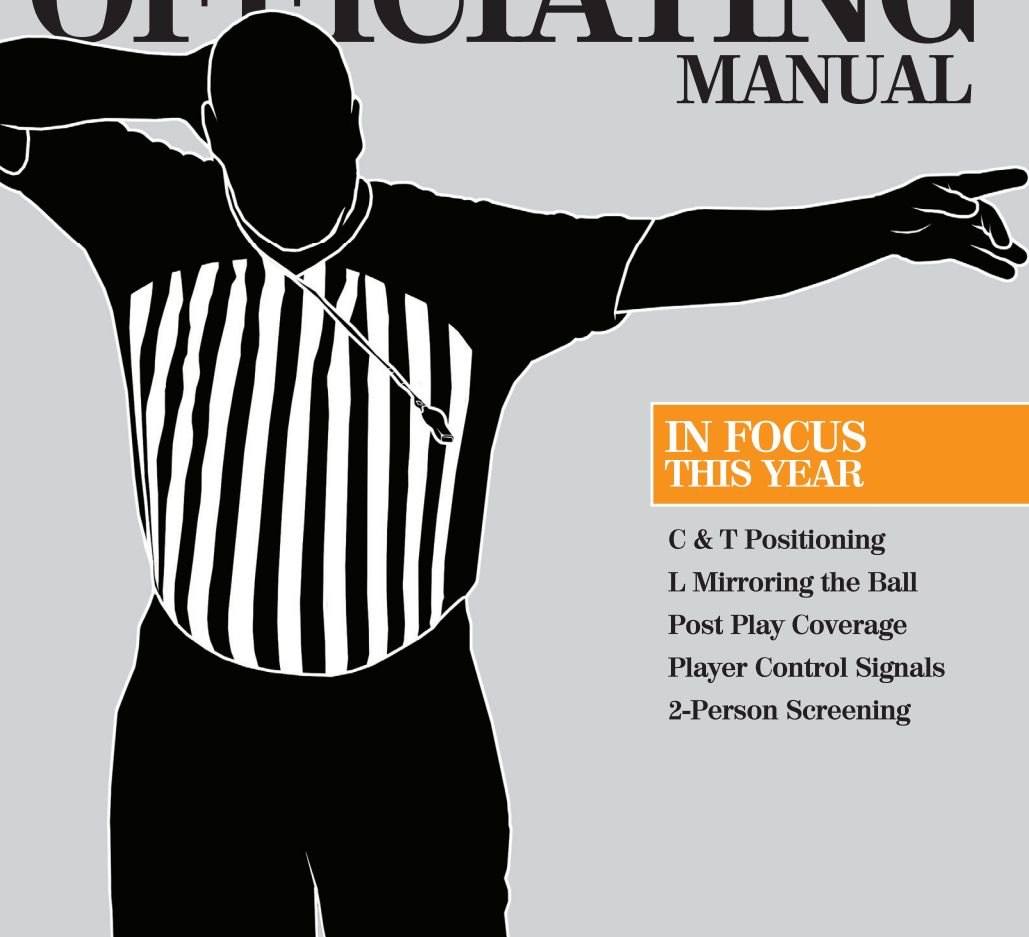




COLLEGIATE
COMMISSIONERS
ASSOCIATION

2020-21

MEN'S BASKETBALL OFFICIATING MANUAL



IN FOCUS THIS YEAR

- C & T Positioning
- L Mirroring the Ball
- Post Play Coverage
- Player Control Signals
- 2-Person Screening

FOR A CREW OF 3



**COLLEGIATE
COMMISSIONERS
ASSOCIATION**

**Men's Basketball
Officiating Manual
2020-21
For a Crew of Three**

**Men's Basketball Officiating Manual 2020-21
For a Crew of Three**

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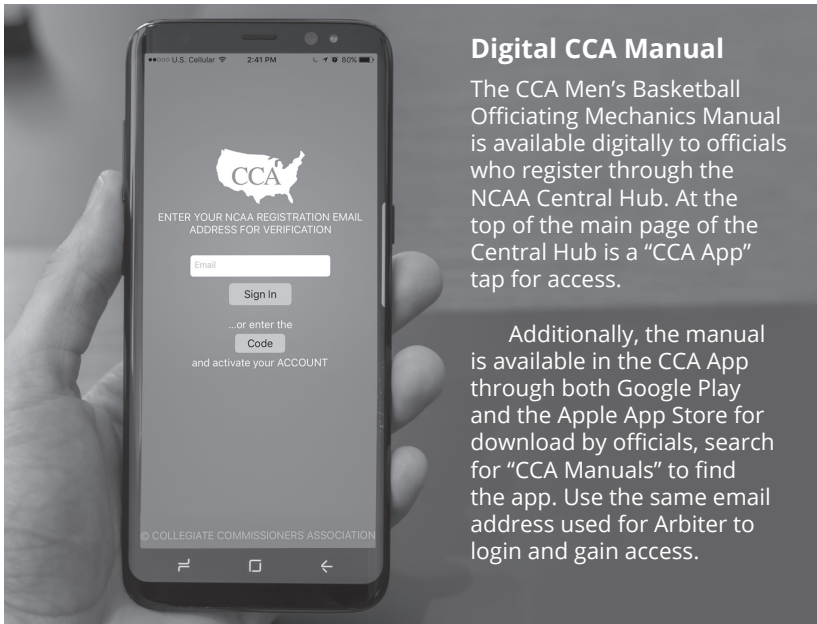
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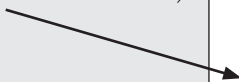
Digital CCA Manual

The CCA Men's Basketball Officiating Mechanics Manual is available digitally to officials who register through the NCAA Central Hub. At the top of the main page of the Central Hub is a "CCA App" tap for access.

Additionally, the manual is available in the CCA App through both Google Play and the Apple App Store for download by officials, search for "CCA Manuals" to find the app. Use the same email address used for Arbiter to login and gain access.

Revisions

New information is gray-shaded (when a section header is gray-shaded the whole section is new).



The non-calling officials also have specific duties during the dead ball:

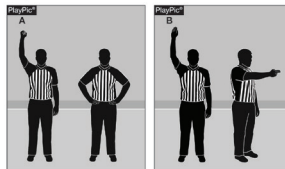
- Keep all players within your field of vision. During that dead-ball time, you can prevent many extracurricular illegal activities from brewing into bigger problems. Use your voice to let players know you're in the area. Your mere presence may stop a problem.
- If the players appear calm, begin moving toward the throw-in spot or begin preparing players for free throws. Move slowly and with your head up, watching the players as you move. Use your voice to tell the players what's next. By having the players ready for the next play, the ball will get back in play quickly and smoothly.

See Section 15 for more on the responsibilities of the calling official and non-calling officials.

2.2 Stopping the Clock

The mechanics committee wants officials to use a raised arm and closed fist (Mechanism A) on all foul calls, violations and out-of-bounds plays (Mechanism B) to stop the clock. That is especially important in venues that do not have timing devices. Stopping the clock on every play slows the official down, allowing them to take advantage of additional information on every play.

Stoppages occur every time the official blows the whistle when the clock is running or after a successful field goal in the last 59.9 seconds of the second half or overtime period. Specifically, the whistle is blown on fouls, a held ball, violations, injuries, to consult scorers or timers, unusual delays and emergencies.





Dedication

JOE FORTE

Few basketball officials can match the resume of Joe Forte.

A high school state championship game in Virginia. Fifteen years at the NCAA Division I level, including five Final Fours and recognition as the first Naismith Official of the Year in 1988.

Another 22 years in the NBA, including two

NBA Finals. The gold-medal game at the Seoul Olympics in 1988.

The secret to his success? Literally being in the right place at the right time.

“I think it’s the core of what we do. You have to be well-versed in your fundamentals of officiating,” said Forte about the role proper positioning and mechanics play in the making of a trusted basketball official. “You have to understand where your coverage is and understand where plays originate, where plays end up and who has the responsibility to make the call.

“Once referees understand the fundamentals of floor coverage, then you referee really well.”

Even before Forte came off the floor as an NBA official following the 2009-10 season, he began sharing that understanding with his fellow whistleblowers. From 2005 until 2019, he served as the coordinator of officials for the Big South Conference, and he continues to serve as the supervisor of officials for the D-II Conference Carolinas, a position he assumed in 2006.

“Joe was the coordinator of the Big South during my tenure as national coordinator. He was always pushing for continued improvement in the area of mechanics and positioning,” said J.D. Collins, the NCAA national coordinator of men’s basketball officiating. “He was an excellent trainer of officials and helped many move up in the ranks.”

The teaching has continued with the development last fall of his own podcast, “The Art of Officiating with Joe Forte,” where he talks shop, welcomes expert guests to do the same and breaks down plays and situations for his listeners.

Asked to offer his view on officiating now compared to when he first broke into the college ranks nearly a half-century ago, Forte, 76, pointed to how officials have been forced to adjust to the seismic change in the way the game is now played.

“You have to be really good in two areas: plays coming to the basket, and around the perimeter,” he said. “When you talk about officiating back then and now, it was just a different style. I had to adjust a lot. When you refereed back then, you really had to change your mindset and get with the guidelines.

“I think for the most part referees are really, really good when we’re blowing the whistle.”

The CCA dedicates the 2020-21 Men’s Basketball Officiating Manual to Joe Forte.



Roster of Honor

The CCA Basketball supervisors are proud to have dedicated an edition of the CCA Basketball Manuals to those outstanding individuals listed below. These dedications were initiated in 1965.

