or prevents continuous play. (See Rule 10-2.8.d).

b. Coach Delays.
   1. Bench personnel entering the playing court before player activity has been terminated, which prevents the ball from promptly being made live or prevents continuous action. (See Rule 10-4.2.g);
   2. Failure to have the court ready for play after the final horn to end any timeout. (See Rule 10-4.2.f);
   3. Delaying the game by failing to resume play immediately following the second warning horn indicating the end of a timeout or when a disqualified/ejected or injured player must be replaced. (See Rule 10-4.2.f)

c. Player Delays.
   1. Repeatedly delaying the game by preventing the ball from being promptly put into play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anywhere on the playing court (See Rule 10-4.1.q) or repeatedly 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 9-4.3)
   2. Attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after a whistle is blown. (See Rule 10-4.1.l)
   3. Failing to provide sufficient space along the out of bounds line for a throw-in after being warned by an official. (See Rule 7-6.8.e)

Art. 2. There shall be no warnings given for Administrative Technical Fouls. One warning shall be given to the head coach for each of the Coach Delays in Rule 4-10.1.b.2 or .3. There shall be no warnings given for Coach Delays under Rule 4-10.1.b.1. One team warning shall be given to each team for the Player Delays in Rule 4-10.1.c. Each warning shall be reported to the official scorer and recorded in the scorebook. Thereafter, a Class B technical foul shall be assessed for a second delay that has previously received either a coach warning, under Rule 4-10.1.b.2 or .3, or a team warning, under Rule 4-10.1.c.

Section 11. Disposal of Ball

Art. 1. The ball is at the disposal of a player when it is:
   a. Handed to the thrower-in or free-thrower;
   b. Caught by the thrower-in or the free-thrower after it is bounced to the player;
   c. Placed at a spot on the floor; or
   d. Available to a player after a goal and the official begins the throw-in count.

Section 12. Disqualified Player

Art. 1. A disqualified player is one who is barred from further participation in a game after receiving a fifth foul, including personal fouls and Class A technical fouls or a player shall be disqualified for receiving three Flagrant 1 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 of any disqualification and then the player.

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 20-second time limit. A horn shall be sounded both 15 seconds before the expiration of this time limit and at the end of the time limit, with the latter horn indicating that play shall resume immediately.

Section 13. Dribble

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

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

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

Art. 4. The dribble ends when:

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

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

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

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

Section 14. Ejection

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

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

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

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

Section 15. Foul

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

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

a. **Common foul.** A common foul is a personal foul committed by an offensive or defensive player that is neither flagrant, nor part of a double, multiple or simultaneous foul.
   1. **Player-control foul.** A player-control foul is a common foul committed by a player when he is in control of the ball or by an airborne shooter.
   2. **Team-control foul.** A team-control foul is a common foul that is committed by a player of a team that has team control.
   3. **Loose-ball foul**. A loose-ball foul is a common foul that is committed by a player when any of the conditions in Rule 4-24 occur. A loose-ball foul on an offensive player is also a team-control foul.

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

c. **Flagrant personal fouls.** Flagrant fouls are personal fouls that are deemed to be a more serious offense than a common foul. The penalty for a flagrant 1 foul is two free throws and possession of the ball for a throw-in. The penalty for a flagrant 2 foul is two free throws, possession of the ball for a throw-in, and ejection of the offending player.
   1. Flagrant 1 personal foul. A flagrant 1 personal foul is a personal foul that is deemed excessive in nature (unwarranted or too much) and/or unnecessary (avoidable, uncalled for or not required by the circumstances of the play), but is not based solely on the severity of the act. Examples include, but are not limited to:
      a) Causing excessive or unnecessary contact with an opponent;
      b) Contact with an opponent that is not a legitimate attempt to play the ball or player;
      c) Pushing or holding a player from behind to prevent a score. Depending on the severity of the contact and the potential for injury, this type of foul could rise to the level of a flagrant 2 foul;
      d) Fouling a player clearly away from the ball who is not directly involved with the play, specifically designed to stop or keep the clock from starting;
      e) Contact with a player making a throw-in;
      f) Illegal contact caused by swinging of an elbow that is deemed excessive or unnecessary but does not rise to the level of a flagrant 2 personal foul (See Rule 4-18.7);
      g) Illegal contact caused by a player hooking an opponent over or under the arm and which may lead the official to believe the contact was caused by the opponent. Depending on the nature of the contact, or the result of the contact, this foul could be considered a flagrant 2 foul; and
      h) Contact with an opponent that is not the result of a normal basketball play. “Normal basketball play” is defined as any activity by a player, including incidental contact, which is generally accepted as

that which occurs in a basketball game when the player is attempting to make a legal offensive or defensive play.

2. Flagrant 2 personal foul. A flagrant 2 personal foul is a personal foul that involves contact with an opponent that is not only excessive, but also severe (brutal, harsh, cruel) or extreme (dangerous, punishing),while the ball is live. In determining whether a foul has risen to the level of a flagrant 2, officials should consider the following:
   a) The severity of the contact;
   b) Whether a player is making a legitimate effort to block a shot. Note that a player may still be assessed a flagrant 2 foul on an attempted blocked shot when there are other factors, such as hard contact to the head or the defender winding up or emphatically following through with the contact. Depending on the nature of the contact, or the result of the contact, this foul also could be considered a flagrant 1 or common personal foul;
   c) The potential for injury resulting from the contact (e.g., a blow to the head or a foul committed while the player was in a vulnerable position). Depending on the nature of the contact, or the result of the contact, the foul also could be considered a flagrant 1 or common personal foul;
   d) Any contact by the offending player to the groin area of an opponent which is not clearly accidental; and
   e) Any foul similar to the foul described in Rule 4-15.2.c.1.g in which the contact, or the result of the contact, is not only excessive but also severe or extreme.

Note: The above acts represent examples of potential flagrant 2 fouls. Other acts may also qualify, if they meet the criteria of being not only excessive but also severe or extreme.

d. **Simultaneous personal foul.** A simultaneous personal foul by opponents occurs when each team commits a personal foul at approximately the same time but not by opponents against each other.

Art. 3. Technical Fouls

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

b. **Class A and Class B technical fouls.** A Class A technical foul involves unsportsmanlike conduct or behavior by a player, substitute, coach or bench personnel. Unsportsmanlike conduct is behavior or an act that is unbecoming to a fair, ethical and honorable individual. A Class B technical foul is an infraction of the rules that neither involves contact with an opponent, nor causes contact with an opponent, and falls below the limit of an unsportsmanlike act. (See Rules 10-3 and 4.)

c. **Double technical foul.** A double technical foul occurs when opponents commit technical fouls against each other at approximately the same time.

d. **Flagrant 2 technical foul.** A flagrant 2 technical foul can be either contact or noncontact.
   1. A flagrant 2 contact technical foul occurs when the ball is dead and the contact is not only excessive, but also severe or extreme.
      (Exception: When a foul is committed by an airborne shooter.)
   2. A flagrant 2 noncontact technical foul occurs when the ball is either live or dead and involves unsportsmanlike conduct that is extreme, sometimes persistent, vulgar or abusive.

e. **Contact dead ball technical foul.** A contact dead ball technical foul occurs when the ball is dead and involves contact that is unnecessary, unacceptable or excessive, but does not rise to the level of a flagrant 2 contact technical foul.

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

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

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

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

Section 16. Fumble

Art. 1. A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp or is muffed by a player whose team is in control, as when a pass between teammates is not caught cleanly.

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

Section 17. Guarding

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

Art. 2. There is no minimum distance required between the guard and opponent. *(Exception: See Rule 4-39.)* 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 4-17.7)*

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

a. The guard shall have both feet touching the playing court. When the guard jumps into position initially, both feet must return to the playing court after the jump, for the guard to establish a legal guarding position.

b. The guard's torso shall face the opponent from any direction.
c. No time and distance shall be required.
d. When the opponent with the ball is airborne, the guard shall have established legal guarding position before the opponent places the last foot on the playing court prior to becoming airborne. *(Exception: Rule 4-17.7)*

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

a. Time and distance shall be required to establish an initial legal guarding position;
b. The guard shall give the opponent 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 established legal guarding position before the opponent left the playing court.

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

a. Is not required to continue having the torso face the opponent;
b. Cannot have either foot out of bounds;
c. May raise the hands or may jump within his own vertical plane;
d. May shift to maintain guarding position in the path of the dribbler, provided that the guard does not charge into the dribbler or otherwise cause contact;
e. May move laterally or obliquely to maintain position provided such a move is not toward the opponent when contact occurs; (*Exception: A secondary defender who has established initial legal guarding position on an airborne shooter/passer may not move laterally or obliquely to maintain legal guarding position. The secondary defender in this position may remain stationary or may move backwards.)*
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 secondary defender cannot establish initial legal guarding position in the restricted area for the purposes of drawing an offensive foul on a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try for goal. When illegal contact occurs within this restricted area, such contact shall be called a blocking foul, unless the contact is flagrant. *(Exception: When the offensive player leads with a foot or unnatural extended knee or wards off with the arm.)*

This restriction shall not prohibit a defender, located within the restricted area, from attempting to block a shot by: 1) establishing legal guarding position, 2) jumping in the air while maintaining legal verticality position, and 3) attempting to block the shot.

Section 18. Hands and Arms, Use of

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Section 19. Holding

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

Section 20. Inadvertent Whistle

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

Section 21. Incidental Contact

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

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

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

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

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

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

Section 22. Jump Stop

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

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

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

Section 23. Location of a Player

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

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

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

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

Section 24. Loose Ball

A loose ball occurs when a player who is holding or dribbling the ball: 1) fumbles it, 2) loses control of the ball when a defensive player bats or deflects it out of his control, 3) releases the ball for a try for a goal, 4) attempts a pass between teammates that is deflected by a player even though there is still team control, or 5) attempts a pass between teammates that is muffed or not caught cleanly.

Section 25. 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 26. 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 27. 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 28. Point of Interruption

Art. 1. The 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 4-20 and 7-4.17.
b. An interrupted game, as in Rule 5-4.
c. A correctable error, as in Rule 2-12.1.
d. Any double foul or simultaneous personal foul, as in Rule 4-15, unless only one of the fouls is a flagrant foul.
e. Any technical foul(s).

Art. 2. When the point of interruption is used to determine where to resume play, the official shall use the procedures in Rule 7-3.2.

Section 29. Post Player

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

Section 30. Rebound

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

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

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

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

Section 31. Restricted Area

The restricted area ("R.A.") is defined as the area bounded by the outer edge of the restricted-area arc, which has a 4-foot radius measured from the center of the basket to the inside of the arc line and extending to the face of the backboard. A secondary defender is considered to be in the restricted area when any part of either foot is in or above this area. *Note: See illustration on Page 14 for details regarding the 4-foot arc.*

Section 32. 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 a player. The resumption of play is in effect for the entire game except to start the second half or any extra period or as set forth below in Article 2.

Art. 2. When a team is not ready to resume play promptly, as in Rules 4-10.1.b.2 or .3 and 4-10.1.c, the officials shall issue one warning to either the head coach or the team and report the warning to the official scorer. Thereafter, a Class B technical foul shall be assessed to the head coach or a player of the team for any delay that has previously received a warning under these rules. (See Rule 4-10.2.) Following enforcement of the technical foul, resumption-of-play procedures are in effect.

Section 33. 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 34. 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 35. Screen

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

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

a. Stay within his vertical plane with a stance in which the inside of the screener's feet is no wider than shoulder width apart. The screener shall not lean into the path of an opponent or extend hips into that path, even though the feet are stationary.

b. Not be required to face in any particular direction at any time.

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.

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 opponents are moving in exactly the same path and direction (one behind the other) and the screener slows down or stops and contact results, the trailing player shall be responsible for such contact.

Art. 6. No player shall use arm(s), hand(s), hip(s) or shoulder(s) to force through a screen or to hold or push the screener. When this type of contact occurs with the torso of the screener, the foul should be assessed against the defensive player even though the width of the screener's legs may exceed the legal limit. If the contact by the defender is with a 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 36. Secondary Defender

Art. 1. A secondary defender is a teammate who has helped a primary defender after that player has been beaten by an opponent because he failed to establish or maintain a guarding position. A defensive player is beaten when the offensive player's head and shoulders get past the defender.

