



2015-16 and 2016-17 Women’s Basketball Rules Changes

The following rules changes were approved by the NCAA Women’s Basketball Rules Committee and the Playing Rules Oversight Panel. They will be incorporated into the rules book for the 2015-16 and 2016-17 seasons.

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Rule	Change, Rationale
Court Diagram; 1-12	<p>Where possible, clear a 3-foot wide area on both sides of the base of the basket stanchion.</p> <p>Rationale: To provide an additional space for for players to regain their balance after leaving the court</p>
1-17.1	<p>To permit certain decals (e.g., institutional and conference websites, Twitter handles) to be placed on the top edge of the backboard frame.</p> <p>Rationale: To allow limited promotional opportunities on the top edge of the backboard.</p>
1-17.1	<p>To permit an American flag and one conference or NCAA logo in the lower corners on the front of the backboard (not to exceed 5" x 8") for NCAA and conference postseason play.</p> <p>Rationale: To permit postseason conference and NCAA tournament branding (and to continue to permit the American flag to be displayed on the backboard).</p>
1-22.4	<p>A perceptible majority of the game shorts shall be the color of the neutral zone.</p> <p>Rationale: The current rule states that “a majority color of the game shorts shall be the color of the neutral zone.” This language is to clarify that it should be readily apparent that the majority of the game shorts are the color of the neutral zone.</p>
1-22.7.a.1.a	<p>To add an institutional logo to the items that may appear on the front of the game jersey (neutral zone), in addition to the school name, the school nickname or mascot.</p> <p>Rationale: To provide institutions with flexibility in identifying themselves. The logo shall be placed no closer than one inch from the uniform number (Rule 1-22.7.a.1.c).</p>
1-22.7.c	<p>To delete the restriction on the placement of both an institutional and conference logo on the game jersey.</p> <p>Rationale: The current rule permits an institutional logo and/or a conference logo to appear on the game jersey; however, both logos may not appear on the same side of the game jersey. Deleting this restriction would permit a conference logo and an institutional logo to appear on the same side of the game jersey (e.g., an institutional logo at the apex of the neckline and the conference logo on the shoulder panel).</p>



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1-22.11	<p>Institutional names, nicknames, mascots or logos are permitted on the game shorts.</p> <p>Rationale: To permit institutions to place these items on the game shorts, provided that a perceptible majority of the game shorts are the color of the neutral zone. This change would allow for more than one institutional and/or conference logo on the game shorts.</p>
1-23.2	<p>One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on undergarments that appear below the game shorts.</p> <p>Rationale: The institutional logo is permitted on other articles worn by players (game jersey, game shorts, headbands and wristbands). This change would make the rule consistent.</p>
1-24.4	<p>One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on an arm sleeve, knee sleeve or leg sleeve.</p> <p>Rationale: The institutional logo is permitted on other articles worn by players (game jersey, game shorts, headbands and wristbands). This change would make the rule consistent.</p>
1-26.9	<p>Move 1-26.9 (information concerning arm sleeves, knee sleeves and lower leg sleeves) from the equipment rule to 1-24 (include with headbands and wristbands).</p> <p>Rationale: NCAA bylaws do not restrict the size of the manufacturer's logo on equipment. By removing sleeves from the equipment rule, the size can be regulated (the logo must fit within a four-sided geometrical space that does not exceed 2 ¼ square inches).</p>
2-10.9	<p>Reduce the time permitted to replace a disqualified player from 20 to 15 seconds.</p> <p>Rationale: To increase the flow of the game.</p>
5-6.1 5-14.8	<p>Playing time for varsity games shall consist of four-10 minute periods with a halftime intermission of 15 minutes. Extra periods shall be five minutes each in length with a one-minute intermission before each. The intermission between the first and second and third and fourth quarters shall be 75 seconds (non-media game) or 75 seconds/the length of the electronic-media timeout for media games.</p> <p>Rationale: Increases the flow of the game by reducing stoppages, aligns with all other levels of play and provides natural breaks that usually occur with current media timeout formats.</p>