CREW OF TWO MANUAL DEDICATIONS

Date	Name	Conference
1965-66	Reaves Peters	Big Eight
1966-67	Bernie H. Moore	SEC
1967-68	John Bunn	Editor Rules
1968-69	Abb Curtis	SWC
1969-70	Emil Larson	Border
1970-71	Merrill P. Knight	ACC
1971-72	Asa S. Bushnell	ECAC
1972-73	Sylvia W. Shirley	Southern
1973-74	Clifford Fagen	H.S. Federation
1974-75	Wilbur V. Hubbard	Pac-8
1975-76	John P. Nucatola	ECAC
1976-77	Jack Friel	Big Sky
1977-78	Bunn Hackney	Southern
1978-79	Stan Watts	WAC
1979-80	J. Cliff Harper	SEC
1980-81	Lloyd Leith	PCIAC
1981-82	J. Dallas Shirley	Southern
1982-83	Herman Rohrig	Big Ten
1983-84	Cliff Speegle	SWC
1984-85	John Payak	MAC
1985-86	Irv Brown	WAC
1986-87	Ken Germann	Southern
1987-88	Norvell Neve	ACC
1988-89	Dick Oliver	Southland
1989-90	J. Dallas Shirley	Southern
1990-91	Frank McIntyre	PAC-10



1991-92	Lou Bonder	Atlantic-10
1992-93	Johnny Overby	MVC, Big Eight
1993-94	Marcy Weston	NCAA
1994-95	Bill Stokes	ACC, Metro, Big South
1995-96	Darlene May	CCAA
1996-97	Dotson Lewis	CCA
1997-98	Paul "Frosty" Francis	Ivy & Patriot Leagues
1998-99	Bob Herrold	West Coast
1999-00	Lawrence Collins	SWAC
2000-01	Charles H. Diehl	American East
2001-02	Wm. F. "Charlie" McCarthy	Atlantic Sun
2001-02	Ralph Stout	Ohio Valley
2002-03	Art Mendini	Big Sky
2002-03	Richard Weiler	Mid-Continent



Roster of Honor

The CCA Basketball supervisors are proud to have dedicated an edition of the CCA Basketball Manuals to those outstanding individuals listed below. These dedications were initiated in 1978.

CREW OF THREE MANUAL DEDICATIONS

Date	Name	Conference
1978-79	Herman Rohrig	Big Ten
1979-80	David Arnold	H.S. Federation
1980-81	Stan Bates	WAC
1981-82	J. Dallas Shirley	Southern
1982-83	Herman Rohrig	Big Ten
1983-84	Cliff Speegle	SWC
1984-85	John Payak	MAC
1985-86	Irv Brown	WAC
1986-87	Ken Germann	Southern
1987-88	Norvall Neve	ACC
1988-89	Dick Oliver	Southland
1989-90	J. Dallas Shirley	Southern
1990-91	Frank McIntyre	Pac-10
1991-92	Lou Bonder	Atlantic-10
1992-93	Johnny Overby	MVC, Big Eight
1993-94	Joe DeBonis	MAAC
1994-95	Guy Gibbs	WAC
1995-96	Scotty Whitelaw	ECAC
1996-97	Dotson Lewis	CCA
1997-98	Paul "Frosty" Francis	Ivy & Patriot Leagues
1998-99	Bob Herrold	West Coast
1999-00	Lawrence Collins	SWAC
2000-01	Charles H. Diehl	American East
2001-02	Wm. F. "Charlie" McCarthy	Atlantic Sun
2001-02	Ralph Stout	Ohio Valley



2002-03	Art Mendini	Big Sky
2002-03	Richard Weiler	Mid-Continent
2003-04	Booker Turner	PAC-10
2004-05	Danny Doss	MEAC
2005-06	Charlie Bloodworth	Official
2006-07	Ed Cartotto	Northeast Conference
2007-08	John Dangleis	Big West Conference
2008-09	Hank Nichols	NCAA
2009-10	Mickey Crowley	Ivy/Patriot
2010-11	Dale Kelley	Big 12/C-USA/Sun Belt/Southland
2011-12	Jim Burch	Southern
2012-13	Brad Tracy	MAAC
2013-14	Art Hyland	Big East
2014-15	Tom Lopes	Northeast Conference
2015-16	John Adams	NCAA, Horizon League
2016-17	John Clougherty	ACC, Atlantic-10, CAA
2017-18	Jake Bell	Atlantic Sun, SEC
2018-19	Frank Sullivan	America East
2019-20	Jim “Boomer” Bain	Missouri Valley Conference
2020-21	Joe Forte	Big South Conference



Officials' Code Of Ethics

While each official is an integral and vital part of the game, the degree of anonymity that can be achieved in front of a large crowd is a mark of success.

An official will never be completely anonymous. The official shall, at all times, exercise appropriate restraint, show respect for the opinions of others and remember that the public may judge the officiating profession by the official's conduct.

It is the responsibility of officials to help create public trust and confidence in intercollegiate athletics, and each official must act, at all times, both on and off the court, with this responsibility in mind by displaying the highest level of conduct and decorum.

Officials, and any member of their family / guests attending a game, should conduct themselves in a manner which reflects positively on the vocation. Officials must recognize that any ethical question regarding personal or professional behavior automatically casts a shadow on their ability to officiate an intercollegiate sports contest. Officials must recognize this objective and take all reasonable steps necessary to demonstrate integrity and provide neutral and competitive officiating.

Officials shall:

- A. Be in good physical condition.
- B. Be prompt for appointments.
- C. Not be overly officious.
- D. Give each team their best effort.
- E. Never argue with players. If a player asks a question, listen to it, then give a definite and decisive answer, but do not quibble about any situation.
- F. Assist players in the interpretations of rules when such request is made at a proper time.
- G. Not become intimate with coaches or affiliates of teams for whom the official may be assigned league games.
- H. Not solicit a coach, or league official for game assignments. Officials should not obligate themselves to any person affiliated with any game they might be assigned to officiate.



- I. Not have any contact off the court with coaches during the season without approval of the assigning organization. This includes phone calls, texts and social media.
- J. Not accept game assignments for any school where the official attended, coached or had an affiliation or relationship unless assignment authority rules make this permissible.
- K. Not engage in idle conversations at any time before, during or after the game, intermissions included.
- L. Not criticize or attempt to explain another officials' judgment on decisions to coaches, players or news media, nor publicly or covertly express disagreement with officials while a spectator.
- M. Not make inappropriate, negative, or counter-productive comments regarding institutions, institutional administrators, coaches, players, referees, coordinators or the media. This includes the use of social media in any form.
- N. Adhere to the ideals of sportsmanship, qualities of loyalty, courage, unselfishness, self-discipline and authority, and refrain from using abusive or obscene language.
- O. Refrain from wearing any apparel with scholastic, collegiate, or professional sports logos or names.
- P. Not participate in any form of gambling during the season. In addition, minimize any form of legalized gambling during the off season.
- Q. Not officiate any contest after having had any alcoholic beverages or marijuana on game day.
- R. Display actions both on and off the court that are a credit to basketball officiating.



Foreword

This Basketball Officials Manual has been developed by the Collegiate Commissioners Association in an endeavor to improve the effectiveness of basketball officials. It has been prepared to answer the definite demand for standardization of mechanics and techniques as a material aid to these officials in their conduct of games. It is also designed to be of assistance to other individuals: coaches, scorers, timers and news media who are associated with basketball.

The growing popularity of basketball and public interest in the sport throughout the United States has combined with the annual increase in the number of intersectional games to make uniformity of performance and rules interpretations by all officials an absolute necessity. This manual attempts to ease the way to the required uniformity.

This manual has been in the process of development over many years. Anticipation and analysis of game situations have been used by good officials in evaluating and improving their work. Suggestions for the guidance of officials have occasionally appeared in the rulebook and in periodicals. The major conferences have fostered uniformity among schools and officials by means of manuals prepared by each conference. Other appointing agencies have prepared and used similar materials. These manuals differed in format, but their content was largely identical. This manual incorporates the best features of previous manuals. In the preparation of both the present and former manuals the advice and assistance of individual officials and officials' groups have been sought and used. The excellent contributions from this source is recognized and appreciated.

This manual should be of great value to basketball officials in all areas. To secure best results both individual and group study must be used. The procedures here outlined are based on varied or extensive successful experience. Further experiences and change in rules will bring about minor revisions.

Officials should find this manual of great help in providing for uniform procedures in basketball games. Knowledge of these procedures outlined here must be supplemented by a thorough understanding of the materials and statements of the NCAA. Intelligence, imagination, perspective, and good judgement must be combined with study and interpretation of both the rules and mechanics manuals.



Tip Off

Q&A with J.D. Collins

NCAA National Coordinator
of Men's Basketball Officiating



Q: The 2019-20 season was your fifth as the national coordinator. What are your overall thoughts about where NCAA men's basketball officiating is now compared to when you took over in 2015?

A: The game has changed significantly in the past five years. In some ways, we (officials) have impacted the game the most. The desire of the stakeholders of the game is to have less physicality and more freedom of movement. We have had success in this area.

Q: You did not have the opportunity to observe officials in an NCAA Tournament setting this past season due to the COVID-19 pandemic. How does that affect evaluation of the NCAA officiating staff as you move into the 2020-21 season?

A: We certainly will utilize the information gathered in 2019-20. That said, every year after the Final Four is over it is a clean slate for all officials going into the next season.

Q: Due to the national shutdown caused by the virus the offseason camp structure was basically non-existent. How does that impact things from an officiating standpoint as your staff transitions into a new season?

A: As I am writing this, we currently don't know if we will have AAU camps or the NCAA Academy camp. If we do not have summer camp opportunities, we will all do the best we can using virtual formats to teach, train and develop officials.

Q: There were many examples of officials utilizing virtual opportunities to work on their craft this offseason. Is this something you might explore making a more regular part of the educational and training program for your officials moving forward?

A: We are currently evaluating all possibilities. If virtual training proves to be as effective, then that lends to doing more of that type of training in the future.



Q: What ramifications will the virus have on how your officials conduct their day-to-day business at the arena? Will there be changes to how they physically interact with one another, with game personnel, and with coaches and players?