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

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

Art. 4. In an outnumbering fast-break situation, any defensive player(s) initially shall be a secondary defender. This designation as a secondary defender shall not prevent the defender from establishing legal guarding position on an offensive

player and defending that player all the way to the basket, including in the Restricted-Area Arc.

Section 37. Shooter

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

Section 38. Team Member

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

Section 39. Verticality

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

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

Section 40. 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 his basket.

Art. 2. A goal is made when:

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

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

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

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

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

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

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

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

a. A player who uses a technique commonly known as the "rip through" shall not be considered "in the act of shooting" if the move is horizontal.
b. If the "rip through" is more vertical, the player shall be considered to be "in the act of shooting."

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 canceled, with the exception of any flagrant or technical foul and the correct time shall be added to the game clock.

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

Art. 19. In any period, when the game clock or shot clock displays 10ths 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 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 by declaring one team the winner by forfeit.

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

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

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

Art. 4. Conference policy may include an established time limit before 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 non-fulfillment of a contract, but rather shall declare a "no contest." When officials are not present or available to officiate, there cannot be a sanctioned game/contest.

Section 4. Interrupted Game

When a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption unless the teams agree otherwise or there are applicable conference, league or association rules. In the event that the two teams cannot agree on a determination of a winner or other outcome, the NCAA Men's Basketball Rules Committee shall make the final determination.

Section 5. Protests

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

Section 6. Periods-Length

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

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

Section 7. Periods-Beginning and End

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

Art. 2. Each period shall end when the red light or 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 10th-of-a-second game clock display and when an official courtside monitor is used, the reading of zeros on the game clock is to be used to determine whether a try for goal occurred before or after the expiration of time in any period. When the game clock is not visible, the officials shall verify the original call with the use of the red/LED light(s). When the red/LED light(s) are not visible, the sounding of the game-clock horn shall be used. When definitive information is unattainable with the use of the monitor, the original call stands.

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

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

Art. 4. Except for disqualification or ejection, no penalty or part of a penalty shall carry over from one half or extra period to another. *(Exception: Rules 2-12.6 and 11-2.1.d.2*)

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

Art. 6. When a technical foul occurs after the ball has become dead to end a period that is to be followed by another period, the next period shall be started by administering the free throws. Play shall resume at the point of interruption for a technical foul. When the technical is a single flagrant 2 foul or a contact dead ball technical foul, the ball is awarded to the offended team using the procedures in Rule 7-3.2. These fouls shall count toward team fouls for the second period.

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

Section 8. Intermission

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

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

Section 9. Periods—Extra

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

Art. 2. When the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra period(s) with a one-minute intermission before each extra period. The game shall end when the score is not tied at the end of any extra period.

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

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

Section 10. Starting Game and Shot Clocks

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

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

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

b. A tossed ball on a jump ball is legally touched;

c. The ball legally touches a player on the playing court when a free throw is not successful and is to remain live; and

d. During the last 59.9 seconds of any period or any extra period, 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 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; and

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 period.

b. Because of an injury, blood situation or a lost, displaced or irritated contact lens.

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

Art. 3. Grants a player's visual or oral request for a timeout when the ball is live or grants a coach's request for timeout made when the ball is live in the last two minutes of the second period or the last two minutes of any overtime period.

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

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

Art. 6. Suspends play immediately when necessary to protect an injured player. In determining whether to stop play under this Article 6 or Article 7 below, when either an offensive or defensive player appears to be injured, officials should always give priority to protecting the injured player by stopping the game 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 his body caused by blood from another player's wound. The official shall allow 20 seconds to remedy the situation before instructing the player to leave the game.

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

Section 12. Timing Mistakes and Malfunctions

The following articles pertain to mistakes and malfunctions in games played without replay/television equipment. For timing mistakes and malfunctions in games with replay/television equipment, see Rule 11-2.1.c.

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 official. After the mistake of either failing to start or stop the game clock, such a mistake shall be corrected:

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

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

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

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

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

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

Section 13. Timeouts

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

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

Section 14. Timeouts Granted and Charged

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

a. When requested by a player of the team that is in control of the ball (this includes throw-ins and free throws) *(Exception: Rule 5-15.1.c.*; *Exception: A head coach is permitted to request and be granted a timeout under this rule only during the last two minutes of the second period or the last two minutes of any overtime period);*
b. When the ball is at the disposal of a player of the team entitled to the ball and before it has been released for a throw-in;
c. When the ball is dead;
d. When the appeal for a correctable error or timing, scoring (including basket interference and goaltending) or alternating-possession mistake is reviewed and the official's ruling is not reversed;
e. When the appeal to review the monitor for a flagrant 2 contact foul, flagrant 1 contact foul, or contact dead ball technical foul does not result in a flagrant contact foul or contact dead ball technical foul being charged;

f. When the appeal to review the monitor for a Restricted-Area Arc play to determine if the defender was in or out of the Restricted-Area Arc does not result in the official's decision being reversed;

g. When the appeal for a monitor review for an out of bounds play does not result in the official's decision being reversed; or

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

When the rulings in Rule 5-14.1.d, .e or .f are not reversed or the time limit for correcting an error, a timing mistake, an alternating-possession mistake or the charging of a flagrant/technical foul has expired, a 75-second timeout or a 30-second timeout when a 75-second timeout is not available shall be charged to the offending team in a game not involving the electronic-media timeout format, and either a 30-second or 60-second timeout charged to the offending team in a game involving the electronic-media timeout format. When this timeout is granted at the first dead ball after one of the specified time marks for electronic-media timeouts, or the first timeout of the second half, that timeout shall become an electronic-media timeout.

Art. 2. During any timeout or stoppage of the game by an official for an Instant Replay or player injury, 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 a 30-second timeout, players shall stand inside the boundary lines.

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

a. 75 seconds for a full timeout in a game not involving the electronic-media timeout format.

b. 60 seconds for a 60-second timeout in a game involving the electronic-media timeout format.

c. 30 seconds for a 30-second timeout.

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

Art. 6. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately. *(Exception: Rule 4-32.2)*

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

Art. 8. In games NOT involving the electronic-media timeout format, the timeout format shall be:

a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.

b. The four 75-second timeouts may be used at any time.

c. The two 30-second timeouts may be used at any time.

d. When there is an extra period(s), each team shall be entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously.
e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).

Art. 9. When the electronic-media agreement calls for FEWER THAN THREE electronic-media timeouts in either half, the format shall be as follows:

a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.
b. The four 75-second timeouts can be used at any time.
c. The two 30-second timeouts can be used at any time.
d. These electronic-media timeouts shall occur at the first dead ball at or after the minute marks specified by the electronic-media agreement.
e. When either of the teams uses a 75-second timeout in either the first or second half, that timeout shall replace the next agreed-upon electronic-media timeout for that half. The timeout shall be 75 seconds or the length called for by the electronic-media agreement.
    1. The first timeout requested by either team in the second half shall become the electronic-media timeout and shall be 75 seconds long or the length called for by the electronic-media agreement.
f. When there is an extra period(s), each team is entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously.
g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).

Art. 10. When the electronic-media agreement calls for AT LEAST THREE electronic-media timeouts in either half, the format shall be as follows:

a. Three 30-second timeouts for each team per regulation game.
    1. Each team may carry up to two 30-second timeouts into the second half.
b. One 60-second timeout for each team per regulation game that may be used any time during the game.
c. Depending on the electronic-media agreement, these electronic-media timeouts shall occur at the first dead ball at or after the 15-, 10- and 5-minute marks or at or after the 16-, 12-, 8- and 4-minute marks when the game clock is stopped.
d. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement.
    1. In any extra period, the first timeout granted to either team may become an electronic-media timeout.
e. When a timeout is granted or charged, or the officials elect to use instant replay and either creates a dead ball with 30 seconds or less before the media marks or creates the first dead ball at or after one of the 15-, 10-, and 5-minute marks or at or after the 16-, 12-, 8- and 4-minute marks, that timeout or dead ball will become the electronic-media timeout for that specified media mark time. *(Exception: Rule 5-14.10.d.)*

f. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.

g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Note: For NCAA Division I tournament games, the Division I Men'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 a foul (personal or technical) is committed that causes the ball to become dead at one of the specified time marks on the game clock for electronic-media timeouts, that electronic-media timeout shall be taken, and the free throw(s) shall be administered after the timeout.

Art. 12. Injury:

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

b. When a timeout is charged for an injury, a bleeding player or a player's uniform that is saturated with blood, and that timeout:

   1. Is granted at the first dead ball at or under one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout and shall not be charged to a team.

   2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout and shall not be charged to a team.

c. Either one 75-second or 30-second timeout, in games not involving electronic media, or either one 30-second timeout or 60-second timeout, in games involving electronic media, shall be charged in Rule 5-11.2.b, regardless of the amount of time consumed when an injured player remains in the game.

Art. 13. Successive charged timeouts:

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

b. Shall not be granted after the expiration of playing time for the second half or after the expiration of any extra period.

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

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

Art. 14. Shortened timeouts:

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

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

Art. 15. In games not involving the electronic-media timeout format, one 75-second timeout or one 30-second timeout, when the 75-second timeouts have been used, and in games involving the electronic-media timeout format, either one 30-second or 60-second timeout shall be charged to the team making the appeal in Rule 5-11.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 has expired.

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

Art. 17. Bands/amplified music are permitted to play or be played only during any timeout, intermission or during an Instant Replay review by the officials.

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

Section 16. No Timeout Charged

Art. 1. No timeout shall be charged when:

a. In Rule 5-11.2.b, an injured player is ready to play immediately or is replaced;
b. The clock was stopped and a reasonable amount of time was used to remedy a lost or displaced eyeglass or contact lens situation;
c. In a blood situation, the condition is remedied within a 20-second time period; and
d. 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, or when the monitor review of a flagrant/technical foul(s) did result in a foul being charged or when a coach's appeal to determine if a defender was in or out of the Restricted Area was successful.

Section 17. Excessive Timeout

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

Art. 2. The length of an excessive timeout shall be 75 seconds 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 period start when the ball becomes live.

Art. 2. The ball shall become live when:

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

Section 2. Jump Ball

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

Art. 2. A jump ball shall begin when the ball leaves the official's hand. The jump ball and all jump-ball restrictions, 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 non-jumper, 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 each jumper's team basket.

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

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

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

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

Art. 9. Players may move around the center circle without breaking the geometrical cylinder that has the center circle as its base after the ball has left the referee's hand(s) during the toss. A player positioned more than 3 feet outside the center circle shall not be 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 extra period(s), when control is not gained by either team that would establish the alternating-possession procedure, a jump ball shall take place between any two opponents.

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

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

Art. 8. A foul by either team during an alternating-possession throw-in shall not cause the throw-in team to lose the alternating-possession arrow. However, if a warning or foul occurs before the throw-in ends, in which the penalty requires play to be resumed from the point of interruption, the subsequent throw-in is still an alternating possession throw-in.

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 either team commits a free-throw violation or a technical foul occurs when there is no team control;
e. A live ball lodges between the backboard and the ring or comes to rest on the flange *(Exception: Rule 9-4.1.c.);*

f. The ball becomes dead when neither team is in control and no goal or infraction, or end of a period, is involved *(Exception: Rule 11-2.1.b.6);* and

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 false double foul or a free throw that is to be followed by another free throw;

c. A held ball occurs or the ball lodges between the backboard and the ring or comes to rest on the flange;

d. An official blows the whistle except when the try is in flight; *Note: However, this shall not prevent an official from using Instant Replay per Rule 11-2.1.b.4.*

e. Time expires for a half or extra period;

f. An official blows the whistle and signals when a foul is committed by a shooter's teammate before the ball is released for a try for goal; and

g. An official blows the whistle when any floor violation (Rules 9-3 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 half or extra period; or

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 an arm(s) or elbow(s) 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; or

b. A foul occurs.

RULE 7

Out of Bounds and the Throw-in

Section 1. Out of Bounds—Player, Ball

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

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

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

Section 2. Ball Caused to Go Out of Bounds

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

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

Section 3. Ball Awarded Out of Bounds

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

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

j. An inadvertent whistle; and

k. A held ball as in Rule 6-4.2.

