



2014-15 NCAA Women's Basketball
RULE & MECHANICS INTERPRETATIONS/CLARIFICATIONS
As of 12/1/14

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12/1/14 - Restricted Area/Lower Defensive Box

When the restricted area rule was implemented beginning with the 2011-12 basketball season, the intent of the rule was to eliminate collisions involving players trying to take charges under the basket. A secondary defender as defined by Rule 4-35 cannot establish initial legal guarding position in the restricted area for the purpose of drawing a player control foul/charge when defending a player who is in control of the ball (i.e., dribbling or shooting) or has released the ball for a pass or try when the offensive player began her move to the basket from outside the Lower Defensive Box. When illegal contact occurs within the restricted area, such contact shall be called a blocking foul, unless the contact is a flagrant foul or the offensive player commits any of the acts in Rule 10-1.13.a and b.

The question has been raised as to when the prohibition on a secondary defender who establishes initial legal guarding position within the restricted area ends. In adjudicating the rule, the offensive player should be given time and distance after the release of the ball on a pass or shot to regain control in order to avoid contact with the secondary defender in the restricted area by stopping or changing direction.

Play 1: Dribbler A1 begins her move to the basket from outside the lower defensive box. B1 establishes initial legal guarding position within the restricted area. A1 passes the ball to A2. A1 is:

- (a) unable to avoid contact with B1 or
- (b) able to avoid contact with B1 by stopping or changing direction.

In both (a) and (b), A1 runs into B1.

Ruling 1: In (a), this is a blocking foul on B1. B1 is prohibited from establishing legal guarding position within the restricted area for the purpose of drawing a charge on A1. Award the ball to Team A for a throw-in at the out of bounds spot nearest to where the foul occurred if the bonus is not in effect. If the bonus is in effect, A1 will shoot free throws. In (b), this is a team control foul for charging on A1.

Play 2: A1, who started her move to the basket outside the lower defensive box, leaves her feet to shoot the ball. B1 establishes initial legal guarding position inside the restricted area. A1 lands with one or both feet and is

- (a) unable to avoid contact with B1 or
- (b) able to avoid contact with B1 by stopping or changing direction.

In both (a) and (b), A1 runs into B1.

Ruling 2: In (a), this is a blocking foul on B1. B1 is prohibited from establishing legal guarding position within the restricted area for the purpose of drawing a charge on A1. Award the ball to Team A for a throw-in at the out of bounds spot nearest to where the foul occurred if the bonus is not in effect. If the bonus is in effect, A1 will shoot free throws. In (b), this is a charging foul on A1. Award the ball to Team B for a throw-in at the out of bounds spot nearest to where the foul occurred if the bonus is not in effect. If the bonus is in effect, B1 will shoot free throws.

12/1/14 - Knee braces/sleeves

Last season, an interpretation was issued (1/14/14), which has since been incorporated into the Case Book as A.R. 7, to give guidance as to the difference between a knee brace and a knee sleeve. A brace was defined as a device that typically contains hinges and/or straps and/or an opening over the kneecap. If the device meets the definition, it is to be considered a knee brace and its color is not restricted by rule.

When players do not comply with the rule, officials are not to tell players to remove anything, but are to instruct them/their coach that they are not permitted to play until they comply with the rule.

12/1/14 – Concussion helmets/headbands

The NCAA Committee on Competitive Safeguards and Medical Aspects of Sports (CSMAS) has issued a position statement on the use of soft headgear in non-helmeted sports (i.e., basketball) for the prevention or management of a concussion. It is their position that no medical waivers will be issued by either CSMAS or the sport's rules committee (via its secretary-rules editor) for any player to wear soft headgear for the prevention or management of a concussion.

12/1/14 – Game Clock/Shot Clock used for timeouts

There are scoreboard units that have the ability to time the length of a charged timeout. In so doing, the timeout time is visibly displayed and the game clock time is replaced by the time remaining in the charged timeout. This is not permitted. By rule, the game clock is to display the time remaining in the period (Rule 1-18.1). Additionally, the shot clock shall only display the time remaining in the shot clock period (Rule 1-19.1). Neither clock shall be used for the timing of any promotional activity being conducted during a charged timeout. The timer shall use a digital stopwatch for a charged timeout, to replace a disqualified player, to remedy a blood situation or to remedy a lost, irritated or displaced contact lens (Rule 2-10.8).