A: We are still looking into all of those possibilities. It will likely prove prudent to adjust our previous normal way of doing business.

Q: In what areas do you feel NCAA officials had the most success during the 2019-20 season?

A: We started the year out a little slow enforcing the directive to reduce physicality. We recalibrated in late December and I was extremely pleased at how our officials responded nationally. For the first time ever, the number of fouls per team per game went up during conference play. The number of fouls per game is not the goal. By calling fouls on illegal actions we reduced the number of NCI's in each game. That is a positive move.

“

Once we blow our whistle and make a decision, it is our responsibility to be excellent communicators. Our actions during foul reporting can help a situation or hurt a situation.

”

each game should be our goal.

Q: Analysis shows that when NCAA officials blow their whistles, they get their plays right, but that the biggest issue remains “No Call Incorrects” or passing on plays that should have a whistle. How do you attack that area, and what role do conference coordinators play in that objective?

A: During the NCAA Tournament, we track every decision made by officials – call and no-calls. Many conferences track the same data. As we have in the past, tracking that information and sharing it with officials is the key to decreasing the number of no-call incorrect plays.

Q: What is the biggest directive this year for officials regarding positioning?

A: Trail and center getting to a good initial starting position and then position adjusting based on the play. The lead official must mirror the ball if we are going to have a balanced approach to our officiating.

Q: What are the areas where you feel there is the room for the most improvement in the upcoming season?

A: While I think we made progress on bench decorum, the coaching box and unsporting behavior, it is my belief that we need to work extremely hard to be more consistent night in and night out.

Q: Are there any areas you are asking officials to emphasize this year?

A: Reduce physicality! We are so good when we blow our whistle. Reducing the number of no-call incorrect calls in



Q: The decision has been made to eliminate the closed fist “air punch” to indicate a player-control foul this season. What is the rationale behind that decision?

A: Officials have used the “air punch” for quite some time. As the signal progress with style, there were to many times when the signal was confused with the “count the basket signal.” The Mechanics Committee felt we needed to remove this signal to be clearer during player control fouls.

Q: Foul reporting and communication with the scorer’s table received a lot of attention in your summer teaching points. Do you see this as an area that needs significant improvement?

A: Once we blow our whistle and make a decision, it is our responsibility to be excellent communicators. Our actions during foul reporting can help a situation or hurt a situation. Officials need to view this area of the game as extremely important. I don’t think we need significant improvement in this area. I do believe we can make it a priority and get better at it.

Q: Staying tableside after reporting a foul is again an option for this season. What type of feedback did you receive from officials after putting that option into place last season?

A: Officials like the option. If they can stay tableside and diffuse a situation, then they should use it.

Q: Behavior of coaches seems to be an area of concern on a yearly basis. Are you pleased with how officials are handling coaches overall?

A: I do believe we made significant progress last season. We spent more time last year during the fall Regional Clinics training on this subject and I believe it was helpful. I also believe we have a ways to go. Getting to the point of consistency on this issue will require some officials to expand their capabilities and other officials to step outside their comfort zones.

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Collegiate Commissioners Association

Founded 1938

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America East	Amy Huchthausen	Jim Haney
Atlantic Coast	John D. Swofford	Bryan Kersey
ASUN	Ted Gumbart	Mike Eades
Atlantic 10	Bernadette McGlade	Bryan Kersey
Big East	Val Ackerman	John Cahill
Big Sky	Tom Wistrill	Bobby Dibler
Big South	Kyle Kallander	Bryan Kersey
Big 10	Kevin Warren	Rick Boyages
Big 12	Bob Bowlsby	Curtis Shaw
Big West	Dan Butterly	Bobby Dibler
Colonial	Joe D'Antonio	John Cahill
Conference USA	Judy MacLeod	Curtis Shaw
Horizon	Jonathon LeCrone	Mike Kitts
Ivy League	Robin Harris	Gary Prager
Metro Atlantic Athletic	Richard J. Ensor	Mike Kitts
Mid-American	Jon Steinbrecher	Mike Sanzere
Mid-Eastern	Dennis Thomas	Larry Rose
Missouri Valley	Doug Elgin	Eddie Jackson
Mountain West	Craig Thompson	Bobby Dibler
Northeast	Noreen Morris	Jack Sweeney



Ohio Valley	Beth DeBauche	Curtis Shaw
Pac-12	Larry G. Scott	Bobby Dibler
Patriot League	Jennifer Heppel	Gary Prager
Southeastern	Greg Sankey	Mike Eades
Southern	Jim Schaus	Mike Eades
Southland	Tom Burnett	Curtis Shaw
Southwestern Athletic	Charles McClelland	Reggie Cofer
Summit League	Tom Douple	Mike Sanzere
Sun Belt	Keith Gill	Mike Eades
West Coast	Gloria Nevarez	Bobby Dibler
Western Athletic	Jeff Hurd	Bobby Dibler

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Jim Haney, NCAA DIII National Coordinator (ex-officio)

Brad Taylor, NCAA Representative



Section 1

Mechanics Changes

Changes Summary

The CCA mechanics committee has made the following mechanics changes for the 2020-21 season:

- ▶ Replay required signal. [pg. 21]
- ▶ Player control signal sequence. [pg. 21 and 171]
- ▶ Fist punch signal eliminated. [pg. 21]
- ▶ Screening coverages center and trail. [pg. 36 and 100-102]
- ▶ New directive to reduce physicality. [pg. 40]
- ▶ Timeout positioning modified. [pg. 143-146]

The CCA mechanics committee made the following mechanics changes during the 2019-20 season:

- ▶ Legally walled up signal not permitted.
- ▶ Replay required signal added. [pg. 21]
- ▶ Flopping signal added. [pg. 175]
- ▶ Center may key a rotation. [pg. 55-56]
- ▶ Lead has secondary out-of-bounds coverage. [pg. 76]
- ▶ Center should pause at half court in transition. [pg. 79]
- ▶ New lead should pause at free-throw line extended in transition. [pg. 79]
- ▶ Lead should signal number of free-throw attempts. [pg. 124]
- ▶ All last-second successful shots to be reviewed. [pg. 148]
- ▶ Stop clock signal must precede held ball signal. [pg. 171]



1.1 Replay Required

- A. This signal indicates that a monitor review is required.
- B. This signal should be used to alert the scorer's table that you are coming to the table for a monitor review.
- C. Officials should use this signal and point to the scorer's table, indicating a monitor review is required.



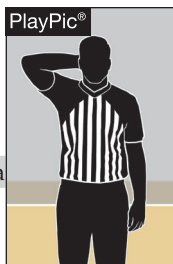
Replay Required

1.2 Player-Control Foul Signaling

- A. Officials should stop the clock.
- B. Officials should place a hand behind the head, indicating player-control foul.
- C. Officials should point the direction.



Stop Clock for Foul



Player-Control Foul



Directional Signal
or Media Timeout:
Point Toward Table

1.3 Player-Control/Team-Control Signal

- A. Because of confusion with the "count the basket" signal, the fist punch signal has been eliminated.
- B. Officials should refrain from using this signal.
- C. This signal has been replaced with the directional point in combination with the hand behind the head shown in 1.2 above.



Team-Control/
Player-Control Foul

Section 2

Mechanics Points of Emphasis

Points of Emphasis Summary

The CCA has made the following mechanics points of emphasis for the 2020-21 season:

- ▶ Player control signal sequence. [pg. 21]
- ▶ Screening coverages. [pg. 36 and 100-102]
- ▶ Timeout positioning modified. [pg. 143-146]
- ▶ Officials need to pause before leaving foul scene. [pg. 23]
- ▶ Stop clock signal required on all fouls and violations. [pg. 25]
- ▶ Rotation requires the fundamentals of mirroring the ball and closing down to be effective in the lead position. [pg. 26-28]
- ▶ Starting position for the trail should be at or inside the 28-foot line. [pg. 29]
- ▶ Starting position for the center should be at or inside the free-throw line extended. [pg. 31]
- ▶ Officials asked to enforce directive to reduce physicality. [pg. 40]
- ▶ Officials asked to enforce rules as written. [pg. 40]
- ▶ Center should pause at half court in transition. [pg. 79]
- ▶ New lead should pause at free-throw line extended in transition. [pg. 79]
- ▶ 2-man officiating required on all screen plays. [pg. 101-102]
- ▶ Post play offensive ward off coverage expanded for center. [pg. 104-105]
- ▶ Only off-ball official should point at expiring shot clock. [pg. 138]
- ▶ Officials asked to expedite free throws and monitor reviews. [pg. 150]
- ▶ Stop clock signal now required for held ball. [pg. 171]



The non-calling officials also have specific duties during the dead ball:

- Keep all players within your field of vision. During that dead-ball time, you can prevent many extracurricular illegal activities from brewing into bigger problems. Use your voice to let players know you're in the area. Your mere presence may stop a problem.
- If the players appear calm, begin moving toward the throw-in spot or begin preparing players for free throws. Move slowly and with your head up, watching the players as you move. Use your voice to tell the players what's next. By having the players ready for the next play, the ball will get back in play quickly and smoothly.

See Section 15 for more on the responsibilities of the calling official and non-calling officials.



2.2 Stopping the Clock

It is now mandatory that officials stop the clock on all fouls and violations.

The mechanics committee requires officials to use a raised arm and closed fist (PlayPic A) on all foul calls, and a raised arm and open palm on all violations and out of bounds plays (PlayPic B) to stop the clock. That is especially important in venues that do not have timing devices. Stopping the clock on every play slows the official down, allowing them to take advantage of additional information on every play.

Stoppages occur every time the official blows the whistle when the clock is running or after a successful field goal in the last 59.9 seconds of the second half or overtime period. Specifically, the whistle is blown on fouls, a held ball, violations, timeouts, injuries, to consult scorers or timers, unusual delays and emergencies.