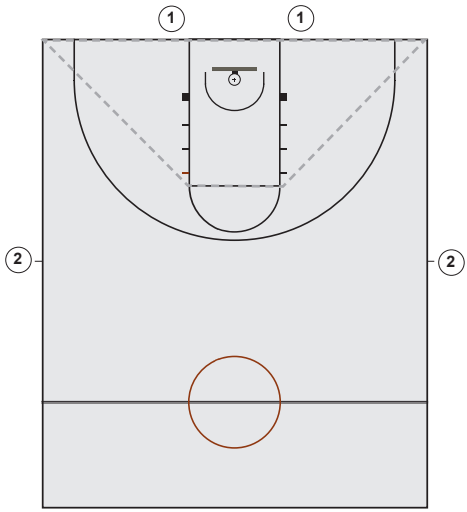
Art. 2. The location of a throw-in shall be:

a. When the ball is in team control in the offensive team's frontcourt **and** any of the situations in Article 1 above occur **and** the offensive team will resume play with a throw-in, the designated spot for the throw-in will be either the nearest 28-foot mark or the nearest spot 3 feet outside the lane line on the end line. *(Exception: When the defensive team has caused the ball to be out of bounds as in Rule 9-2, the throw-in shall be from the spot where the ball went out of bounds.)*

b. Officials shall determine the designated spot in Art. 2.a above by 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. If the stoppage of play occurs inside the imaginary line, the designated spot shall be the nearest point on the end line 3-feet outside the lane line. (See number 1 on court diagram below.) If the stoppage occurs outside the imaginary line, the designated spot shall be the nearest sideline at the 28-foot line. (See No. 2 on court diagram below.)

c. When the offensive team has team control in the backcourt, or the ball is loose in the backcourt and any of the situations in Article 1 occur with the offensive team retaining control, play shall resume at either the point of interruption or the designated spot nearest to where the violation or foul occurred.

d. When the offensive team commits a foul or violation in the backcourt, other than causing the ball to be out of bounds, and the defensive team gains team control in its frontcourt, the throw-in shall be determined by using the procedures in Rule 7-3.2.b.



Section 4. Out of Bounds, Ball in Play From

Art. 1. When the ball is out of bounds after any violation as outlined in Rules 9-3 through 9-15, and the defense takes possession in its new frontcourt, an official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in using the procedures in Rule 7-3.2.

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. If the violation is by the offensive team in its backcourt, use the procedures in Rule 7-3.2.d.

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 using the procedures in Rule 7-3.2.

Art. 4. After a common foul before the bonus rule takes effect, any player of the offended team shall make the throw-in from the appropriate designated spot using the procedures in Rule 7-3.2.

Art. 5. When a player-control foul or team-control foul occurs in the frontcourt, any player of the offended team shall make the throw-in from the designated spot nearest to where the foul occurred. If the foul is in the backcourt, the offended team shall make the throw-in using the procedures in Rule 7-3.2.

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 one of the following occurs before the throw-in ends (See Rule 7-6.5):
    1. A common foul is committed near the end line by the defense before the bonus is in effect or a technical foul is assessed against either team;
    2. A flagrant 1 or 2 personal foul by the defensive team is committed near the end line;
    3. The ball is intentionally kicked by the defensive team along the end line during the throw-in; or
    4. A timeout is granted.
b. In Rule 7-4.6.a.1-.4, any player of the throw-in team may make a direct throw-in or may pass the ball along the end line to a teammate(s) who is also out of bounds.
c. Once the throw-in ends, and one of the plays in Rule 7-4.6.a.1-4 occur, play shall resume with a throw-in from a designated spot along the end line nearest to where the foul or violation occurred.

Art. 7. After a single technical foul, including a contact dead ball technical or a flagrant 2 technical, play shall resume with a throw-in from a designated spot using the procedures in Rule 7-3.2. (*Exception: When Rule 7-4.6 applies.*)

Art. 8. After any double personal or technical fouls or any simultaneous personal or technical fouls committed when there is team control and neither foul is a flagrant foul, play shall resume with a throw-in from a designated spot using the procedures in Rule 7-3.2.

Art. 9. After any double personal or technical fouls or any simultaneous personal or technical fouls when there is team control and only one of the fouls is a flagrant foul, the ball is awarded to the team offended by the flagrant foul for a throw-in from a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

Art. 10. After any double personal or technical fouls or any simultaneous personal or technical fouls committed when there is no team control and neither foul is a flagrant foul or contact dead ball technical foul, play shall resume with a throw-in by whichever team the alternating-possession arrow favors from a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

Art. 11. After any double personal or technical fouls or any simultaneous personal or technical fouls when there is no team control while a try is in flight, and only one of the fouls is a flagrant foul, the ball is awarded to the team offended by the flagrant foul for a throw-in at a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

Art. 12. After any double personal or technical fouls or any simultaneous personal or technical fouls when there is no team control (excluding when a try is in flight) and only one of the fouls is a flagrant foul, the ball is awarded to the team offended by the flagrant personal foul for a throw-in at a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

Art. 13. After all free throws for a flagrant 1 or 2 personal foul have been administered, play shall resume with a throw-in by the offended team from a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2. (See Rule 7-4.6.a.2).

Art. 14. After the administration of the penalty for a personal or technical foul, the penalty for a single flagrant 2 technical foul or a single contact dead ball technical foul shall be administered. The ball shall be put back into play by the team offended by the flagrant 2 or contact dead ball technical foul at a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

Art. 15. After the administration of the penalty for a technical foul, the penalty for a subsequent technical foul shall be administered. Play shall be resumed with a throw-in at a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

a. After a single flagrant 2 technical foul or contact dead ball technical foul, play shall resume by awarding the ball to the offended team at a designated spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

b. When multiple technical fouls are committed during the same dead ball period, at least one of which is a single contact dead ball technical foul or a single flagrant 2 technical foul, play will resume as if the last committed single contact dead ball technical foul or single flagrant 2 technical foul was the only foul committed.

Art. 16. After a free-throw violation by the shooting team as listed in Rule 8-5, any opponent of the shooting team shall make the throw-in from a designated spot nearest to where the violation occurred using the procedures in Rule 7-3.2.

Art. 17. After an inadvertent whistle, play shall be resumed by the team in control at a designated spot nearest to where the game stoppage occurred using the procedures in Rule 7-3.2. If there is no team control, the alternating-possession arrow should be used to determine possession.

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 4-28.1.a through .e, by one of the following methods:

a. A throw-in to the team that was in control at a designated spot using the procedures in Rule 7-3.2.
   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 using the procedures in Rule 7-3.2 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 using the procedures in Rule 7-3.2 with a reset of the shot clock when the point of interruption is such that neither team is in control and no goal, infraction, nor end of half/extra period is involved. When there is no team control due to a try in flight and the try is unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow at a designated spot using the procedures in Rule 7-3.2. *(Exception: Rule 2-11.6.a.9)*

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 he has released the ball and the thrown-in ball has crossed the plane of the sideline or end line.
e. In arenas or gyms where there is insufficient space along the out-of-bounds line for a throw-in, an official shall require the defender guarding the thrower-in to move back a reasonable distance to give the thrower-in an opportunity to make a throw-in.

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 the body 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 first dead ball after the ball becomes live. All related timing issues shall be corrected.

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. A bonus free throw is a second free throw that is awarded for each common foul, including loose ball fouls, committed by a player of a team, beginning with the seventh team foul in a half, provided that the first free throw for the foul is successful. *(Exception: A player-control or team-control foul, which is not a loose ball foul.)*

Art. 2. A bonus free throw is also a second free throw that is awarded for each common foul, including loose ball fouls committed by a player of a team, beginning with the team's 10th team foul in a half. From this point, two free throws shall be awarded for each common foul, including loose ball fouls (except a player-control or team-control foul, which is not a loose ball foul), regardless of whether the first free throw is successful. *(Exception: A player-control or team-control foul, which is not a loose ball foul.)*

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

Section 3. Who Attempts

Art. 1. Personal fouls—The free throw(s) awarded because of a personal foul shall be attempted by the offended player, unless one of the conditions of Article 2 or 3 of this section are met.

Art 2. The free throw(s) that were to be attempted by the offended player shall be attempted by that player's substitute unless no substitute is available, in which case any team member shall attempt the free throw(s) when the offended player is disqualified or ejected or must withdraw because of blood or has blood

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

Art. 3. When an injured player is unable to attempt a free throw try(s), the head coach from the opposing team shall select one of the four remaining players on the playing court to attempt the free throw try(s). When a foul is flagrant and the injured player is unable to attempt a free throw try(s), the injured player's head coach shall select any player or team member to attempt the free throw try(s). When the injured player is bleeding, the head coach may: 1) provide a substitute for the bleeding player who will attempt the free throw try(s), or 2) request a timeout and attempt to remedy the blood situation. (See Rule 3-6.3.f)

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

Section 4. Positions During Attempt

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

Art. 2. After allowing reasonable time for players to take their positions, the official shall put the ball in play by placing it at the disposal of the free-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 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 nor opponents purposely fake a violation.
c. The free-thrower shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
d. The free-thrower shall not enter the semicircle once the official has placed the ball at the disposal of the shooter for a free throw. The free-thrower shall not leave the semicircle before the ball 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 or beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal-lane space mark or beyond the vertical plane of any edge of the lane until the ball is released by the free-thrower.
j. Neither team shall have more than the maximum number of players permitted on the free-throw lane.
k. An opponent of the free-thrower shall occupy each lane space above and adjacent to the block.

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

Section 6. Free Throw—Next Play

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

a. When the try is successful and is for a personal foul as in 7-4.6.a.
b. At the point of interruption when the free throw is for a technical foul.
c. By any player of the free-thrower's team from the designated spot for any flagrant personal foul using the procedures in Rule 7-3.2.

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

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

Art. 4. After the administration of the penalty for a personal or technical foul, the penalty for a single flagrant 2 technical foul or a single contact dead ball technical foul shall be administered unless Rule 10-1 Penalty h. applies.

Art. 5. After the penalty (free throw(s)) for a technical foul is assessed before the start of a game or before any extra period, play shall resume with a jump ball. *(Exceptions: A single flagrant 2 technical foul or a single contact dead ball technical foul.)*

a. When a technical foul is assessed during the intermission for halftime, the point of interruption shall be a throw-in for the team with the alternating-possession arrow in its favor. *(Exceptions: A single flagrant 2 technical foul or a single contact dead ball technical foul.)*

Section 7. Free Throw—Unsuccessful

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

Section 8. Free Throw—False Double Foul

Art. 1. After the last free throw for a false double foul (see Rule 4-15.4), the ball shall be put in play as if the penalty for the last foul of the false double foul were the only one administered when the last foul was a single flagrant 2 technical foul or a single contact dead ball technical foul. (See Rule 7-3.2.)

Art. 2. When one of the fouls of a false double foul is a technical foul (single or double), play shall be resumed at the point of interruption.

Art. 3. When the last foul of any false double foul is a double foul, play shall resume at the point of interruption using the procedures in Rule 7-3.2.

Section 9. Free Throw—False Multiple Foul

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

Art. 2. When one of the fouls of a false multiple foul is a technical foul, play shall be resumed at the point of interruption.

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 the shooter's 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 or beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal lane-space mark or beyond the vertical plane of any edge of the lane before the ball is released by the free-thrower.

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

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

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

PENALTY—(Section 1)

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

1. If the violation occurs during a free throw for a personal foul, other than a flagrant 1 or 2 personal foul, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest to where the violation occurred.

2. If the violation occurs during the free throw for a flagrant 1 or 2 personal foul, the ball is awarded to the free thrower's team for a throw-in at the out-of-bounds spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

3. If the violation occurs during a free throw for a technical foul, excluding a contact dead ball technical foul or a flagrant 2 technical foul, play is resumed at the point of interruption.

4. If the violation occurs during a free throw for a contact dead ball technical foul or a flagrant 2 technical foul, the ball is awarded to the free-thrower's team for a throw-in at the out-of-bounds spot nearest to where the foul occurred using the procedures in Rule 7-3.2.