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<p>5-14.4 5-14.9</p>	<p>a. Media timeouts. There shall be 4 electronic-media timeouts that are the length determined by the electronic-media agreement. There must be one electronic-media timeout in each period that occurs at the first team-called timeout above the 5-minute mark of each quarter or the first dead ball at or below the 5-minute mark.</p> <p>b. The intermission between quarters may be used as an electronic-media timeout.</p> <p>c. The first team-called timeout in the second half will become an electronic-media timeout.</p> <p>b. Team-called timeouts. Each team is entitled to four (4) team-called timeouts (three 30-second timeouts and one 60-second timeout). The 60-second timeout may be used in either the first half or second half. No more than three timeouts carry over to the second half.</p> <p>c. In an extra period, each team receives one 30-second timeout in addition to any timeouts it has not used previously in the second half.</p> <p>d. In any extra period, the media timeout is optional (per conference policy and/or the electronic-media agreement) and will be recognized at the first team called timeout.</p> <p>e. Appeals permitted under current rule would still be permitted and a team would be charged a 30-second timeout or whatever length of timeout is left when there are no more 30-second timeouts when the appeal does not result in a change.</p> <p>Rationale: Current timeout rules need to fit into the 4 quarters format. Allow three timeouts to carry over to the second half. Allow for seven (7) media timeouts.</p>
<p>5-14.8</p>	<p>In a non-media game, each team receives three 30-second timeouts and two 60-second timeouts. Four timeouts will carry over to the second half. In an extra period, each team receives one 30-second timeout in addition to any timeouts it has not used previously in the fourth quarter.</p> <p>Rationale: Current timeout rules need to fit into the four quarters format.</p>
<p>5-14.17 10-2.8.a</p>	<p>To allow for the use of musical instruments and/or amplified music during any dead ball.</p> <p>Rationale: This will enhance the fan experience, creating a much more energetic arena environment. As we continue to try to grow our fan base and look to attract students and a wide range of fans to our events, we need to be more entertaining.</p>



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7-4	<p>If a timeout is charged to the offensive team during the last 59.9 seconds of the fourth period and/or any overtime period and (1) the ball is out-of-bounds in the backcourt (except for a suspension of play after the team had advanced the ball), or (2) after securing the ball from a rebound in the backcourt and prior to any advance of the ball, or (3) after the offensive team secures the ball from a change of possession in the backcourt and prior to any advance of the ball, the timeout should be granted. Upon resumption of play, the team granted the timeout shall have the option of putting the ball into play at the 28' hash mark in the frontcourt (table-side) or at the designated spot out-of-bounds. If the ball is put into play at the hash mark, the ball may be passed into either the frontcourt or backcourt. If it is passed into the backcourt, the team will receive a new 10-second count.</p> <p>Rationale: Create end of game excitement.</p>
9-11	<p>Add the following to the current Rule 9-11: When a team has not gained front court status and the ball goes out of bounds, a held ball occurs with no change in team control, or a technical foul is assessed to the team in control of the ball, that team shall have the remainder of the 10-second count that was started before the ball became dead.</p> <p>Rationale: To reward the defense and to prevent the offense from gaining an advantage that is not intended by rule.</p>
8-2.1 10-1 Pen. c	<p>A team is awarded two free throws for each common foul committed by a team, beginning with that team's fifth foul during each period.</p> <p>Rationale: Current foul rules needed to fit into the four quarters format.</p>
9-12.4 11-2.1.c.2 11-2.1.e.1	<p>During an instant replay review, permit the officials to use zeroes on the shot clock, in addition to the shot clock horn, to determine if a shot clock violation occurred.</p> <p>Rationale: Provide officials with an additional resource to make an accurate decision.</p>
11-2.1.e 3-6.1.3 (new) 5-14.1	<p>During all courtside monitor reviews in the last two minutes of the fourth quarter and the last two minutes of any extra period(s), substitutions shall not be permitted nor timeouts granted until the results of the monitor review have been reported to both coaches.</p> <p>Rationale: Allow officials to determine the outcome of the review before allowing coaches to substitute or call timeout. This will also eliminate a situation that may occur if the call is reversed and a player who was substituted for may not return to the game.</p>



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Appendix III, Section 3.b and 3.c	<p>When an offensive player with the ball has her back to the basket, the defensive post player may place a forearm or <i>one</i> hand on the offensive player. When the defensive post player places one hand on the offensive post player, the defensive post player must have a bend in her elbow. The body or knee is not an acceptable point of contact.</p> <p>Rationale: Post play has become increasingly rough, particularly once the offensive player has the ball. In an effort to promote freedom of movement for both the offensive and defensive players, allowing only one point of contact (arm bar or hand) would allow more movement. Once a post player faces the basket with the ball, the ball handling rules will apply.</p>
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