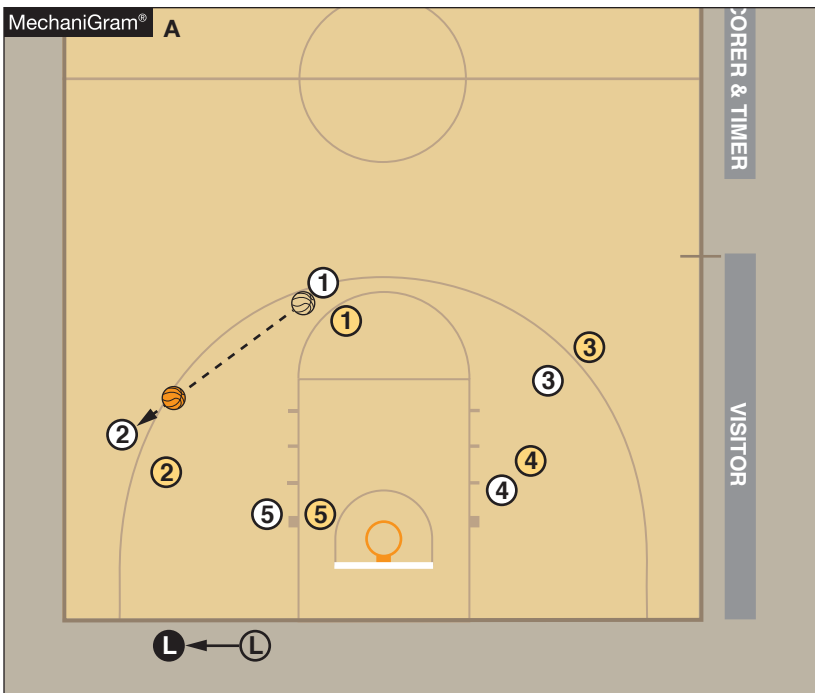
2.3 Rotations

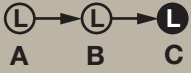
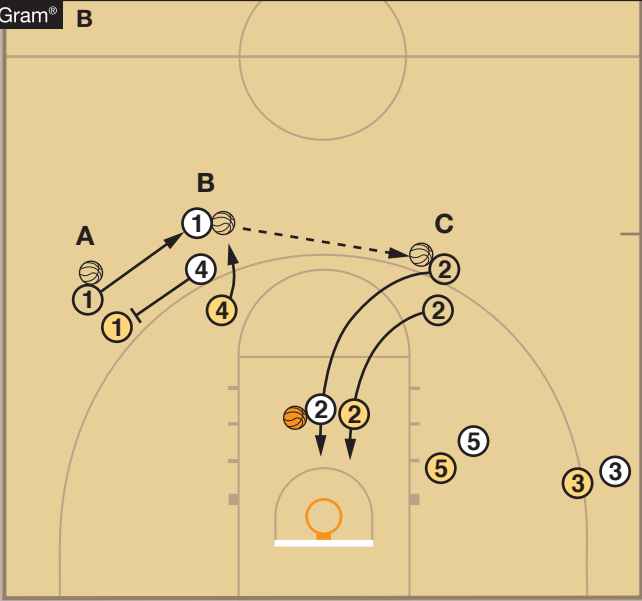
It is imperative that the lead official mirrors the ball in the front court.

Lead officials need to mirror the ball and close down when necessary, and avoid in-the-middle-of-the-lane positioning. That will shorten the distance for the lead officials from lane line to the other lane line if the lead needs to rotate to get to the ball side, as shown in the MechaniGram B (next page).

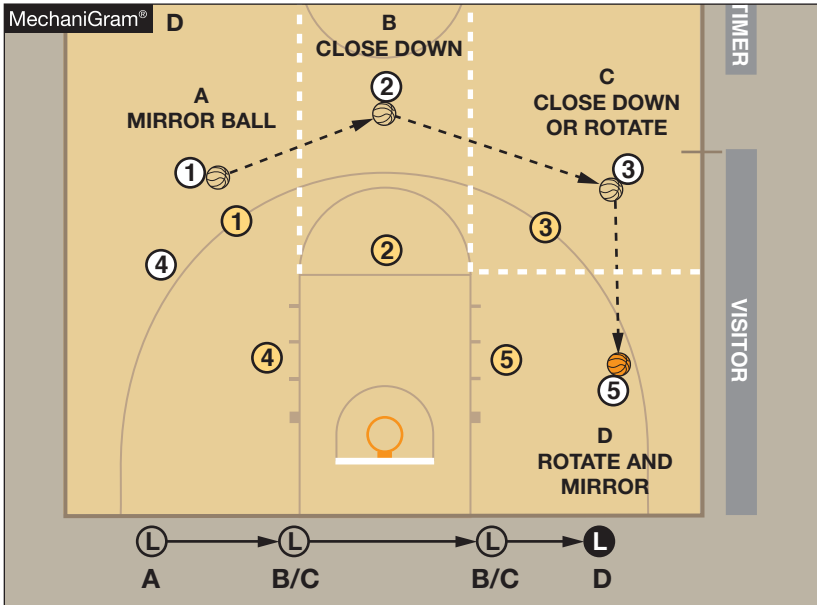
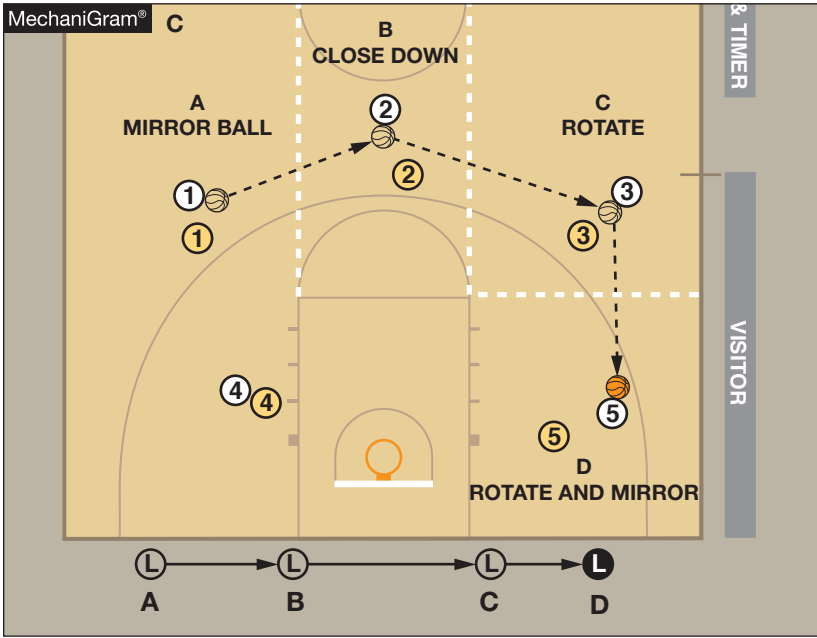
The official transitioning from the trail to the new lead should hustle to a spot on the endline and move to mirror the ball as the offensive team comes into the frontcourt.

Knowing the location of the ball is more of a “feel” with your peripheral vision than tracking it with your eyes. Take a quick peek at the ballhandler’s eyes, and that may tip you to where the play is going to develop. If a pass goes to the wing, move out wide as in MechaniGram A and find the key players in your area. As the ball is passed to the other side of the court around the perimeter, as in MechaniGram B, mirror the ball by moving with it until you eventually get to the closed-down position. If the strongside quickly becomes the weakside and the post players move, that will help you to know when to rotate.





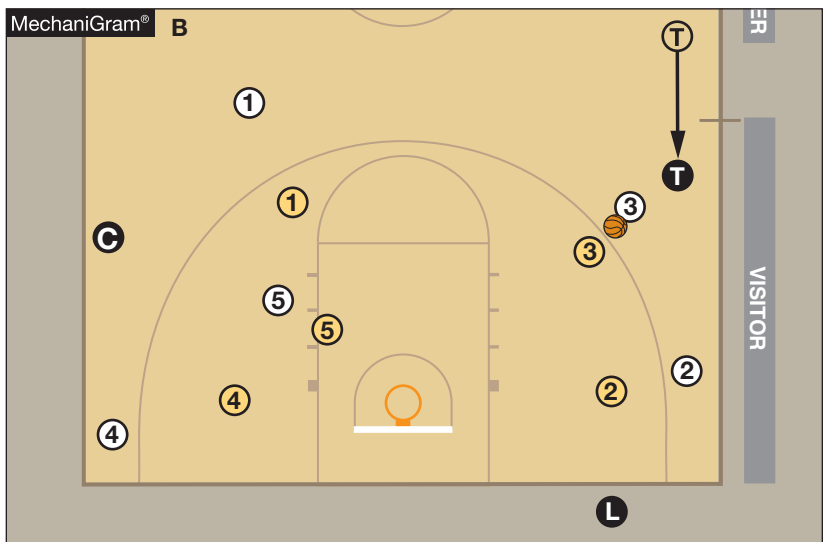
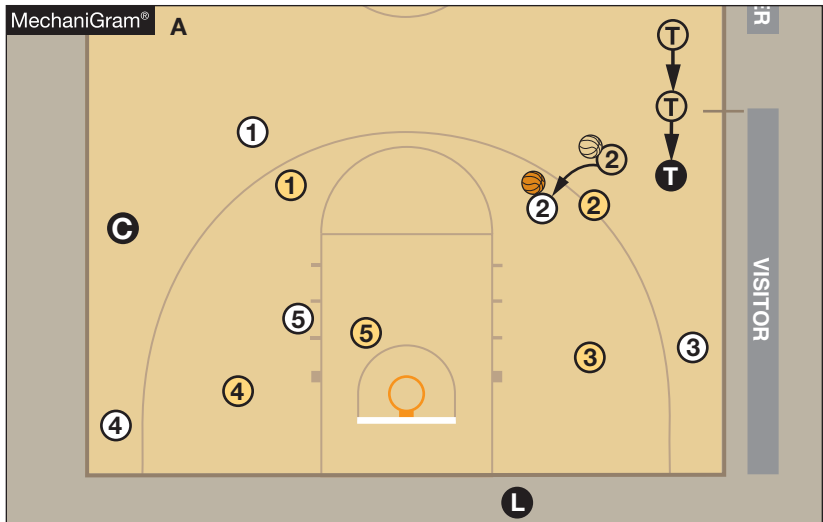
It is important to recognize whether a team is playing man-to-man or zone defense. MechaniGram C depicts the lead's coverage during man-to-man defense. MechaniGram D depicts the lead's coverage during zone defenses.