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

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

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

c. If there is a simultaneous violation by each team, the ball becomes dead and no points can be scored. Remaining free throws shall be administered or play is resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred using the procedures in Rule 7-3.2.

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 3-point line, both violations are penalized.

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

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

Section 2. Ball Out of Bounds

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

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

Section 3. Player Out of Bounds

Art. 1. A player who steps out of bounds under the player's 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 returning 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 establish one foot inbounds prior to touching the ball.

Section 4. Throw-in

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

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

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

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

Art. 3. The opponents of the thrower-in shall not have any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line. Repeated infractions shall result in a Class B technical foul.

Art. 4. The opponents of the thrower-in shall not reach through the throw-in boundary-line plane and touch or dislodge the ball while it is in the possession of the thrower-in or is being passed to a teammate outside the boundary line as in Rule 7-4.6.b. The penalty for violating this rule is a Class B technical foul per Rule 10-4.1.i.

Section 5. Traveling

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

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

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

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

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

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

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

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

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

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

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

Section 6. Kick, Fist, Through Basket from Below

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

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

Section 7. Double Dribble

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

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

Section 8. Jump Ball

Art. 1. It is a violation when:

a. The ball is touched by one or both of the jumpers before it reaches its highest point.
b. Either jumper leaves the center circle before the ball has been touched by a jumper, catches the jump ball, or touches it more than twice.
c. When after an official is ready to make the toss, a non-jumper moves onto the center circle or changes position around the center circle before the ball has left the official's hand.
d. A non-jumper has either foot break the plane of the geometrical cylinder that has the center circle as its base, or any player takes a position in any occupied space before the ball has been touched.
e. A non-jumper positioned 3 feet or more outside the center circle is not subject to the provisions of Rule 9-8.1.c as long as the player remains at least 3 feet or more 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 and includes 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 the body remain in the three-second lane for more than three consecutive seconds while the ball is in control of that player's team in his frontcourt.

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

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

Section 10. 10-Second Backcourt

The 10-second count shall begin when a player legally touches the ball in the 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 or the player's team shall not be in continuous control of a ball that is in the backcourt for 10 consecutive seconds. The ball gains frontcourt status

when it touches the frontcourt, touches a player or an official in contact with the frontcourt, or when both feet of the dribbler and the ball contact the frontcourt. The 10-second count shall be reset on all stoppages of the game clock except when the defense causes the ball to be out of bounds, the offense retains the possession after a held ball, or there is a technical foul assessed against the offensive team. The offensive team will always have a reset of the 10-second count if the team is charged 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 re-established after loss of team control and the shot clock is properly started. The shot-clock period ends when the shot clock is properly started for the next shot-clock period.

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

Art. 3. The team in control must attempt a try for a field goal, a pass or a deflection hits the rim, 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. (See Rule 11-1.3)

Section 12. Backcourt

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

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

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

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

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

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 the backcourt (with any part of the body, voluntarily or involuntarily) when the ball came from the frontcourt while that player's team was in team control and that player/teammate was the last to touch the ball before it went into the backcourt. *(Exception: See Rule 9-12.5)*

Art. 5. A pass or any other loose ball (including when a player in control of the ball loses control of the ball when a defensive player bats or deflects it) in the frontcourt that is deflected by a defensive player, which causes the ball to go into the backcourt may be recovered by either team even if the offense was the last to touch the ball before it went into the backcourt.

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 the frontcourt, who makes the initial touch on the ball while both feet are off the playing court, may be the first to secure control of the ball and land with one or both feet in the backcourt. It makes no difference if the first foot down was in the frontcourt or backcourt.

PENALTY (Section 2-12):

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

Section 13. Elbow(s)

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

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

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

PENALTY (Section 13):

If the violation occurs while a try is in flight, it does not cause the ball to become dead. The ball is awarded to the opponent at the out of bounds spot nearest to where the violation occurred using the procedures in

Rule 7-3.2. 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 an 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 the 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 an 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 using the procedures in Rule 7-3.2.

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. If the touching of the basket involves contact with the net only, the official must determine if the touching had any effect on the ball which would rise to the level of basket interference;
   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; and
   5. Causes the basket or backboard to vibrate when the ball is on or within the basket or the backboard and/or is on or in the cylinder.

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

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

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

Art. 3. Goaltending.

a. Goaltending occurs when a defensive player touches the ball during a field-goal try and each of the following conditions is met: *(Exception: Rule 10-4.1.h)*
   1. The ball is on its downward flight; and
   2. The ball is above the level of the ring and has the possibility, while in flight, of entering the basket and is not touching the cylinder.

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

c. When the ball contacts the backboard and any part of the ball is above the rim during a field goal attempt, it is considered to be on its downward flight. In such a case, it is goaltending when the ball is touched by a player as long as it has a possibility of entering the basket.

PENALTY (Section 15):

a. When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:
   1. One point for basket interference or one point and a Class B technical foul for 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 using the procedures in Rule 7-3.2.

RULE 10

Fouls and Penalties

Section 1. Personal Fouls

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

Art. 2. 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. 3. A player shall not use their hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way.

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

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

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

a. Neither the offense nor defense may dislodge an opponent during post play by pushing, backing into, or using a leg, knee or arm to move an opponent from a legally established position (*Exception: Rule 10-1.5.d);*
b. A post player may establish post position with their arm(s) bent at the elbow. A straight arm may not be used to ward off an opponent or to prevent the opponent from legally guarding the post player;
c. The "swim stroke" may not be used by the offense or defense to reposition, regain position, or move an opponent from a legally established position;
d. Defensive players may use one arm bar on a post player, with or without the ball, when either the post player or the post defender or both are in the post area. The arm bar may not be extended or used to dislodge an opponent; and
e. Defensive players in the post are required to adhere to all other guarding rules.

Art. 6. A player shall not extend the arm(s) fully or partially, other than vertically, so that freedom of movement of an opponent is hindered when contact with the arm(s) occurs.

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

Art. 8. A player's hands and arms may be held in front of the face or body for protection and to absorb force from an imminent charge by an opponent.

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

Art. 10. A dribbler shall neither charge into nor contact an opponent in the dribbler's path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is sufficient to provide a reasonable chance for the dribbler to pass through without contact.

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

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

Art. 13. The player intending to become the dribbler shall not be permitted additional rights to start a dribble or to execute a jump try for goal, pivot or fake. (*Exception: See Rule 4-39)*

Art. 14. A secondary defender, as defined in Rule 4-36, cannot establish initial legal guarding position in the restricted area for the purpose of drawing a player control foul when defending a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try. When illegal contact occurs within this restricted area, such contact shall be called a blocking foul, unless the contact is a flagrant foul.

a. When illegal contact occurs by the offensive player leading with a foot or unnatural, extended knee, or warding off with the arm, such contact shall be called a player-control foul.
b. When a player in control of the ball stops continuous movement toward the basket and then initiates illegal contact with a secondary defender in the restricted area, this is a player-control foul.
c. This restriction shall not apply to a secondary defender who establishes legal guarding position (two feet on the court facing the opponent) in the Restricted-Area Arc and jumps straight up with arms in legal verticality position and attempts to block a shot.

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

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

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

Art. 17. A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in Rule 4-17, rebounding as in Rule 4-30, screening as in Rule 4-35 and verticality as in Rule 4-39.

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

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

a. A throw-in (no free throws) from a designated spot using the procedures in Rule 7-3.2 for:
   1. Each common foul before the bonus rule takes effect.
   2. A player-control personal foul.
   3. A team-control foul before the bonus rule takes effect.

b. One free throw for:
   1. A personal foul against a player who attempts a field goal and whose try is successful. *(Exception: Any flagrant foul. See Penalty d.2)*
   2. Each foul that is a part of a multiple personal foul, but is not a flagrant personal foul, player-control foul or team-control foul, regardless of whether the offended team is in the bonus.
   3. Each foul of a multiple foul, when a two-point try is successful or unsuccessful.
   4. Each foul of a multiple foul when a three-point try is successful.

c. Bonus free throw for:

Each common foul committed by a team, beginning with that team's seventh foul during the half, provided that the first attempt is successful. This includes team-control fouls which occur during a loose ball such as a fumble, deflection, or release of the ball for a try. This does not include team-control fouls when the ball is being passed between teammates and there is no deflection.

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

e. Three free throws for:

A personal foul against a player who attempts a three-point field goal and whose try is unsuccessful. When the personal foul is a flagrant

1 or flagrant 2 personal foul, the ball also shall be awarded to the offended team at a designated spot using the procedures in Rule 7-3.2.

f. There shall be no free throws for any double personal or simultaneous personal fouls, and the ball shall be put into play at the point of interruption using the procedures in Rule 7-3.2 unless only one of the fouls is a flagrant foul. In such case, when a common foul penalty requires free throws, the free throws for the common foul will be administered with no players in the marked lane spaces, followed by the free throws for the flagrant personal foul with no players in the marked lane spaces. Play will be resumed at the point of interruption with the ball awarded to the team offended by the flagrant personal foul using the procedures in Rule 7-3.2.

g. In the case of a false double foul or a false multiple foul, each foul shall carry its own penalty. When one of the fouls is a technical foul (single or double), play shall be resumed at the point of interruption using the procedures in Rule 7-3.2.

1. After the last free throw after a false double/multiple foul (Rules 4-15.4 and .6), the ball shall be put in play as if the penalty for the last foul of the false double/multiple foul were the only one administered.

h. When a double technical foul or any simultaneous foul occurs during a stopped-clock period, all fouls shall be charged but no free throws shall be awarded if the penalties are equal. Only the number of free throws awarded shall be used to determine if the penalties are equal. If the penalties are not equal, all free throws shall be administered. The game shall resume at the point of interruption using the procedures in Rule 7-3.2 unless one team has been awarded possession of the ball as part of a penalty. If an additional technical foul occurs during the same stopped-clock period, the free throws shall be administered unless there are multiple additional free throws, in which case, the same procedures shall be used to cancel the free throws and resume play.

i. Personal-foul penalty: After the game-clock horn sounds to end the second half or an extra period, all free throw(s) shall be awarded.

Section 2. Administrative Technical Fouls

Art. 1. The home team shall have the proper game-clock display, red/red LED lights and mounted shot clock and all mandatory court markings as in Rules 1-18.2, 1-18.4, 1-19.2 and the Court Diagram as further described in Rules 1-3 through 1-9.

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

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

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

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

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

(Art. 2.a) One administrative technical foul only for all requirements regardless of the number of infractions that occur and regardless of when they occur. However, these penalties must be recognized and penalized before the end of the first period.

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

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

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

a. A number that is identical to that of a teammate.

b. An illegal number. (See Rule 1-22.7.b.2)

c. An illegal game uniform. This only includes the failure of a team to wear contrasting uniform colors. Other illegalities shall be enforced by the institution's conference. (See Rule 1-22)

PENALTY—One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption using the procedures in Rule 7-3.2.

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

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

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

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

Art. 5. A team shall not delay the game, when the game clock is not running, by consuming a full minute by not being ready when it is time to start either half or any extra period.

PENALTY—(Arts. 4 and 5) One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption using the procedures in Rule 7-3.2.

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

PENALTY—(Art. 6) Penalized when the violation occurs after the ball becomes live. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption using the procedures in Rule 7-3.2.

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

PENALTY—(Art. 7) Penalized when discovered before the ball becomes live. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption using the procedures in Rule 7-3.2.

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

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

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

Note 2: When the misconduct of the follower(s) for violating Rule 10-2.8 is extreme or excessive, such behavior may be penalized by the official requesting home/contest management to eject from the premises the team follower(s) involved in the misbehavior. In such a case, a technical foul shall not be assessed.

PENALTY—(Art. 8) One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption using the procedures of Rule 7-3.2.