When the officials meet with the table crew prior to the start of the game, the referee should confirm with the table crew that a digital stopwatch is available at the scorer's table.

11/6/14 - Substitutions under one-minute remaining

Rule 3-6.1.i only applies when the game clock has been stopped **after a made FIELD goal** in the last 59.9 seconds of the second period or extra period(s) and before the game clock has been properly started.

Since 2005, the rule book has stated that the only substitutions permitted when the game clock is stopped for a made field goal and the game clock has not been properly started are for a timeout, violation or foul. During the 2007-08 season, an interpretation was issued (12/19/07) which further clarified this by including other situations when substitutions are permitted because a substitution **may be required** by another rule (injury, blood, disqualification or lost, displaced or irritated contact lens).

After a made field goal and before the clock has been properly started in the last 59.9 seconds, if a player is bleeding, has blood on her person, has a lost, irritated or displaced contact lens, she must be replaced if the issue cannot be resolved within 20 seconds (Rule 3-6.3.a). No substitutions are required if the problem is resolved within 20 seconds. However, should a player require more than 20 seconds and a substitute is required, the opponent is permitted to counter with **one** substitute. If the coach chooses to take a timeout so that the player may remain in the game, then all substitutes are permitted since a timeout has been called (see A.R. 43 [1]).

Additionally, substitutions are not permitted during this dead ball period while the clock is stopped for a timing mistake or an inadvertent whistle (Rule 3-6.1.i.2, A.R. 45 [1, 2]).

Play 1: Following A1's goal with 37.8 seconds in the second period and before the clock properly starts, the official notices water on the floor. A6 and B7 are at the scorer's table waiting to enter the game.

Ruling 1: The substitutes are not permitted to enter the game, because the stoppage was not created by a timeout, violation or foul.

Interpretation: If during the dead ball created by the made field goal and before the game clock properly starts there is a monitor review, substitutions are NOT permitted unless a timeout is granted and charged.

Play 2: A1 scores a three-point field goal with 46.2 seconds remaining in the second period, and before the clock properly starts the officials, of their own volition, conduct a monitor review to determine whether the goal was a three-point goal or a two-point goal.

Ruling 2: Regardless of whether or not a correction is made to the value of the made field goal, no substitutions are permitted. Play will resume with a throw-in to Team B at the point of interruption.

Play 3: A1 scores a three-point field goal with 46.2 seconds remaining in the second period, and before the clock properly starts, the coach of Team B requests a correctable error review on the grounds that the goal was erroneously counted and two points should have been awarded. The monitor review determines that the goal:

- (a) was a two-point goal, or
- (b) is confirmed as a three-point goal.

Ruling 3: In (a), when the monitor review determines that a correctable error for erroneously counting a goal occurred, no substitutions are permitted. In (b), because there was no correctable error, Team B will be charged a timeout (5-14.1.d). Because a timeout has been charged during the dead ball caused by the made field goal and before the game clock has properly started, substitutions are permitted.

11/6/14 Timing Mistake/Monitor Review

When determining whether or not a timing mistake has occurred, officials normally utilize a stopwatch that is at the scorer's table. There are also replay systems that time code the video to assist officials with determining the necessary clock adjustments that need to be made when there is a timing mistake. Often, the time to be adjusted is shown in tenths-of-a-second. This is beneficial when the game clock shows 59.9 seconds or less in any period. However, outside of the last 59.9 seconds in any period, time on the game clock is only displayed in minutes and whole seconds. Officials have no way to know what the time on the game clock actually represents. When there are timing mistakes during that part of the game when tenths-of-a-second are not displayed on the game clock, any tenths-of-a-second that are timed as part of the correction are not to be utilized in adjusting the game and shot clocks.