2.4 Trail

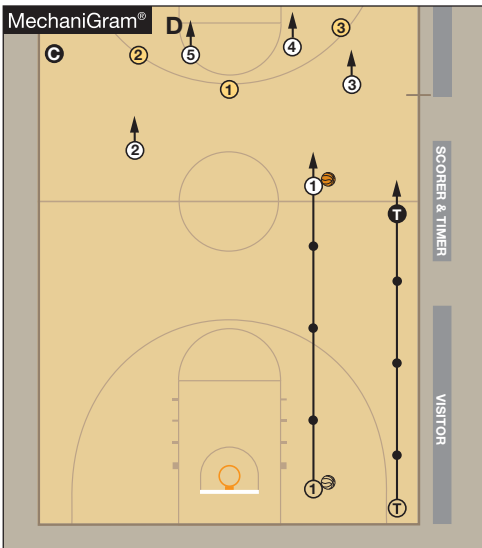
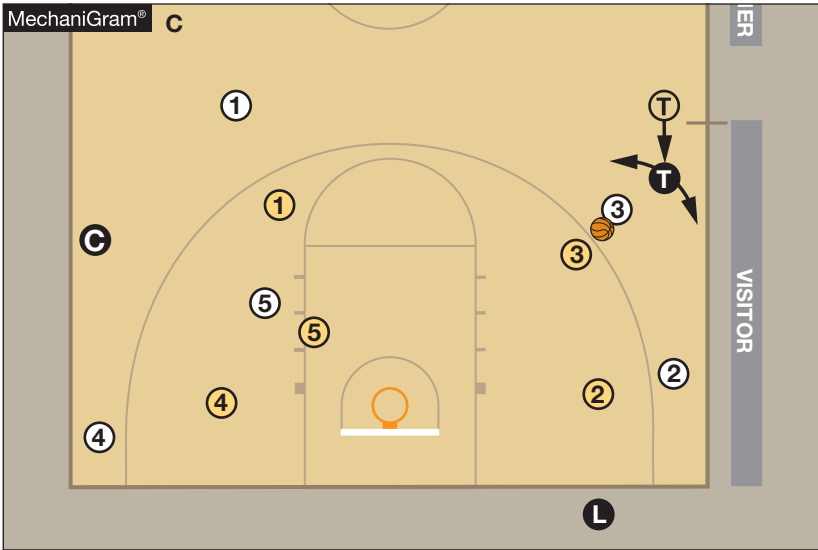
Officials should have an initial starting position at or inside the 28-foot line. It is important that the trail official not overrun an active matchup. As the ball penetrates toward the basket, the trail official should adjust his position to the 28-foot line. When plays dictate, move from that position to obtain a better angle on the play, as shown in MechaniGram A. On drives to the basket, the trail should move to get the best angle on a play (MechaniGram B).

Trail officials have, quite often, been too high on drives to the basket in the lane. Move down to assist on those plays, as well as block/charge plays and jump shots that occur at the free-throw line-extended and in the dual



coverage with the lead. But be ready to sprint toward the other end of the court in the event of a quick turnover. It is important for the trail to take one to two steps high or low and onto the floor to obtain better angles, as shown in MechaniGram C. The trail should not move in such a way as to put himself in a straightlined position.

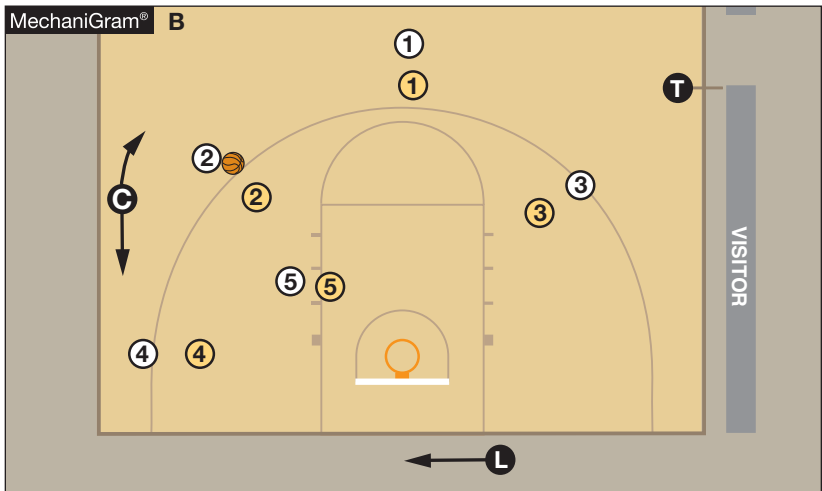
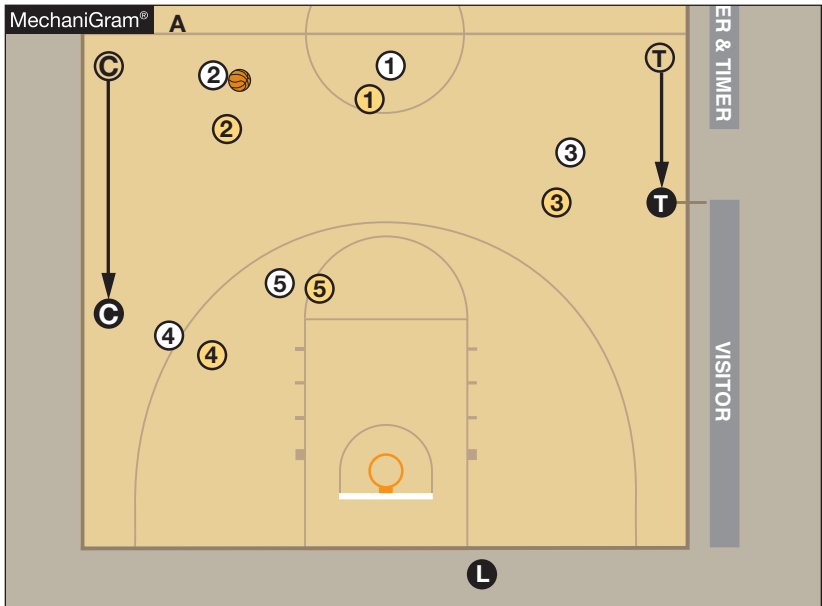
It is also important for the trail official to be even with or one half-step behind the ball as it moves from back court to front court. The trail official should not allow a gap to exist between him and the ball handler, as shown in MechaniGram D.



2.5 Center

Officials should have an initial starting position at or inside the free-throw line extended, as shown in MechaniGram A.

When play dictates, change that position to obtain a better angle on the play. The center should take one or two steps toward the division line or the endline as play dictates, as shown in MechaniGram B. The center official should not leave a good angle or an active play just because the lead has rotated.



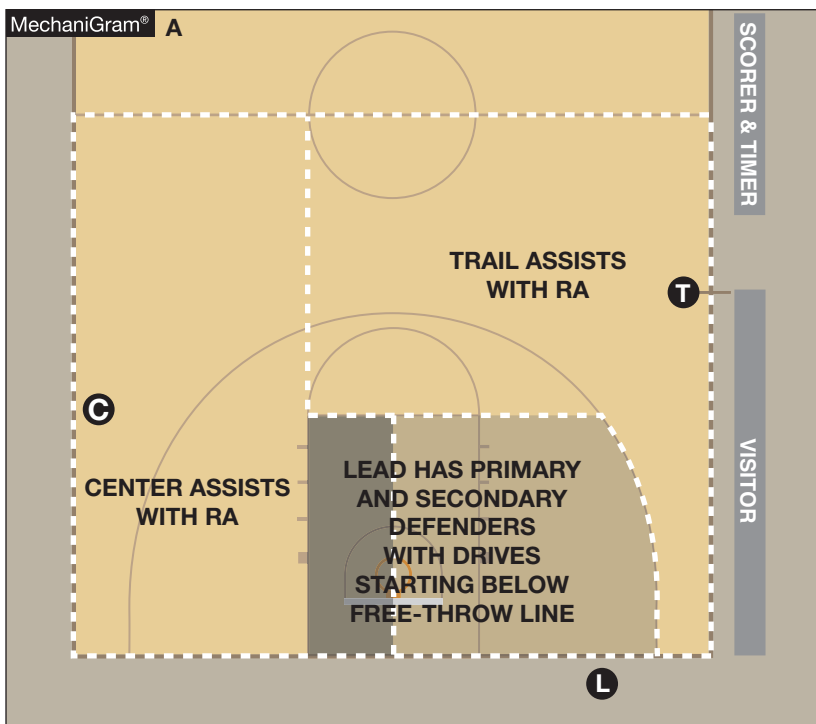
2.7 Block/Charge Play Coverage

A. The lead official should officiate the primary and secondary defenders on block/charge crashes which occur below the free-throw line extended down the free-throw lane and from strongside, as shown in MechaniGram A. The lead is responsible for all block/charge plays involving secondary defenders including from the center's side, as shown in MechaniGram B (next page).