PENALTY—Section 2 Administrative Technical Fouls:

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

Section 3. Class A Unsporting Technical Infractions

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

a. Disrespectfully addressing an official or gesturing in such a manner as to indicate resentment.
b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; pointing a finger at or making obscene gestures toward another player or bench personnel, or using derogatory remarks or personal comments during the game relating to race, ethnicity, national origin,

religion, gender, gender expression, gender identity, sexual orientation or disability.

c. Inciting undesirable crowd reaction.

d. Faking being fouled by an opponent when confirmed by instant replay during a review for a flagrant foul, contact dead ball technical foul or flagrant 2 contact technical foul. (See Rule 11-2.1.d.6.)

e. Contacting an opponent, while the ball is dead, in an unnecessary, unacceptable and excessive manner.

f. Flagrantly (severe or extreme) contacting an opponent while the ball is dead.

g. A flagrant noncontact infraction that involves extreme, sometimes persistent, vulgar, abusive conduct when the ball is dead or live.

h. Participating after having been disqualified (noncontact flagrant 2 technical).

i. Leaving the playing court and going into the stands when a fight may break out or has broken out (flagrant noncontact infraction).

j. Fighting as in Rule 10-5.

k. Disrespectfully contacting an official.

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

RESUMPTION OF PLAY—For any technical foul(s), play shall resume at the point of interruption using the procedures in Rule 7-3.2, excluding for a single flagrant 2 technical foul or a single contact dead ball technical foul (Art. 1.e through .k).

EJECTION—All Class A technical fouls shall apply toward ejection when the following have been assessed: a maximum of two Class A technical fouls (AA) as defined in Art. 1.a through .d, one flagrant 2 technical foul (A) or a combination of one Class A technical foul and two Class B technical fouls (ABB).

Any individual who actively participates in a fight (Art. 1.i) shall be ejected and is subject to suspension (See Rule 10-5.)

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

a. Disrespectfully addressing an official.

b. Attempting to influence an official's decision.

c. Using profanity or language that is abusive, vulgar or obscene, or using derogatory remarks or personal comments during the game relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation or disability.

d. Taunting or baiting an opponent.

e. Objecting to an official's decision by rising from the bench or using gestures.
f. Inciting undesirable crowd reactions.
g. Fighting by bench personnel as in Rule 10-5.
h. Disrespectfully contacting an official.
i. Causing contact that is unnecessary, unacceptable, excessive or extreme during a live or dead ball.

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

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

RESUMPTION OF PLAY—For any technical foul(s), play shall resume at the point of interruption using the procedures in Rule 7-3.2 excluding a single flagrant 2 technical foul.

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

Any individual who actively participates in a fight (Art. 2.g) shall be ejected and shall be subject to suspension. [See Rule 10-5.]

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

Section 4. Class B Technical Infractions

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

a. Purposely obstructing an opponent's vision by waving or placing hand(s) near the opponent's eyes;
b. Climbing on or lifting a teammate to secure greater height;
c. Knowingly attempting a free throw to which the player is not entitled;
d. Possessing or using tobacco;
e. Grasping either basket in an excessive, emphatic manner during the officials' jurisdiction when the player is not, in the judgment of an official, trying to prevent an obvious injury to self or others;
f. Intentionally slapping or striking the backboard;
g. Placing a hand(s) on the backboard or ring to gain an advantage;

h. Touching a ball outside the cylinder (goaltending) during a free throw;
i. Reaching through the throw-in boundary-line plane and touching or dislodging the ball while it is in possession of the thrower or being passed to a teammate outside the boundary line as in Rule 7-4.6.b;
j. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position;
k. Purposely delaying the player's return to the playing court after being legally out of bounds;
l. After a team warning has been issued, attempting to gain an advantage by interfering with the ball after a goal or failing to immediately pass the ball to the nearest official after the whistle had been blown;
m. A team member entering the playing court without reporting to the official scorers or a substitute entering the playing court without being beckoned by an official (unless during an intermission);
n. Participating after changing a uniform number without reporting the change to the official scorer and a game official;
o. Opponents of the thrower-in shall not repeatedly have any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line. (See Rule 9-4.3);
p. Faking being fouled (flopping) is an unsporting act that occurs when a player (offensive or defensive) attempts to influence an official's judgment by creating an opinion that a foul has been committed when there has been minimal contact. It often occurs on block/charge plays or attempted tries for goal or when using any other tactics such as a "head bob" which might lead an official to believe that a foul has been committed; or
q. After a team warning per Rule 4-10.2, a player or substitute committing any of the delays in Rule 4-10.1.c.

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

a. Entering the playing court to attend an injured player unless done with permission of an official;
b. Refusing to occupy the team bench to which the team was assigned or to occupy the locations for a timeout or for the start of any period as defined in Rule 4-3.2;
c. 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 from such use, for coaching purposes, or communicating to and/or from the bench area. *(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: This restriction shall not prevent a team from using electronic transmission of live statistical data and/or live and/or pre-loaded video to the bench area for coaching purposes. A conference shall develop a policy to provide guidance in handling situations dealing with failure of team device(s).

d. When there is evidence that the head coach or bench personnel instructed that the scorebook be removed from the scorers' table;

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

1. The head coach may stand but must remain completely and clearly in the coaching box. One warning shall be issued to the head coach before any subsequent infraction is penalized.
2. To spontaneously react to an outstanding play, immediately sitting down on the bench afterwards.
3. A team member reporting to the scorers' table.
4. The head coach moving to the scorers' table to point out, at any time, a scoring or timing mistake or to request a timeout to ascertain whether a correctable error needs to be rectified or to request a monitor review for a flagrant 2 contact technical foul or a Restricted Area play in the last two minutes of the second period or of any overtime period. (See Rules 2-12, 11-2.1.d.4, 11-2.1.e.2 and 5-11.5.)
5. To seek information from the official scorer or official timer during a timeout or an intermission.

f. The head coach for delaying the game after all applicable warnings in violation of Rule 4-10.2;

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. In such a case, when the delay does not interfere with play, it shall be ignored;

h. Using a laser pointer; or

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

PENALTY—Article 1 and Article 2.a through i. One free throw shall be awarded to any member of the offended team. All infractions count toward ejection but do not count toward the team-foul total or disqualification. The head coach is responsible for the conduct of all bench personnel. When a Class B technical foul, as described in Article 2, is assessed against an offender, it shall also be charged to the head coach as a Class B technical foul.

RESUMPTION OF PLAY—Article 1 and Article 2. After the administration of the penalty, play shall resume at the point of interruption using the procedures in Rule 7-3.2.

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

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

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

Section 5. Suspensions for Fighting

Art. 1. A fight is a flagrant 2 foul.

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

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

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

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

Art. 6. A combative confrontation may occur when the ball is live, in which case, it is a flagrant 2 personal foul; or when the ball is dead, in which case a flagrant 2 technical foul shall be assessed.

Art. 7. When, during the course of play (live ball), an individual strikes an opponent with the hand, elbow, arm, foot, knee or leg in a non-confrontational manner, but the act is not only excessive but also severe or extreme, it shall be ruled as a flagrant 2 personal foul and not a fighting action. When a defined body part is used to strike an opponent but the contact is not severe or extreme, a judgment shall be made by the official as to whether the contact is a flagrant 1 personal foul.

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

Art. 9. When any flagrant 2 foul is ruled to be a fight, the fighting penalty shall be invoked.

Art. 10. Any team member or bench personnel who participates in a fight (regardless of whether he is a player at the time) shall be assessed a flagrant 2 technical foul. No free throws shall be attempted by either team when there are double flagrant fouls that are offsetting.

Art. 11. The first time an individual participates in a fight during the season (including exhibition games), the individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest), including tournament competition.

Art. 12. When an individual participates in a second fight during the same season, that individual shall be suspended for the remainder of the season, including tournament competition.

Art. 13. When an individual participates in a fight during the team's final game of the season, that individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest) for which that team member or team personnel would be eligible.

Art. 14. When an individual with eligibility for the next season participates in a fight during the final game of the season and that fight is the individual's second fight of the season, that individual shall be suspended for the first three regular-season games (not exhibitions) of the next season.

Art. 15. Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area.

Art. 16. The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.

Art. 17. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but cannot change an official's ruling that a fight took place or lessen the severity of the penalty. The conference office or assigning authority may make those penalties more severe.

RULE 11

Instant Replay

Section 1. Games with Replay/Television Equipment

Art. 1. Courtside replay equipment, videotape or television monitoring must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), in order to be used by game officials. An on-screen game clock display on the monitor may be used only when the display is synchronized with the official game clock. Officials may use a stopwatch which is embedded in the video replay equipment as long as the video is unaltered and played at normal game speed. In order for an official to change or reverse a call made on the floor, the official must first find that the monitor review reveals by indisputable evidence that the call on the floor was incorrect.

Art. 2. In games with a 10th-of-a-second game clock display and where an official courtside monitor is used, the reading of zeros on the game clock is to be used to determine whether a try for goal, a shot-clock violation or a foul occurred before or after the expiration of time in any period. When the game clock is not visible, the officials shall verify the original call with the use of the red/red LED light(s), including LED lights at the scorers' table, if available. When the red/red LED light(s) are not visible, the sounding of the game-clock horn shall be utilized. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 3. In games when an official uses instant replay to review a potential shot-clock violation as in Rule 11-2.1.b.4, the official shall determine whether a violation occurred by the sounding of the shot clock horn. If the shot clock horn is not audible, the official shall use the reading of zeroes on the shot clock to determine if a shot clock violation occurred. When the shot clock is not visible, then the official shall use the red/amber LED lights to determine if a violation occurred. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 4. The officials shall not use such available equipment for judgment calls such as:

a. Determine whether a foul occurred. *(Exception: A flagrant foul.)*
b. Determine whether a violation occurred, except in Rules 11-2.1.e and 11-3.1.a.2.

Art. 5. Collaborative replay is permitted when a conference establishes an offsite location to assist and facilitate instant replay reviews under procedures established by the NCAA Men's Basketball Rules Committee.

Section 2. Instant Replay—Voluntary Use (Except Where Noted)

Art 1. Officials may use such available equipment only in the following situations:

a. Free Throws.
   1. Determine who shall attempt a free throw(s) when there is uncertainty.
   2. Determine whether a player who was fouled on the player's unsuccessful field-goal try, at or near the three-point line, shall attempt either two or three free throws.
   3. Determine whether the wrong player was permitted to attempt a free throw as per Rule 2-12.1.c.
   4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per Rule 2-12.1.d.

b. Scoring.
   1. Determine whether a successful try for goal was a two- or three-point attempt. Before the expiration of the statute of limitations prescribed by Rule 2-12.3, the officials must recognize a potential correctable error and signal to the scorer that an instant replay review is required. This review shall take place at the next electronic-media timeout, except during the last four minutes of the second period or the entire overtime period(s), during which time the correctable error time frame in Rule 2-12.3 must be used.
   2. Prevent or rectify a scoring mistake by the scorer.
   3. Determine whether a score was erroneously counted or canceled as per Rule 2-12.1.e.
   4. Determine if the ball was released on a try for goal before the sounding of the shot clock horn when the try is successful. The officials must recognize the potential mistake and signal to the scorer that an instant replay review is required prior to the ball next becoming live. When the try is unsuccessful, a review is not permissible.
   5. Determine when an off-ball foul occurred in relation to the shot. (See Rules 6-5.1.f and 6-6.2)
   6. ~~Determine if a basket interference or goaltending call is correct only when a call/decision has been made. This review shall take place at the next electronic-media timeout, except during the last four minutes of the second period or the entire overtime period(s), during which time the correctable error time frame in Rule 2-12.3 must be used. When the call/decision on the floor is reversed as a result of the review, the officials must determine if there was team possession when the call was made and award the ball to the team if in possession. Otherwise, team possession will be determined by the alternating-possession arrow. When the official's decision is confirmed by Instant Replay review, the game clock shall be reset to the time remaining when the violation occurred. When the Instant Replay review indicates that no violation occurred, the game clock shall be reset to the time that the official thought the violation occurred.~~

6. Determine if a basket interference or goaltending call is correct only when a call has been made on the floor under the following procedures:
   a. Immediate review - If after a call on the floor of basket interference or goaltending has been made, an official can immediately review the call only in the cases listed below. When the call on the floor is reversed because of the review, the official must determine if there was team possession when the call was made and award the ball to the team in possession. Otherwise, team possession will be determined by the alternating possession arrow. When the official's decision is confirmed by Instant Replay review, the game clock shall be reset to the time remaining when the violation occurred. When the Instant Replay review indicates that no violation occurred, the game clock shall be reset to the time that the official thought the violation occurred. Immediate review can only be used in the following situations:
      1. During any point of the game if after the call and before the next live ball there is an electronic media timeout;
      2. During any point of the game if after the call and before the next live ball, officials are using Instant Replay for any other reason stated in Rule 11;
      3. During any point of the game, if a foul has been called on the shooter, there is a try for goal and there is basket interference or goaltending call on that try, then officials can review the called violation immediately to determine how many free throws to award the shooter; or
      4. During the last four minutes of the second period or the entirety of any overtime period. In this part of the game, the correctable error time frame in Rule 2-12.3 must be used.
   b. During the game up to the last four minutes in the second half, after a call of basket interference or goaltending is made, an Instant Replay review can take place at the next electronic media timeout. If the call is reversed, then points are awarded or taken away during the timeout and play shall be resumed from the point play was stopped for the electronic media timeout.

c. Timing.
   1. Determine whether a timing mistake occurred in starting or stopping the game clock:
      a. After the malfunction or mistake, such a mistake shall be corrected:
         1. During the first dead ball and before the ball is touched inbounds or out of bounds by a player other than a thrower-in.
         2. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player other than a thrower-in.

b. When the game clock has malfunctioned, the problem shall be corrected in the period or overtime period(s) in which it occurred when the officials have knowledge of the problem.