Play 1: Prior to the 59.9 seconds of any period the game clock and shot clock do not start when the ball is legally touched following a throw-in. The officials use (1) the replay equipment or (2) a stopwatch to determine how much time elapsed when the clock did not run. The officials determine that

- (a) 3.2 seconds
- (b) 3.5 seconds, or
- (c) 3.8 seconds should have elapsed on both clocks.

Ruling: In (a), (b) and (c), the officials will adjust the game clock and shot clock by 3 seconds.

Reminder: Tenths-of-a-second are not to be displayed on the shot clock at any time during the game.

11/6/14 - Monitor malfunction

There may be circumstances during a game when the courtside video monitor may not function properly. If officials go to use the courtside monitor and the replay equipment does not properly function, the officials have until the end of the appropriate "window" to review the play should the equipment failure be rectified.

Play 1: With 13:00 to play in the first period of a game using the electronic media timeout format, A1 scores a goal that is signaled as a three-point goal. Before the expiration of the correctable error timeframe (second live ball following the made goal), Team B's coach requests a monitor review because she/he believes it was a two-point goal.

Ruling 1: When the coach of Team B requests a monitor review as to whether or not the goal was properly counted as a three-point goal before the second live ball following the goal, the request will be honored as it was made within the timeframe in Rule 2-12.3. The monitor review will occur at the next electronic-media timeout. If the monitor equipment fails to work, the officials will have until the ball becomes live following the timeout to review the made goal. If the equipment malfunction cannot be corrected before the ball becomes live at the end of the timeout, the call on the floor stands.

Play 2: With no electronic-media timeouts remaining in the second period, A1 scores a goal that is signaled as a three-point goal. The officials stop play while the ball is still dead to review the courtside video monitor, but the replay equipment does not function.

Ruling 2: When the courtside monitor does not function properly, the officials have until the second live ball to review the play. If the monitor malfunction is corrected before the second live ball, the officials may go back to review the play using the courtside monitor.

11/6/14 - Screening clarification

When a player establishes her screening position, the screen is being set on an opponent who is either stationary or moving.

When a screen is set on a stationary opponent, one of the determining factors as to the legality of the screen is whether or not the screen is set within the visual field of the stationary opponent. On a screen set within the visual field of the opponent, the screener may not make contact with the opponent (Rule 4-34.3.b). If the screen is set outside the visual field of the stationary opponent, the screener must permit the opponent a normal step to move (Rule 4-34.3.a).

Rule 4-34.3.c states that a player shall not "take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction." It does not matter whether the

moving opponent is within or outside the visual field of the screener when she sets her screen. Determining whether or not the opponent was given the opportunity to avoid contact by stopping or changing direction is the judgment of the official. The opponent should be given, *minimally*, one step to avoid contact by either stopping or changing direction. The speed at which the opponent is moving also factors into whether the opponent was given the opportunity to avoid contact when the screen was set.

11/6/14 - When does a foul occur

Clarification: The only reference in the rulebook to when a "foul occurs" is when the clock reads zeros at the end of a period and the officials are using a courtside monitor to determine whether the foul occurred before the reading of zeros on the game clock (Rule 11-3.1.a.3). Otherwise, the whistle normally blows so close to when the foul occurs that there is not enough of a separation to determine a difference. By rule, the whistle is sounded when a foul occurs (Rule 2-7.12) and the ball becomes dead when the whistle sounds (Rule 6-5.1.f).

Play: A1 sets a legal screen for teammate A2, who has the ball. B1, in trying to defend the shot, pushes through the screen of A1. When the illegal contact occurs, A2 has not started her trying motion, but when the official blows the whistle A2's trying motion has started. She continues her trying motion and the ball enters the basket.

Ruling: The goal by A2 is scored, because when the whistle sounded, A2 was in the act of shooting and continuous motion applies. If Team A is not in the bonus, Team A will be awarded the ball for a throw-in at the out of bounds spot nearest to where the foul occurred. If Team A is in the bonus or double bonus, A1 will be awarded free throws (one-and-one or two free throws).