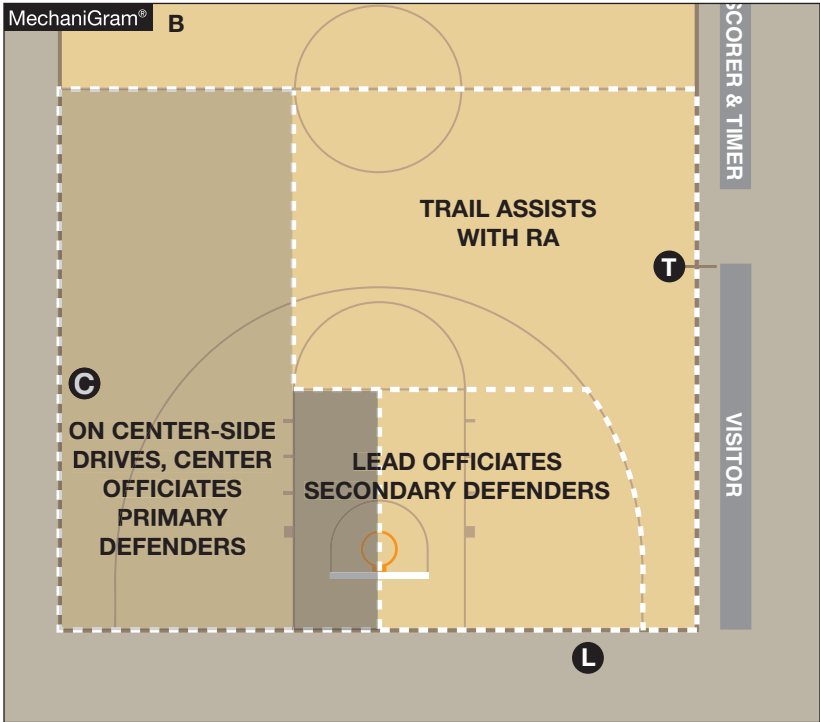
The center should officiate all primary defenders on block/charge plays on drives to the basket that originate from the center's side, as shown in MechaniGram B (next page). If the play does not originate from the center's side or involves a secondary defender, the center should focus on the restricted-area arc and assist when necessary on restricted-area violations (MechaniGram B next page).

The trail official should focus on the restricted-area arc and assist when necessary on restricted-area violations (MechaniGrams A and B).

Note: If the foul called on the court is a blocking foul, not based on player position/RA, the calling official should not point to the restricted area when signaling the foul. That will alert his partners that a blocking foul is being called without reference to the restricted area.

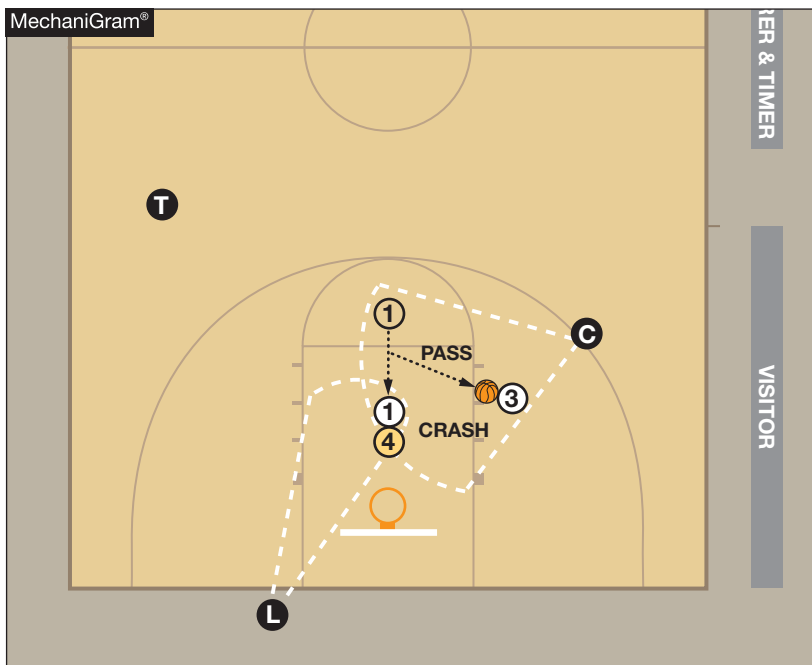


In addition, if the block/charge play does not involve a secondary defender, do not point to the restricted area when making a blocking call since it does not apply.



2.8 Pass-and-Crash Plays

A. Pass-and-crash plays should be officiated using the same guidelines found in section 2.7. It is important for the lead official to stay with the crash and let the center or trail follow the ball.

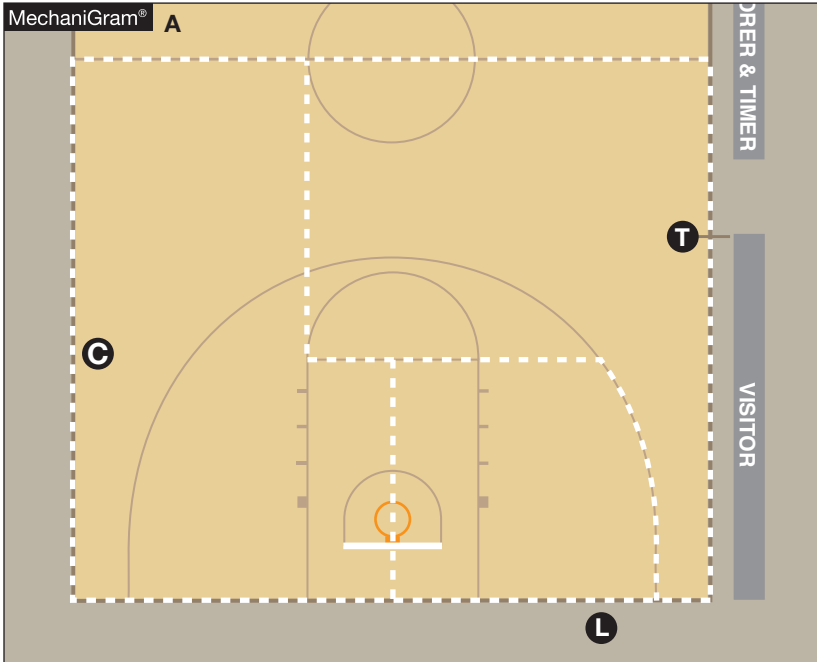


2.9 Primary Official Reports Foul

When three-person mechanics were established, a protocol of switching positions after a foul call was established. The protocol was established to better balance the floor. The protocol insured that the same official would not be the lead on several straight plays in a row.

In recent years officials have begun to allow other officials to report fouls in their primary. In addition, officials have begun to “steal” calls and report them to the table.

When a foul is called in an official’s primary area, as shown in MechaniGram A, that official should report the foul to the table.



2.10 Screening

A. Screening has become a vital part of every basketball game. Officials must be willing to view these plays via two-person mechanics.

B. The center and trail must be willing to position adjust, including moving out on the floor, to get a better angle on screening plays.

C. High ball screens (see Section 17, Article 2).

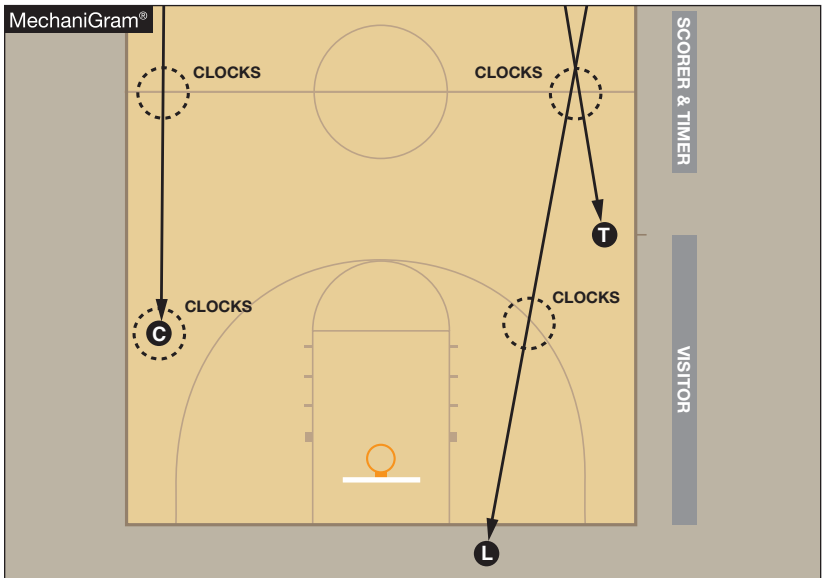
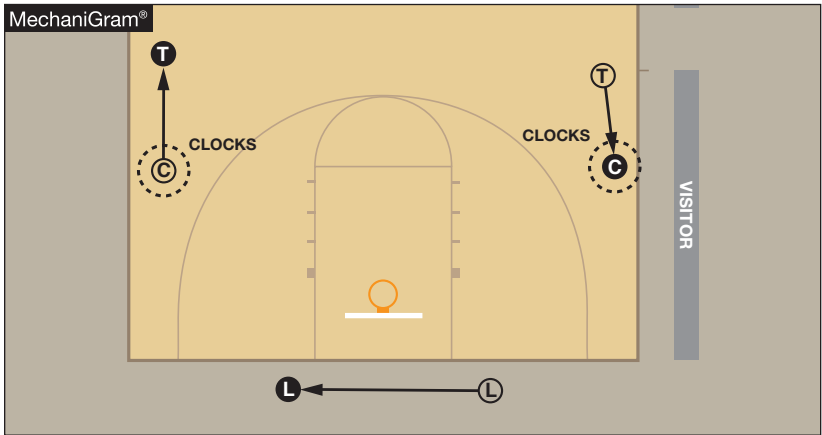
D. Screens at the elbow (see Section 17, Article 3).

E. Blind back screens: The weakside center must anticipate blind back screens and position adjust accordingly (see Section 17, Article 3).

F. Wide screens: Rule 4-35.a says, “... with a stance in which the inside of the screener’s feet is no wider than shoulder width apart.” Officials must penalize excessively wide screens.