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

d. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in the official's judgment, time has elapsed before the game clock stopped. On an out of bounds violation, the official shall determine the elapsed time before the game clock stopped from the time the ball actually hit out-of-bounds.

e. In the last two minutes of the second period or the last two minutes of any overtime period, if a shot-clock violation occurs, the official shall determine the correct time to be put back on the game clock from the time the shot-clock violation actually occurred.

2. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set or reset the shot clock. The malfunction or mistake may only be corrected in the shot clock period in which it occurred. 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 has been committed, and until it has been rectified, shall be canceled, excluding a flagrant 1 or 2 personal foul or any technical foul.

d. Fouls.

1. After a call has been made, determine if a flagrant personal foul or a flagrant 2 contact technical foul or a contact dead ball technical foul occurred. When it is determined that a flagrant personal or flagrant 2 contact technical foul did not occur, but a contact dead ball technical foul or common foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized. When the review discloses, by indisputable evidence, that there was no contact, the foul call shall be reversed with no foul charged.

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

b. When there is a foul called for swinging of the elbows involving the cylinder rule or a hook and hold play, the officials may review the play and adjudicate all penalties by removing fouls, assessing fouls against any player or concluding that no foul(s) occurred.

2. When officials err and fail to observe the fouls according to Rule 11-2.1.d.1 (this shall not include a common foul) or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, when the act occurs:

a. When the game clock was stopped, it must be corrected:

1. During the first dead ball after the clock was properly started.

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

3. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul, deadball contact technical foul or a fight did occur within the prescribed time frame, the infraction(s) should be penalized, and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. Any previous activity before the monitor review shall not be cancelled or nullified, with the exception of cancelling a personal foul that was the direct result of (i.e., caused by) the Flagrant 1 or 2 foul. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul, deadball contact technical foul or a fight did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act.
4. A coach may request a monitor review to determine if any flagrant 2 contact foul occurred. When a flagrant 1 or 2 contact foul or contact dead ball technical foul is not assessed, a timeout shall be charged to that team.
5. After a foul has been called, to determine to whom a foul is to be charged when there is uncertainty.
6. To determine if a player faked being fouled (Rule 10-3.1.d), but only as part of an instant replay review to determine if a flagrant personal foul, or contact dead ball technical or a flagrant 2 contact technical foul occurred.
7. To determine if a foul occurred prior to a shot-clock violation.

e. Violations.
   1. In the last two minutes of the second period and in the last two minutes of any extra period(s), to determine which team caused the ball to go out of bounds but only after an out of bounds call has been made by an official.
   2. In the last two minutes of the second period and in the last two minutes of any extra period(s), to determine if a secondary defender was inside or outside the Restricted-Area Arc when an official has stopped the game and has made either a blocking call or a player control/charging call. A head coach may request a monitor review after a call has been made to determine if a secondary defender was inside or outside the Restricted Area. A timeout shall be charged to the coach if the original call is confirmed.

Section 3. Instant Replay—Mandatory Use

Art. 1. Officials shall use such available equipment in the following situations:

a. When there is a reading of zeroes (or should have been zeroes on the clock) on the game clock at the end of any period, after making a call on the playing court, in the following situations:

1. Determine whether a try for field goal entering the basket was released before the reading of zeroes on the game clock. When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
2. Determine whether a shot-clock violation occurred before the reading of zeroes on the game clock.
3. Determine whether a foul occurred before the reading of zeroes on the game clock. When it is determined that the foul occurred before the reading of zeroes on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.

b. To determine whether a fight occurred and the individuals who participated or left the bench area.

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 10-5)

1. The official shall inform the offender(s), the head coach and the official scorer that an ejection for fighting has occurred (the official scorer shall note this in the scorebook).
2. After the game, the referee shall contact the coordinator of officials/assignor for the game and report all ejection(s) for fighting.
3. The coordinator of officials/assignor shall report the ejection(s) for fighting to the conference commissioner or, if the offender is from an independent institution, to that team's athletics director.
4. The conference commissioner shall call and follow up in writing to the following people:
   a. The athletics director of the team whose individual(s) was involved; and
   b. When the opponent's individual(s) was ejected for fighting, that team's conference commissioner or, when that school is an independent institution, that team's athletics director.
5. Fight-reporting procedures should be handled quickly since the long-term participation of the offender(s) shall be affected by a second fight.
6. Related considerations:
   a. The head coach should withhold the offender(s) from the next scheduled game even if the conference or athletics director has not contacted 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

NCAA Tobacco Policy

The use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials) is prohibited during competition.

Any student-athlete, or team or game personnel who uses tobacco during competition shall be disqualified for the remainder of that competition.

Appendix III

Officiating Guidelines

Section 1. Bench Decorum

a. **Unsportsmanlike Conduct.** Coaches and bench personnel are expected to adhere to the specific rules set forth in Rule 10-3.2. Repeated or prolonged violations of these rules should result in a technical foul being assessed against the coach or other bench personnel. More egregious conduct violations, while inside or outside the coaching box, should be properly and consistently penalized with a technical foul without warning.

Examples of egregious conduct violations include, but are not limited to, the following:

1. Comments directed at or referring to any game official that question the integrity of an official (i.e., repeated references to the number of fouls called against each team; suggesting an official is "cheating" a team, etc.).
2. 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, or using derogatory remarks or personal comments during the game relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation or disability. (See Rule 10-3.1.b)
3. Prolonged, negative responses to a call/no-call which is disrespectful or unprofessional and includes, but are not limited to: thrashing the arms in disgust, dramatizing contact by re-enacting the play, or running or jumping in disbelief over a call/no-call.
4. A negative response to a call/no-call including, but not limited to, approaching/charging an official in a hostile, aggressive or otherwise threatening manner, emphatically removing one's coat in response to a call/no-call or throwing equipment or clothing on to the floor.
5. Continual criticism during a game regarding the same incident after warning by an official.

Officials should permit certain behavior by the head coach who engages in spontaneous reactions to officiating calls and no-calls provided the coach remains in the coaching box and the reaction is not prolonged, profane, vulgar or threatening. At the official's discretion, repeated spontaneous reactions by the head coach may result in a warning with subsequent incidents resulting in a technical foul. In all cases, the official should consider whether the complaint was heard by persons other than the official and whether the complaint was directed toward the call/no-call or was a personal attack on the official. When complaints become more public or the attacks personal to the official, there should be less discretion exercised by the official.

b. **Coaching box.** Failure to comply with the rule results in a distinct advantage that is not within the spirit and intent of the rules. The rule is clear and concise. The head coach or any other bench personnel may not be outside the prescribed coaching box except when otherwise permitted by rule. After a warning, for the first violation, a technical foul should be assessed for any subsequent infraction.

c. **Assistant coaches and bench personnel.** All bench personnel, with the exception of the head coach, are required to be seated on the bench while the ball is live except to react spontaneously to an outstanding play and then to immediately return to sitting on the bench. Violations by bench personnel, especially assistant coaches, should not be tolerated by officials. When assistant coaches or bench personnel are violating bench decorum rules in a minor way, the official shall inform the head coach and request that he handle the situation. This is an official warning. Any further violation by bench personnel shall result in a technical foul assessed to the offender. Egregious (blatant) conduct violations by assistant coaches or bench personnel need no warning and shall immediately result in a technical foul. A technical foul assessed to bench personnel is also assessed as a Class B technical foul to the head coach.

Section 2. Screening

A screen is legal action by any player with or without the ball, which, without causing contact, delays or prevents an opponent from reaching a desired position. A screener must be inbounds and maintain a normal stance with the inside of the screener's feet no wider than shoulder width apart. If a player is engaged in illegal screening tactics and there is no contact with the opponent, no foul has occurred. Players must adhere to the screening rules outlined in Rule 4-35.

A foul shall be called when:

1. A defensive player is held or pushed off 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 "blind" screen (outside the visual field) on a stationary defender that doesn't allow the defender a normal step to move.
6. The screener sets a "blind" screen (outside the visual field) on a moving defender and doesn't allow ample time to stop or change directions; usually one to two strides.

Section 3. Post Play

Some guidelines to officials in making correct, consistent calls in low-post play:

a. Observe the entire play, especially when responsible for off-ball coverage.

b. Anticipate the play, but not the call, when post players are in fronting situations.

c. A defensive player pushing a leg or knee into the rear of the offensive player shall be a personal foul on the defender.
d. An offensive or defensive player dislodging an opponent from an established position by pushing or backing in shall be a personal foul on the offending player.
e. A player using the "swim stroke" arm movement to lower the arm of an opponent shall be charged with a personal foul.
f. Post players using hands, forearms or elbows to prevent an opponent from maintaining a legal position shall be charged with a personal foul.
g. A defensive post player may use a forearm on the back of an offensive post player with or without the ball as long as equal pressure is being applied and there is no dislodging by either player. Defensive players in the post are required to adhere to all other guarding rules.
h. An offensive post player is permitted to post up with their arms bent at the elbow when attempting to free themself to receive a pass. An offensive player may not use a straight arm to ward off a defender.

Section 4. Hand-Checking (Impeding the Progress of a Player)

To curtail hand-checking, officials must address it at the beginning of the game, and related personal fouls must be called consistently throughout the game. Some guidelines for officials to use when officiating hand-checking:

a. When a defensive player keeps a hand or forearm on an opponent, it is a personal foul.
b. When a defensive player puts two hands on an opponent, it is a personal foul.
c. When a defensive player continually jabs by extending their arm(s) and placing a hand or forearm on the opponent, it is a personal foul.
d. When a defensive player uses an arm bar to impede the progress of a dribbler, it is a personal foul.

