

## 2008-09 NCAA Men's and Women's Basketball Rules Changes

**Court and Equipment 1-3.3.** The restraining line shall be a color that is different from that of the end lines. When space is not available for a six foot restraining line, the line should be marked using the maximum available distance. Non-playing personnel shall not be permitted in this area.

**Rationale:** Contributes to the safety of the player in facilities where a 6 foot restraining line is not available.

**Commentary:** According to rule, the restraining line is the line located six feet from each end line. This line shall be a color that is different from that of the end lines designating an area in which non-playing personnel are not permitted. This restricted area is provided for the safety of players. This rule change states that when there is not six feet available on an end line, the restraining line should be marked using the available space. For example, when there is a maximum of three feet of available space on each end line, then the restraining line should be marked at three feet signifying that non-playing personnel are not permitted in this area. However, when there is at least six feet of available space an end line, the line is to be marked at six feet.

**Court and Equipment 1-14.3.** Effective 2009-2010 movable rings shall be required and the rings may flex both to the front and the sides.

**Rationale:** Requiring movable rings standardizes the equipment to be used for all levels of play (i.e. Divisions I, II, and III).

**Commentary:** In the past, movable rings were not required. Therefore, some institutions used permanent rings which created some inconsistencies in the play of the ball off those rings. In addition, the downward force of a dunk or the hanging on the rim caused the rim to lose its shape and/or height. It is believed that movable rings play differently and appear to maintain their shape and height longer than permanent rings.

**Logos 1-16.4.** 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.

**Rationale:** Adds NCAA Logos to the current practice which currently permits team and conference logos, names and/or abbreviations on the playing court.

**Officials Jurisdiction 2-4.4. (Men).** When all three officials leave the confines of the playing area at the end of the game, the officials' jurisdiction has ended and the score has been approved.

**Rationale:** Eliminates confusion as to when the officials' jurisdiction has ended and the score has been approved.

**Duties of Timer 2-10.9.** Sound a warning horn fifteen seconds before the expiration of the 20-second time limit to replace a disqualified player. The signal also shall be sounded at the end of the 20 seconds to replace a disqualified player.

**Rationale:** Makes the warning signal for a disqualified player consistent with the use of other warning signals in similar circumstances.

**Commentary:** The 20-second time limit to replace a disqualified player was the only time limit in which the warning horn sounded 5 seconds before the expiration of the time limit. The warning horn for all other time limits such as those for timeouts and intermission sounded 15 seconds before the expiration of the time limit. This rule change will require that the warning horn be sounded 15 seconds before the expiration of the 20-second time limit replace a disqualified player making the rule more consistent with the use of other warning signals in similar circumstances. This rules change will also apply to the 20-second time limit used for (women) injury, blood, lost/displaced or irritated contact lenses.

**Uniforms 3-5.10.** Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and the away team shall wear dark game jerseys. Note: This rule may be altered by mutual consent of the competing institutions.

**Rationale:** Helps officials to facilitate the identification of player and team by requiring that the home team wear light and the away team wear dark.

**Commentary:** In the past, the uniform rule stated that opposing team uniforms shall be of contrasting colors and that the home team ‘should’ wear light while the away team ‘should’ wear dark. This rules change now **requires** that the home team wear light (not white) and the away team wear dark. This rule is not intended to define what is light and what is dark but simply removes the option for home teams to wear dark and away teams to wear light. However, please note that this rule may be altered by mutual consent of the competing institutions. This accommodation is provided for special circumstances/celebrations.

**Uniforms 3-5.13 (new).** The use of an arm sleeve, knee sleeve, and lower leg sleeve is permissible for medical reasons but its utilization shall be verified by either the individual’s coach or team’s medical personnel.

**Rationale:** Permits the use of these sleeves for medical reasons but requires verification by the individual's coach or team medical personnel.

**Uniforms 3-6.1.** A single manufacturer’s or distributor’s normal logo, label or trademark may be worn on the game pants, and all other items of apparel excluding the game jersey (e.g., Warm-ups, socks, headbands, and wristbands) may bear a single manufacturer’s or distributor’s normal logo, label or trademark or an institutional logo or mascot but not both may be worn.

**Rationale:** Removed the words t-shirts and towels from the list of items located in parentheses.

**Commentary:** This rule lists items which may bear a single manufacturer’s logo. T-shirts were removed from this list because they were often confused with undershirts. An undershirt is any shirt worn under the game jersey and is not permitted to bear a manufacturer’s logo. Towels were removed from this list because it was not necessary to regulate towels.

**Goaltending 4-34.3.** When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when that ball is touched by a player.

**Rationale:** Makes the difficulty of judging whether or not a try contacting the backboard is on its downward flight more discernable.

**Commentary:** It is sometimes difficult to determine during a try whether a ball that is above the level of the ring and contacts the backboard is on its downward flight. A ball on its downward flight during a field-goal try is one of the criteria for determining goaltending. This rule change eliminates the judgment of whether or not a ball that is above the level of the ring during a field-goal try and contacts the backboard is on its downward flight or not. If a try contacts the backboard above the level of the ring, it is considered to be on its downward flight. It is important to note that this rule only applies to a try.

**Timeouts 5-13.4.k.Note:** For all NCAA tournament games, the format described in Rule 5-13.4 may be used without the presence of paid advertising.

**Rationale:** Makes format for the use of timeouts consistent for all three Divisions in NCAA tournament games. Previous Note stated that only Division II Men were permitted to use the electronic-media timeout format without the presence of media (paid advertising).

**Commentary:** Electronic-media timeouts are only permitted when the use of paid advertising is present. If there is no paid advertising present, no electronic-media timeout format may be used. The electronic-media timeout format guarantees the advertiser their paid advertising segment during a particular game as per the electronic media agreement. This rule change to permit the use of the electronic-media timeout format without paid advertising in all NCAA tournament games is the only exception to the rule requiring that paid advertising be present to be able to use the electronic-media timeout format.

**Foul and Penalties (Men) 10-3 & 10-4.** Reorganization of Rule 10-3 and 10-4 in reference to infraction and penalty.

**Rationale:** No change to the intent of the rule, however, a reorganization of how the rule is written so it is easier to understand and administer. Two categories; Type A technical fouls are for unsportsmanlike conduct and will replace Direct Technical Fouls. Type B fouls deal with infractions of the rules that neither involve contact nor causes contact with opponent and fall below the limit of an unsportsmanlike act. Type B replaces Indirect Technical Fouls. Example: AA leads to ejection; BBB leads to ejection; ABB leads to ejection.

**Flagrant Technical Foul Penalty (Women) 10-3.13-17 Penalty and 10-4.8 & 9 Penalty.** After a single flagrant technical foul, play will be resumed with a throw-in to the offended team at a designated spot nearest to where the ball was located when the stoppage occurred.

**Rationale:** Makes the method of resuming play consistent with all other technical fouls.

**Commentary:** In the past, play was resumed with a throw-in to the offended team at a designated spot on either side of midcourt for a single flagrant technical foul. This was

the only technical foul in women's basketball that did not resume play at the point of interruption. To make the rule consistent, play for a single flagrant technical foul will be resumed with a throw-in to the offended team at the point of interruption. It should be noted that when a single flagrant technical foul occurs during intermission for the second or extra period, play will be resumed with a throw-in to the offended team on either side of midcourt since the point of interruption would have been the jump ball. In women's basketball, the offended team is always awarded the ball for a single flagrant technical foul as well as a technical foul for excessive timeouts.

*Written June 11, 2008*

*Rule references are taken from the 2008 Men's and Women's Rules and Interpretations Book and may vary in the 2009 version of this book.*