2.11 Clock Awareness

A. All officials must be aware of the game clock and the shot clock. With the advent of electronic-timing systems, the need to be clock aware seems to have taken a backseat. When timing mistakes occur, only bad things are the result. Officials need to make the commitment to be more clock aware. As the center and trail official, check the game clock/shot clock every time you cross the free-throw line extended and the division line. All officials should make it a habit to confirm the game clock/shot clock are running properly. During the last minutes of any game, the importance of clock awareness gets magnified. Officials should check the clocks more regularly at the end of every game.

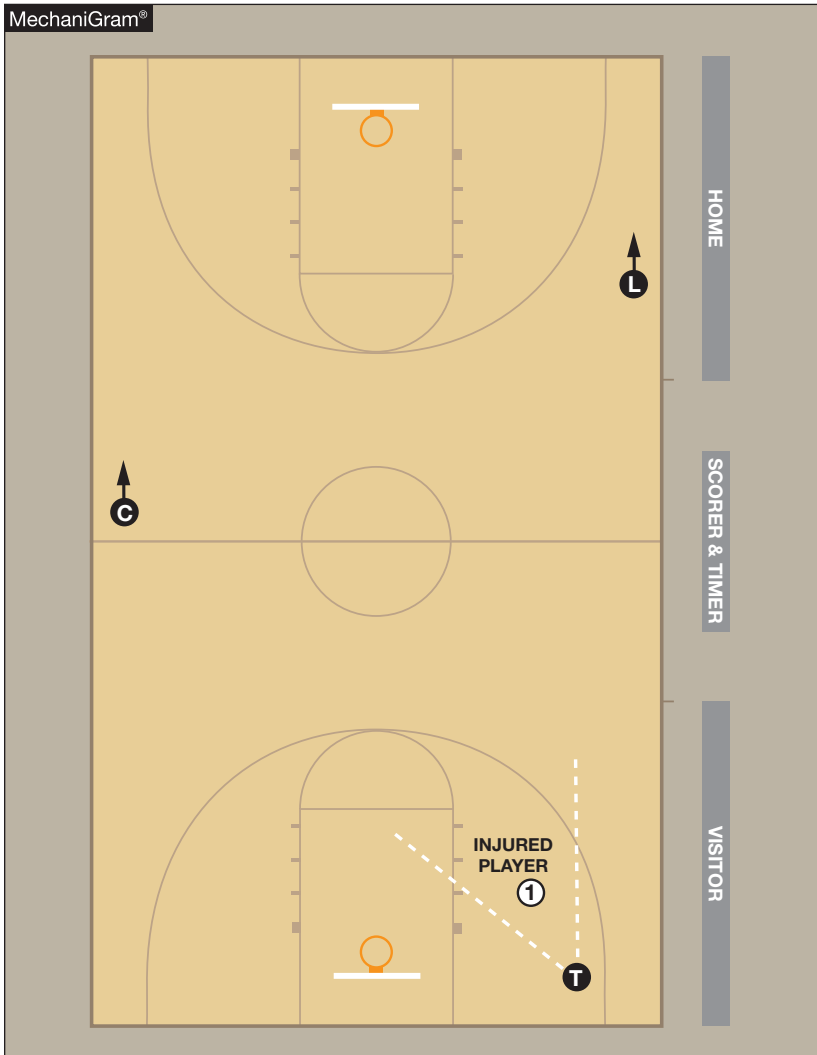


2.12 Injured Player

A. The official nearest to an injured player takes a position to view the ongoing play and the injured player, as shown in Mechanigram A.

B. The official nearest to an injured player takes a position to determine the severity of the injury, remains with the injured player and suspends play immediately when necessary to protect an injured player.

C. The official 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.



2.13 Warnings

Officials have the ability to use “courtesy warnings” and “scorebook warnings.”

A courtesy warning is typically used when an official wants to let a player or coach know that they have “had enough” and a penalty is forthcoming. It is also used when a player initially crowds the thrower-in and is asked to allow the thrower-in to have 3 feet of space. This communication is part of the “art” of officiating and should be used as a first effort to resolve issues when appropriate. This type of warning is not an official warning that gets placed in the scorebook.

There are many different types of “official scorebook warnings” and can be found in Rule(s) 4-10 and 10-4.

When an official issues an official warning, he should report it to the scorer and must inform the head coach that he or his player has been warned. The coaching community has communicated that it is critically important that they know what warnings have been issued.

There is an official warning for violating the coaching box rules. Officials may stop the game and issue a coaches’ box warning. Officials should be aware of the status of the ball prior to issuing this type of warning.

There is not an official warning for bench conduct violations. Officials should not stop the game to issue a warning for bench conduct violations. If a coach violates the bench conduct rules found in Rule 10 and Appendix III, the official should issue an unsporting technical foul to that coach.



2.14 Enforce the Rules as Written

Over the course of the last several years, the NCAA Men's Basketball Rules Committee has received a consistent plea that officials should "enforce the rules as written" in order to reduce the level of physical play and create freedom of movement.

In the last few years the rules committee approved several rules changes intended to increase the tempo of the game, reduce the stoppages in the game and also to reduce physical play. The most important action taken with regard to physical play was to commence an officiating initiative designed to bring officiating enforcement of the rules closer to the intent of the rulebook.

During May 2020, the rules committee issued a directive to the men's basketball officiating community:

To continue the efforts by coordinators and officials over the past several years to reduce physicality to allow freedom of movement.

Additional focus/attention should be given to:

1. Rule 10-1.4 – hand checking/body bumping the ball handler
2. Post play – call the first displacement foul
3. Screening – enforce all screening rules
4. Freedom of movement for cutters
5. Offense initiated contact on legal defenders
6. Traveling – especially perimeter and post travels
7. Eliminating flopping from the game
8. The consistent enforcement of bench decorum, the coaching box and unsporting conduct rules
9. Call the rules as written.



Section 3

General Principles

Article 1. Knowledge of Rules:

It is necessary that every official have a perfect knowledge of the basketball rules with the ability to interpret them accurately, intelligently, realistically and courteously without provoking resentment or antagonism.

Article 2. Enforcement of Rules:

Officials must at all times maintain unchallenged control of the game and unqualified discipline of its players, coaches and bench personnel. Penalize the rules infractions as they occur, and it is reasonable to expect that as a result of this strict enforcement there will then be fewer fouls to call. Remember that a foul is a foul.

Article 3. Study of the Manual:

Every official must have an accurate conception of the accepted practices and skills used in the proper conduct of a basketball game. It is necessary that the techniques outlined in the manual be memorized and practiced.

Article 4. Use of Approved Signals:

It is mandatory that all officials make prompt and precise use of signals as required in the **Rules Code** and CCA Manual. This practice will be of great assistance to players, coaches, spectators and representatives of the news media in their understanding and interpretation of officials' decisions. This will reduce and largely eliminate the possibilities of uncertainty and confusion. Precise, clear signals create the impression that the officials have the game well in hand. Officials are encouraged to communicate with each other at a timeout when necessary for proper administration of the game. Unorthodox signals are not acceptable at any time.

Article 5. Personal Appearance and Conduct:

A. An official should strive for neatness in appearance at all times. The uniform shall fit, be clean and pressed. It is important that the officials dress alike. Wrist watches/Fitbits/etc., rings (other than wedding bands), chains, necklaces, and other jewelry shall not be worn. Conduct before, during and after the game should always be dignified, businesslike, and professional.

B. Officials are never to engage in conversation with coaches, players or fans prior to the game, other than a cordial introduction to the coaches and captains prior to the game.



C. Officials are to never engage in conversation with members of the news media prior to, during or after the game.

D. An official will not sit or lean on the scorer's table during a timeout nor engage in conversation with spectators, or other persons.

E. An official shall neither visit hospitality rooms nor attend social affairs at the site of the game(s), hotels housing teams or coaches convention centers.

F. An official should never discuss with any coach the plays or players of an opponent's team in a game in which the official will officiate, is officiating, or has officiated in any capacity.

G. Officials should remember coaches and other athletic association representatives are expected to register their opinions of an official's work by reports to commissioners or coordinators, not through conversation with officials or through other public statements to anyone, including the news media.

Article 6. Physical Condition:

Basketball officiating is physically exhausting work and requires a well conditioned body and alert mind. Those who have bad eyes, unsound heart, weak legs, or slow reactions have no place in basketball officiating. If an official wears eyeglasses off the court, the official should use them or contact lenses on the court as well. It is a mistake to allow false pride to cause an official to hide the need for glasses and so decrease efficiency.

Article 7. Mental Reactions:

Every official must make instant decisions, being absolutely certain without delay. An official should train to be steady of nerve and have quick reaction time. Each reaction to a situation should be immediate. Be alert for possibilities in all situations as they develop so that your reactions will be instantaneous.

Article 8. The Ideal Official:

Notices everything but is seldom noticed; has resourcefulness and initiative; has dignity of voice and manner but with no suggestion of pompousness; is considerate and courteous without sacrificing firmness; can control the players effectively and understandingly; has constant concern for the physical welfare of the players; cooperates fully with other officials; is physically able to be and is in the right place at the right time; knows what the rules say and what the rules mean.



Section 4

Preparatory Program

Article 1. Pregame Conference:

A. The meeting of officials prior to the game develops mutual understanding and confidence. It affords officials the opportunity to discuss rules and officiating techniques thereby insuring a smooth running game.

B. There is no more important item in successful officiating than the pregame conference.

C. The referee is responsible to arrange and conduct the conference in the privacy of the dressing room before each game.

D. Umpires should be encouraged to participate. If an alternate official is being utilized, they also should be encouraged to participate.

Article 2. Pregame Checklist:

To be used by Referee in pregame conference:

A. Check correct time, starting time of game, equipment, ball and uniforms.

B. Review rules, mechanics changes and special rule situations.

C. Review difficult portions of rules and discuss situations that may develop.

D. Review allocation of duties, essential mechanics on jump balls, alternating process, division of court, duties of the referee and umpires and all signals. Include a discussion regarding the use of proper signals.