Appendix IV
Foul–Penalty Chart

FOUL/PENALTY CHART (APPENDIX IV)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Personal	Live	Committed by player, illegal contact with an opponent.	Free throw(s) to offended player when shooting or when in bonus, including when the ball is loose, except for player-control foul.	Offending player	Throw-in at a designated spot to an offended team when not shooting or not in bonus or when a player-control or team-control foul. When there are free throw(s), throw-in to opposing team after free throw(s) (from any point behind the end line when last free-throw is successful) or live ball.	Yes	Yes	No
Common	Live (a subset of personal fouls)	Personal when not shooting, not flagrant, or not part of a multiple, double or simultaneous.	Free throw(s) to offended team when in bonus, including when the ball is loose, except for player-control.	Offending player	Throw-in at designated spot to offended team when not in bonus or when team-control or player-control foul. When one-and-one, live ball when a free throw is missed. When both free throws are good, opposing team throw-in from any point behind the end line.	Yes	Yes	No
Player Control	Live	Common foul committed by a player when he is in control of the ball or an airborne shooter.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Team Control	Live	Common foul committed by player on team with team control.	No free throw(s), except when the ball is loose.	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Flagrant 1 Personal	Live	A personal foul that is excessive, but not based on the severity of the act.	Two free throws to offended player.	Offending player	Throw-in to offended team at designated spot.	Yes and after thee F1's	Yes	No
Flagrant 2 Personal	Live	Severe or extreme contact with an opponent while the ball is live.	Ejection of offender, two free throws to offended player.	Offending player	Throw-in to offended team at designated spot.	No	Yes	Automatic

FOUL/PENALTY CHART (APPENDIX IV)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Flagrant 2 Technical	Dead or live	Extreme unsporting conduct (non-contact) during a live or dead ball or severe/extreme contact with an opponent during a dead ball.	Ejection of offender, two free throws.	Offending player, bench personnel or follower	Throw-in at designated spot to offended team.	No	Yes	Automatic
Contact Dead Ball Technical	Dead	Contact with opponent that is excessive but does not rise to the level of a Flagrant 2 foul.	Two free throws.	Offending player	Throw-in to the offended team at designated spot using the procedures in Rule 7-3.2.	Yes	Yes	Yes, one of two Class A (AA) technicals or in combination with two Class B technicals (ABB).
Class A Technical	Live or Dead	Unsporting conduct.	Two free throws.	Player, substitute, coach or bench personnel	Point of interruption, using procedures in Rule 7-3.2.	Yes	Yes	After two Class A (AA) or one Class A with two Class B technicals (ABB).
Class B Technical	Live or Dead	Involves neither contact nor causes contact with an opponent. Falls below limit of unsporting technical.	One free throw.	Player, substitute, coach or bench personnel	Point of interruption, using procedures in Rule 7-3.2.	No	No	Yes, after three Class B (BBB) technicals or a combination of two Class B and one Class A (ABB).

FOUL/PENALTY CHART (APPENDIX IV)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Administrative Technical	Live or Dead	Not specific to an individual's conduct.	One free throw. (Exception: 10-2.2.a Penalty; 10-2.6 and 10.2.7 Penalty)		Point of interruption, using procedures in Rule 7-3.2.	No	No	No
Double Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws. (Exception: 10-1 Penalty f)	Players	Point of interruption, using procedures in Rule 7-3.2. (Exception: 10-1 Penalty f)	Yes	Yes	No
Double Flagrant 2 Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players	Point of interruption, using procedures in Rule 7-3.2.	No	Yes	Yes
Double Flagrant 1 Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players	Point of interruption, using procedures in Rule 7-3.2.	Yes	Yes	No
Simultaneous Personal	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws. (Exception: 10-1 Penalty f)	Player	Point of interruption, using procedures in Rule 7-3.2. (Exception: 10-1 Penalty f)	Yes	Yes	No
Double Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws unless one of the technicals is a flagrant 2.	Players, bench personnel or follower	Point of interruption, using procedures in Rule 7-3.2.	Class A	Class A	Yes
Double Flagrant 2 Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players, bench personnel or follower	Point of interruption, using procedures in Rule 7-3.2.	No	Yes	Yes

FOUL/PENALTY CHART (APPENDIX IV)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Simultaneous Technical	Live or dead	Occurs when there is a technical foul committed by each team at approximately the same time, not by opponents against each other.	No free throws unless one of the technicals is a flagrant 2.	Player, bench personnel or follower	Point of interruption, using procedures in Rule 7-3.2.	Class A	Class A	Yes
Multiple	Live	Two or more opponents commit personal fouls against the same opponent at approximately the same time.	One free throw for each foul: 1. No try involved 2. Successful or unsuccessful 2-pt. try 3. Successful 3-pt. try. Two free throws for each foul: 1.Flagrant 1 or flagrant 2 foul 2. Unsuccessful 3-pt. try	Player	Administer free-throw penalty. For team-control fouls (when the ball is not loose) or flagrant fouls, throw-in from designated spot.	Yes	Yes	No
False Multiple	Live or dead	Two or more fouls by the same team such that the last foul is committed before the game clock is started after it is stopped for the first and such that at least one of the attributes of a multiple foul is absent.	Each foul carries its own penalty.	Player, bench personnel or follower	When the last foul is a single flagrant technical or a single contact dead-ball technical, the ball shall be put into play as though the last foul was the only one administered. When one of the fouls is a single or double technical (not flagrant) or any double personal or simultaneous personal foul, point of interruption, using procedures in Rule 7-3.2.	Yes	Yes	No

FOUL/PENALTY CHART (APPENDIX IV)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
False Double	Live or dead	Fouls by both teams, the second occurring before the game clock is started after it is stopped for the first but an aspect of double fouls is missing.	Each foul carries its own penalty.	Player, bench personnel or follower	When the last foul is a single flagrant technical or a single contact dead-ball technical, the ball shall be put into play as though the last foul was the only one administered. When one of the fouls is a single or double technical (not flagrant) or any double personal or simultaneous personal foul, point of interruption, using procedures in Rule 7-3.2.	Yes	Yes	No

Appendix V
Timeout Comparison Chart

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
Electronic-media timeout format with FEWER THAN three electronic-media timeouts in at least one half.	Same as next page..	Same as next page.	Same as next page..	Either none, one or two depending on the media agreement. Length determined by media agreement. Each shall occur at the first dead ball at or after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout replaces the next agreed-upon media timeout of the half.	Either none, one or two depending on the media agreement. Length determined by media agreement. Each shall occur at the first dead ball at or after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout replaces the next agreed-upon media timeout of the half. First team called timeout of second half becomes the media timeout.	None

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
Electronic-media timeout format with AT LEAST three electronic-media timeouts in either half.	Three 30-second timeouts and one 60-second timeout per team.	Each team carries over any unused timeouts from the first half but cannot carry more than two 30-second timeouts each. The third is lost if it was not used in the first half.	Any not used in regulation, second half or any previous extra period(s) plus one extra 30-second timeout per team per extra period.	When using THREE electronic-media timeouts, they occur at or after the 15-, 10- and 5-minute marks, depending on the media agreement at or within 30 seconds of the media minute mark and until the first dead ball at or after the media minute mark. When using FOUR electronic-media timeouts, they occur at or after the 16-, 12-, 8- and 4-minute marks at or within 30 seconds of the media minute mark and until the first dead ball at or after the media minute mark. Neither team's 60-second timeout can be extended by media agreement.	When using THREE electronic-media timeouts, they occur at or after the 15-, 10- and 5-minute marks, depending on the media agreement at or within 30 seconds of the media minute mark and until the first dead ball at or after the media minute mark. When using FOUR electronic-media timeouts, they occur at or after the 16-, 12-, 8- and 4-minute marks at or within 30 seconds of the media minute mark and until the first dead ball at or after the media minute mark. The first timeout called by either team in this half only shall become a media timeout and shall not replace the first media timeout. It shall be 75 seconds or the length determined by media agreement.	The first team-called timeout in each period may become a media timeout, if that is part of the media agreement.

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
NO electronic-media timeout format	Four 75-second and two 30-second timeouts per team per regulation game. All carry over to second half if not used in first half.	Any not used in first half.	Any not used in regulation or any prior extra period(s) plus one 75-second timeout per team for each extra period.	None	None	None

Appendix VI

Concussions

Revised April 2023

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.

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/sport-science-institute.

Appendix VII

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 nature of the proposed modification or accommodation;
c. The nature of the student-athlete's disability and basis for modification or accommodation; and
d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/ or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

Appendix VIII

Official Men's Basketball Signals

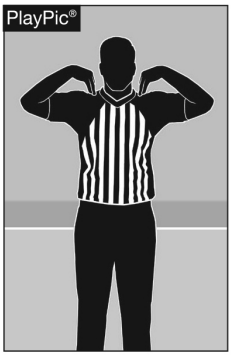
Starting and Stopping Clock

Start Clock

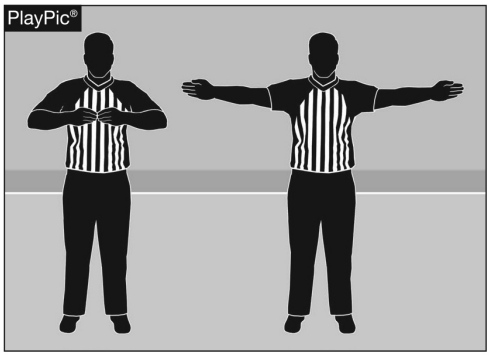
Stop Clock

Stop Clock for Foul

Timeouts



30-Second Timeout

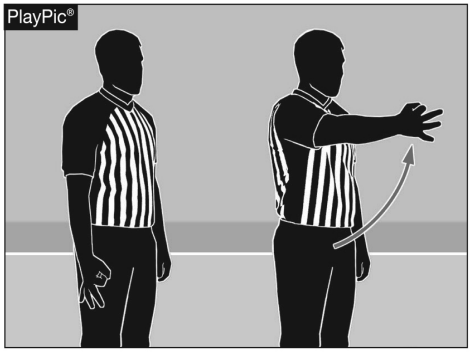


60-Second Timeout

Directional Signal or Media Timeout: Point Toward Table

Shortened timeout has been requested and will occur

Violations



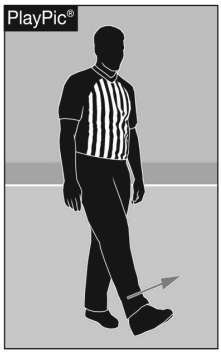
Three-Second Violation

Five-Second Violation

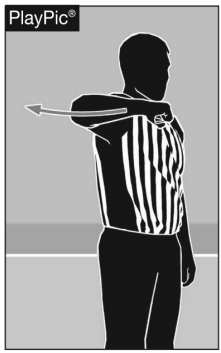
10-Second Violation

20-Second Reset

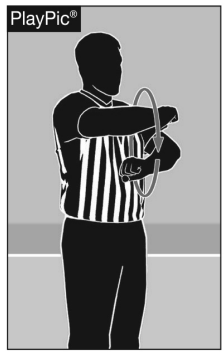
Throw-in Spot or
Designated Spot Violation



Kicking Violation



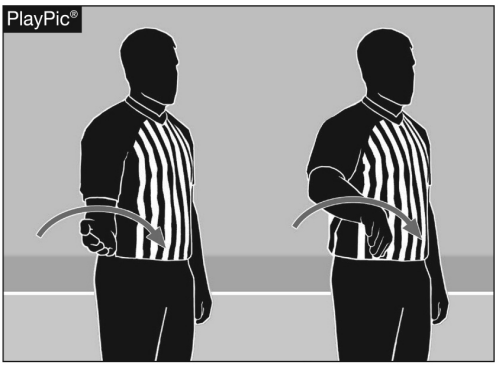
Excessive Swinging
of Elbows



Traveling Violation

Violations

Illegal-Dribble Violation



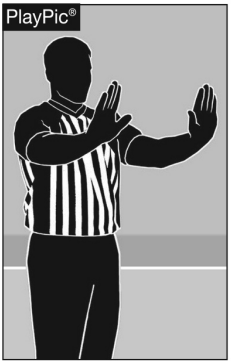
Over and Back or Palming/Carrying Violation

