



## Women's Rules Changes for 2014 and 2015

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**Lower Defensive Box. (Rule 1-3.7).** To designate the lower defensive box (Rule 4-35), two tick marks shall be placed on each side of the lane. Each tick mark shall be a solid 2-inch wide line that is 12 inches long. Each tick mark shall be measured 3 feet from the outside edge of the lane line to the inside edge of the tick mark. The tick mark will begin on the baseline and run parallel to the lane line.

**Backboard Signage. (Rule 1-13.5).** Neon, electric, LED or artificially lit 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 restrictions in Rule 1-13.5.

**Court Finish. (Rule 1-17.6).** 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.

**Uniforms - No Advertising. (Rule 1-22.7.a.2).** Commercial advertising is not permitted on uniforms.

**Uniforms - Names. (Rule 1-22.7.f).** Other names intended to celebrate or memorialize persons, events or other worthy causes are permitted only in the back neutral zone.

**Uniforms - Long-Sleeved Undershirts - Compression Only. (Rule 1-23.1).** A compression shirt with sleeves that extend below the elbow is permitted. Both sleeves shall be of the same length. No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. The same color must be worn by teammates.

**Uniforms - Full Length Tights. (Rule 1-23.2).** Undergarments may extend below the game pants and shall be of the same color as that of the game pants, black, white or beige. The same color must be worn by teammates.

**Uniforms - Arm/Knee/Lower Leg Sleeves. (Rule 1-26.9).** The use of an arm sleeve, knee sleeve and lower leg sleeve is permissible without medical verification. 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.

**Official's Uniform. (Rule 2-1.2).** The official's uniform shall be a black-and-white striped shirt that may have a 3-inch wide black insert, and black pants. No variation in the color or style of this uniform is permitted. A national flag is permitted on the sleeve. Patches are not permitted with the exception of the

NCAA patch to be worn during the NCAA tournament. One manufacturer's logo is permitted but must not exceed 2¼ square inches.

**Officials Duties - 10-Second Back Court Count. (Rule 2-7.9).** There will be no visible count on a 10-second back court violation unless there is no shot clock available. Officials will use the shot clock to count for a 10-second back court violation.

**Duties of Scorer - Game with Instant Replay. (Rule 2-9.18).** The scorer will record the time on the game clock when the official signals that an instant replay review for a correctable error of counting a two- or three-point goal is required.

**Duties of Shot Clock Operator - Shot Clock Reset. (Rule 2-11.6.b.3).** Stop the timing device and reset it after a double personal foul when only one of the fouls is a flagrant foul.

**Substitutes During Free Throws. (Rule 3-6.2.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.

**Personal Foul - Flagrant 1. (Rule 4-15.2.c.1).** It is a flagrant 1 personal foul to cause excessive contact with an opponent.

**Media Timeouts. (Rule 5-14.10.e).** When a timeout is granted and creates a dead ball within 30 seconds before the media marks or creates the first dead ball after one of the 15-, 10- and 5-minute marks or the 16-, 12-, 8- and 4-minute marks, that timeout will become the electronic-media timeout for that specified media mark time.

**Dead Ball. (Rule 6-5).** A try in flight shall not become dead when a shooter's teammate excessively swings elbows without making contact. Under the former rule, this swinging of elbows caused the ball to become dead so the former rule was removed from Rule 6-5.

**Violation - 10-Second Back Court. (Rule 9-11).** The 10-second count shall begin when a player legally touches the ball in that team's back court except on a rebound or jump ball. In such case, the 10-second count shall start on player control. Once the 10-second count begins, an inbounds player (and her team) shall not be in continuous control of a ball that is in her back court for 10 consecutive seconds.

**Violations - Closely Guarded. (Rules 9-15.1 and 2).** A player in control of the ball in the front court only while holding or dribbling the ball is closely guarded when her opponent is in a guarding stance at a distance not exceeding 6 feet. Closely guarded violations occur when a closely guarded player in control of the ball in the front court holds, but does not dribble, for five seconds.

**Violations - Basket Interference. (Rule 9-17.2.a.5).** Basket interference occurs when a player 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.

**Personal Foul - Lower Defensive Box. (Rule 10-1.13).** A secondary defender as defined in 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 who has released the ball for a pass or try when that player was located outside the lower defensive

box when she started her movement to the basket. In such case, when illegal contact occurs within this Restricted Area, such contact shall be called a blocking foul, unless the contact is a flagrant foul.

**Personal Foul - Elbow. (Rule 10-1.14).** Illegal contact caused by the swinging of the elbow(s) that occurs above or below the shoulders of an opponent is a common, flagrant 1 or flagrant 2 personal foul. It is no longer an automatic flagrant 1 personal foul for illegal elbow contact above the shoulders of an opponent.

**Player/Substitute Technical Foul. (Rule 10-3.18).** It is a flagrant 2 foul for a player or substitute to disrespectfully contact an official.

**Bench Technical Foul (Ejection). (Rule 10-4.8).** It is a flagrant 2 foul for bench personnel, other than the head coach and one assistant coach, to leave the bench area when a fight may break out or has broken out. The head coach and one assistant may leave the bench area in this case to prevent the situation from escalating.

**Bench Technical Foul (Ejection). (Rule 10-4.10).** It is a flagrant 2 foul for bench personnel to disrespectfully contact an official.

**Bench Technical Foul (Ejection). (Rule 10-4.11).** It is a flagrant 2 foul for bench personnel to cause contact that is unnecessary, unacceptable, excessive or extreme during a live or dead ball.

**Monitor Reviews - Indisputable Evidence. (Rule 11-1.1).** 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.

**Monitor Review - Correctable Error Review. (Rule 11-2.1.b.1).** Prior to the expiration or 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 4 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.

**Monitor Review - Timing Mistake (Rule 11-2.1.c.1.c).** 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.

**Monitor Review - Fouls (Rules 11-2.1.d.1 and .2).** On a foul that has been called, a monitor review is permitted to determine if a flagrant 1 personal foul, flagrant 2 contact foul, or a contact dead ball technical foul occurred. When no such foul occurred and a common foul did occur, that foul shall be penalized accordingly. When the review discloses, by indisputable evidence, that there was no contact, the foul call shall be reversed with no foul charged. When there was no foul charged, officials are permitted to review for a flagrant 1 personal foul, flagrant 2 contact foul, or a contact dead ball technical foul, and when no such foul(s) occurred, a common foul shall not be charged.

**Monitor Review - Foul (Rule 11-2.1.d.5).** After a foul has been called, use the monitor to determine on whom a foul is to be charged when there is uncertainty.

**Monitor Review - Shot Clock Violation. (Rule 11-2.1.e.1).** In the last two

minutes of the second period and overtime(s), to determine whether a shot clock violation occurred.

**Monitor Review - Out of Bounds Violation. (Rule 11-2.1.e.2).** In the last two minutes of the second period and overtime(s), to determine which team caused the ball to go out of bounds when there is a deflection involving two or more players.