Shot-Clock Violation

Held Ball

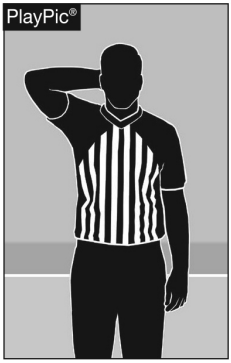
Fouls

Holding Foul



Pushing or Charging Foul

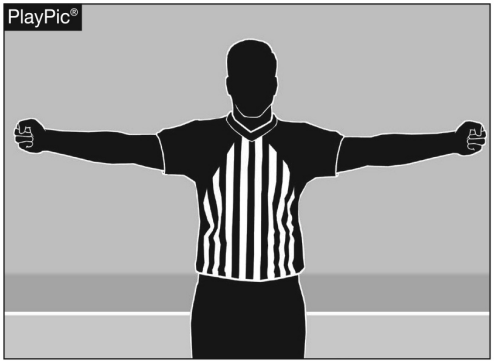
Handchecking Foul



Player-Control/
Team-Control Foul

Technical Foul

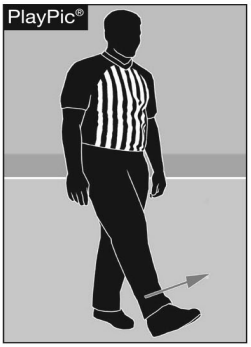
Illegal Use of Hands Foul



Double Foul

Blocking Foul

Fouls



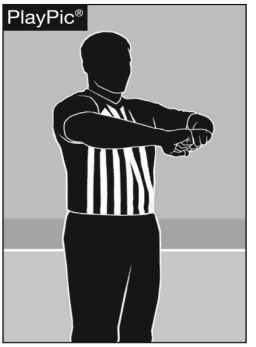
Tripping

Dislodging with the knee

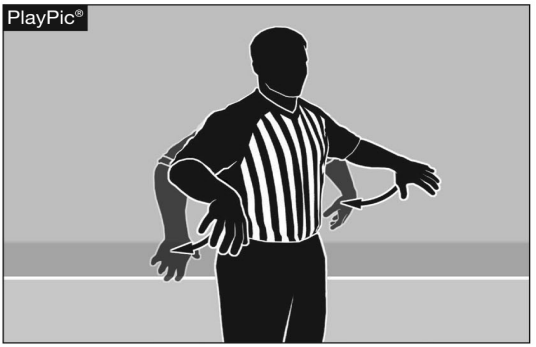
Hit to the Head

Flagrant 1 or 2 Foul

Excessive-Contact Foul (Flagrant 1 or 2)

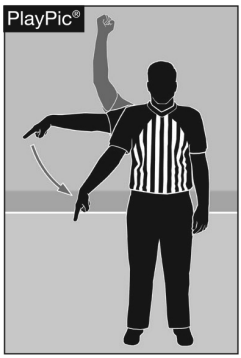


Chucking

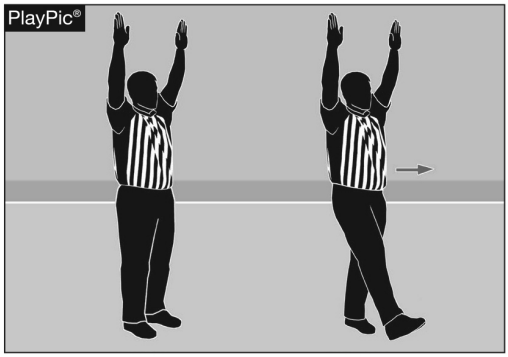


Pinning a Defender

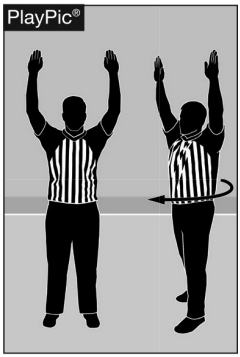
Fouls



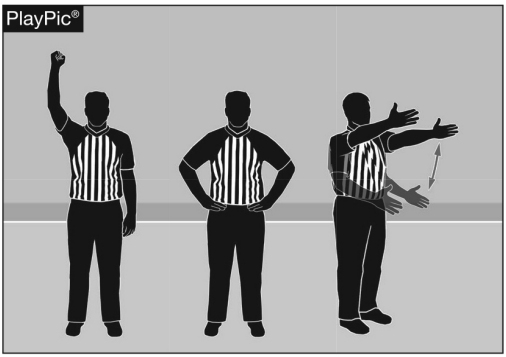
Defensive Foul
"Staying Here"



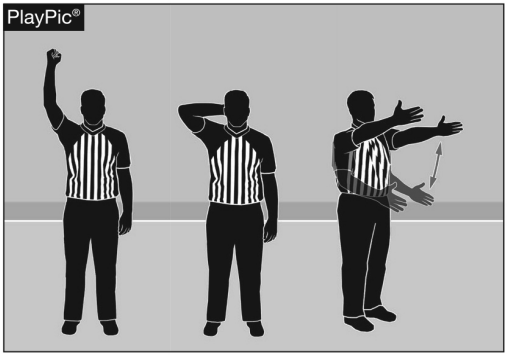
Dislodging with the lower body



Defender Jumped from "A"
to "B"



Defensive Foul
Violation of Vertical Cylinder

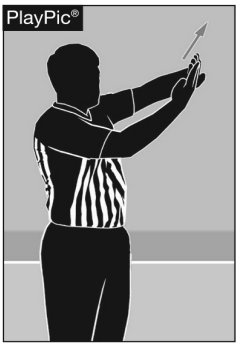


Offensive Foul
Violation of Vertical Cylinder

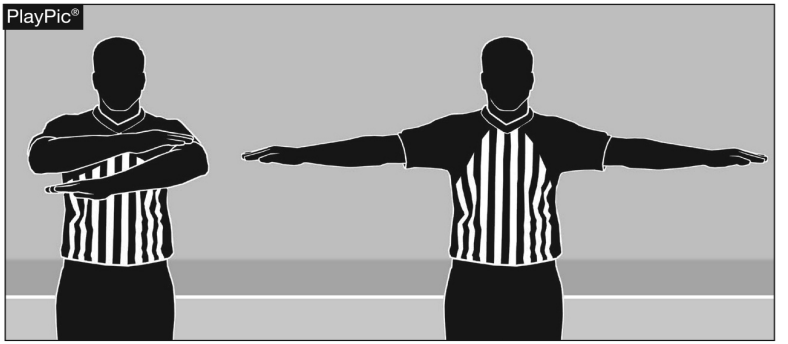
Information

Foul: Optional 'Bird Dog'

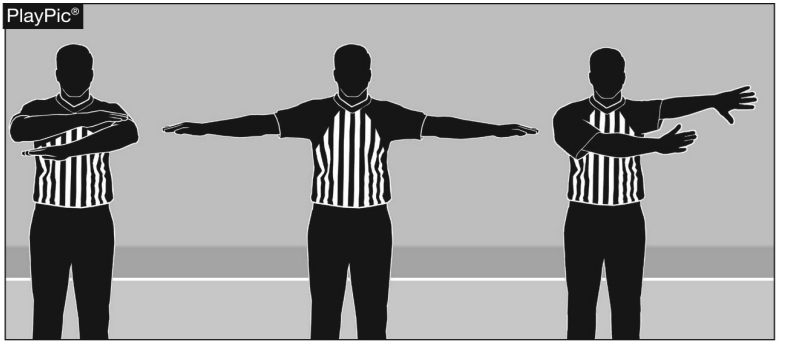
Beckon Substitute



Tipped Ball



No Score

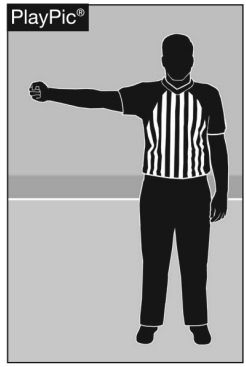


No Shot/Pass Off

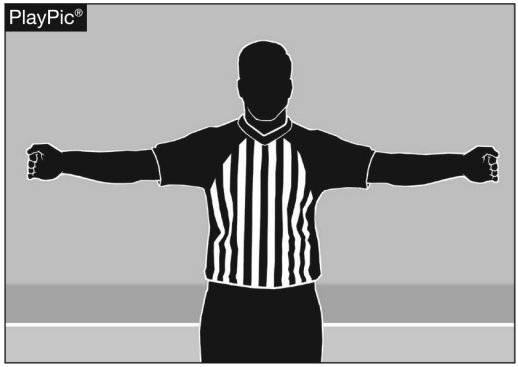
Information

Shot-Clock Reset

Foul Reporting

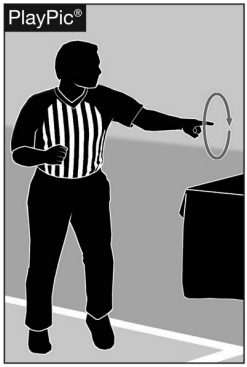


Delayed-Dead Ball: Withheld Whistle



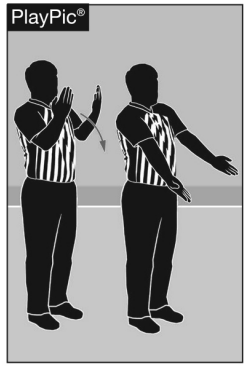
Not Closely Guarded

Shot Clock Near Expiration



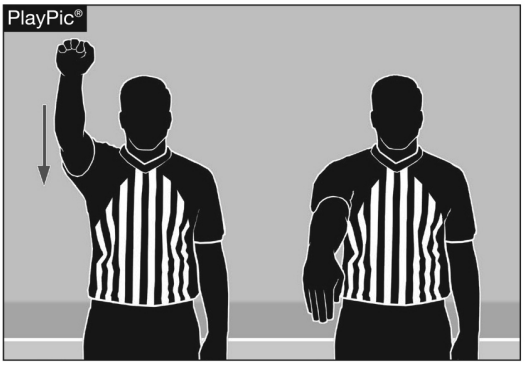
Record Game Time "Twirl" Signal

Replay Required

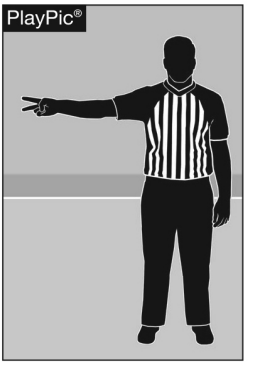


Flopping

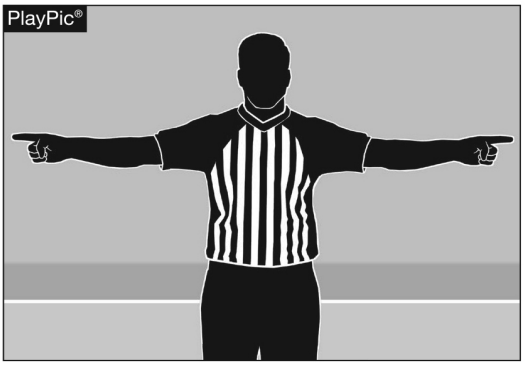
Scoring/Shooting



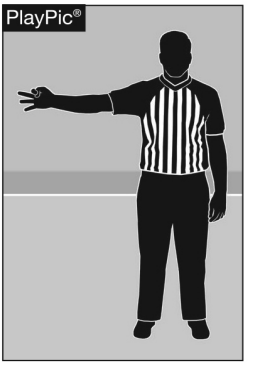
Goal Counts or is Awarded



Two Free Throws



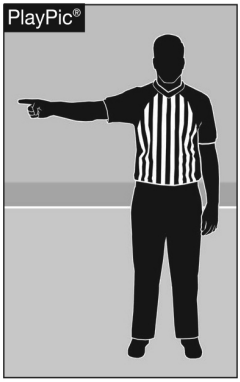
Bonus Free Throw



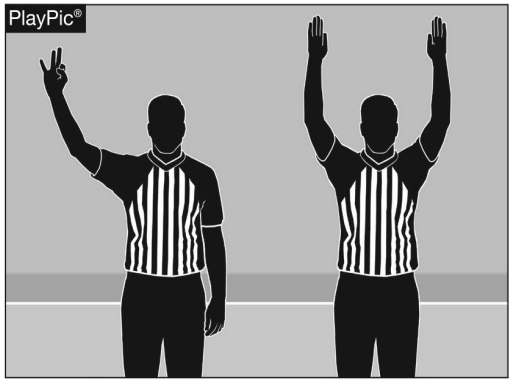
Three Free Throws

Shooting Foul

Scoring/Shooting

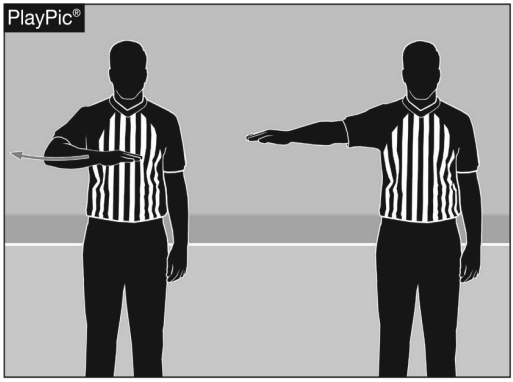


One Free Throw



Three-Point Attempt

Three-Point Successful



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