E. Review court coverage, jump ball, out of bounds, switching, goaltending, basket interference, foul shot procedure and use of double whistles.

F. Review Section 15 carefully and follow exactly the foul calling, procedure, reporting fouls and rotation techniques.

G. Review coverage for pressing defense and spread or delay offense.

H. Review injured player procedure, including bleeding players.

I. Review timers, shot clock operation and timer's game clock operation.

J. Review courtside monitor use procedures (if applicable).



K. Review special situation relative to officiating teamwork that will insure proper game coverage and control.

L. Referee take some practice tosses with the ball. This should be done near the dressing room.

M. Check equipment and test game ball on the playing surface.

N. Review points of emphasis and directives.

O. Review procedures for beckoning substitutes into the game.

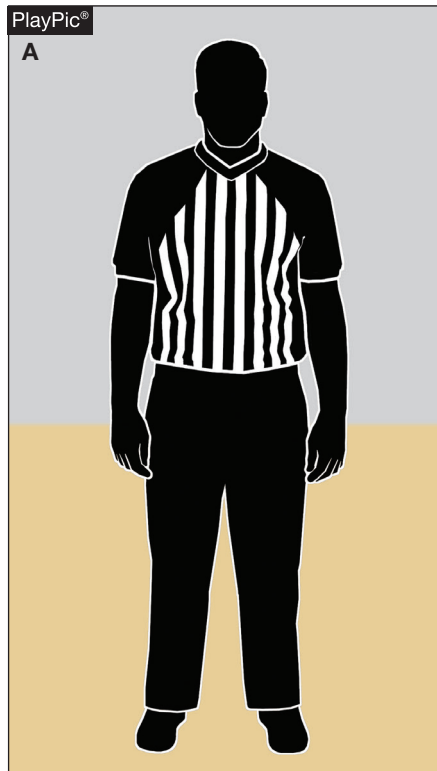
Article 3. Table Officials:

Forty-five minutes prior to the start of the game the referee will meet with and instruct scorers, timers and shot-clock operators, unless conference policy dictates otherwise.

Article 4. Equipment and Uniform:

A. Never go into a game without a spare whistle in your pocket. Leave your rulebook in the dressing room. A black whistle shall be worn on a black lanyard.

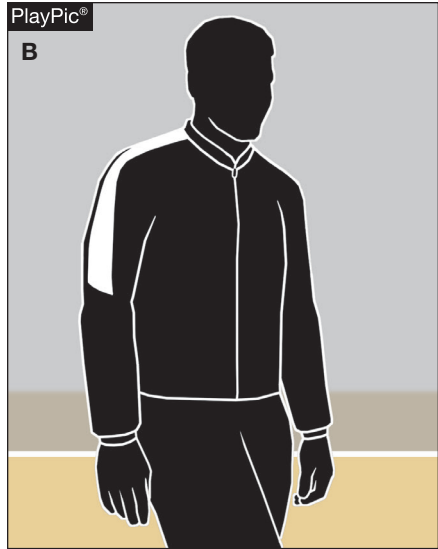
B. The uniform for all games shall be black pants (no flares and beltless). The shirt shall be a black and white (1" stripes) short-sleeved V-neck shirt with black side panel and black raglan style sleeves (PlayPic A). No variation in color or style of this uniform is permitted. A white border USA flag is permitted on the left sleeve located 2" above the solid black sleeve trim (see Appendix 5 for manufacturer design requirements). Black socks, black shoe strings, and solid black shoes or shoes approved by an individual conference shall be worn. All officials must be the same. The shirt shall be worn tucked inside the pants. A manufacturer's logo not larger than 2 ¼ square inches can be visible on the shirt (back).



Article 5. Emblems and Jackets:

A. Wrist watches, rings (other than wedding bands), chains, necklaces and other jewelry shall not be worn.

B. It is mandatory that all officials wear the approved black jacket. The jacket will have a 2 1/2" wide white shoulder and sleeve panel (PlayPic B). No emblems are permitted on the jacket (see Appendix 6 for manufacturer design requirements). No variation in color or style of this jacket is permitted.



Article 6. Public Relations and Professionalism

A. An official should never issue interviews or statements, directly or indirectly, to newspapers, radio or television media or engage in careless discussion regarding coaches, players, fellow officials, students or institutions. Only the referee is permitted to state the pertinent rule and decision regarding a play in which the crew was involved and then only with the home SID or designated representative.

B. Under no circumstances should officials lose their tempers or argue with players, coaches or spectators. If a player asks a question, give a definite and decisive answer, but do not quibble about the situation.

C. An official shall never indulge in conversations with fellow officials which might result in their becoming prejudiced concerning a team, player, or coach.

D. An official should be constantly alert to the possibility of player injury so that injured players can be properly attended according to the rules code. In any situation, the welfare of the injured player always comes first.

E. During the game, officials shall not participate in idle conversation with each other.

Article 7. Privacy

Officials must not permit coaches, guests or friends to share the dressing rooms with them at any time. Privacy is necessary for the proper conduct of discussion and conferences.



Article 8. Teamwork

All officials assigned as a crew should strive to work equally hard from the start of the game to its finish. Whether or not the past experience of the crew is equal, their responsibility is equal. Their duties differ slightly, but they should share in the business of turning in a well-worked game. They can help themselves by having a careful discussion of their mutual undertaking before the contest gets under way. When officials sound their whistles at approximately the same time for a foul, the official toward whom the play is coming, usually takes the call. If an official “away” from the foul or violation wants the call, indicate by an extra blast on the whistle. Following a timeout, and prior to any last-second play, the referee may position crew members on the court (L, T, C) to obtain the best possible outcome.

Article 9. Consistency

Great care should be taken by the officials to make sure that they call the game consistently for the entire game. Officials should never let the game lag, particularly in reporting fouls, administering free throws, handling out of bounds plays or admitting substitutes. The officials set the tempo of the game which should be maintained throughout.

Article 10. Arrival at Game Site:

Officials, appropriately dressed to represent the conference or organization with which they are affiliated, should always arrive at the game site at least one and one-half hours in advance of the game time, this will provide time for the very important pregame conference. Tardiness upsets officials and makes their work less efficient. In addition, it creates the impression that they are not taking their work seriously. Promptness is clear evidence of interest in the assignment at hand. Notify the home management of your arrival, immediately after arrival at the game site.

Article 11. Arrival on the Playing Floor:

A. All officials report to the playing floor 20 minutes prior to game time to supervise both teams during the warm-up period and to perform their assigned duties. (It is mandatory that at least one (1) official is on the court during the duration of the 20-minute warm-up period.)

B. The referee inspects playing facilities and determines if ground rules are necessary.

C. The referee instructs the scorers, timers and shot-clock operators. (If not done in the officials’ dressing room.) The referee should also familiarize himself with and check any available replay equipment, if applicable.

D. U1 inspects players uniforms and equipment making certain that opposing teams are wearing contrasting colors and that numbers are legal and checks for jewelry.



E. Officials, after reporting to the floor, will be stationed as illustrated on page 48 as long as teams are warming up and will perform their assigned duties until the game starts.

F. Officials will introduce themselves to the coaches no less than one minute prior to the start of the game.

G. If precision timing is being used, at approximately 14 minutes before game time, officials will each go to the scorer's table and synchronize their whistle and timing pack with the timing system.

H. Introduction of Captains:

1. At approximately 12 minutes before the game time, officials bring captains to center of floor for introductions and a brief explanation of any necessary ground rules.

Article 12. Coaches Conferences:

Officials when talking to one coach are required to invite the other coach to the conference.

Article 13. Start Period on Time:

Officials are encouraged to start the game at the proper time.

Article 14. Officials' Timing Schedule:

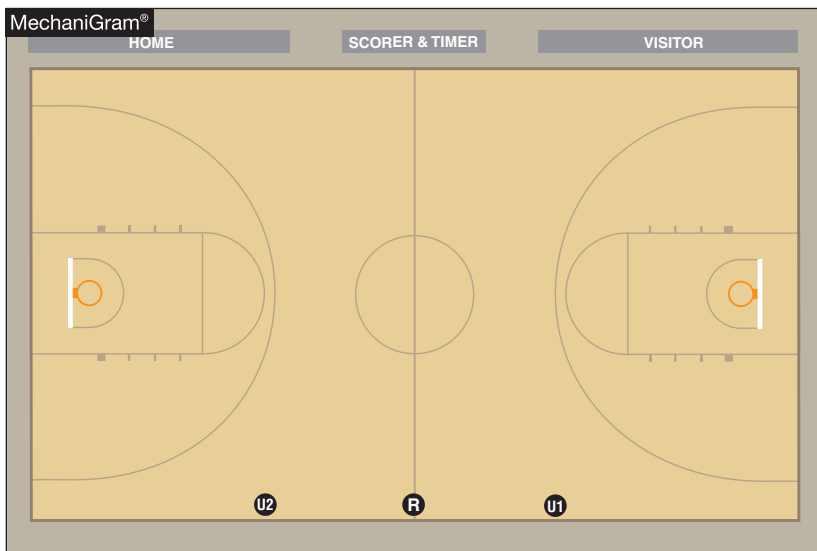
Game clock: 20 minutes — Arrive on floor
14 minutes — Synch timing packs
13 minutes — Check replay monitor
12 minutes — Captains meeting
Halftime - 4:00 — Arrive on floor



Section 5

Pregame and Halftime Warm-Up Positions

A. Officials, after reporting to the floor, will be stationed as shown in the illustration below, as long as the teams are warming up.



1. R shall stand at the division line on the sideline away from the scorer's table.

2. U1 shall stand on the same sideline as R, approximately ten feet from the division line, observing the warm-up activity of the home team.

3. U2 shall stand on the same sideline as R, approximately ten feet from the division line, observing warm-up activity of the visiting team.

B. R should check the book no later than the 14-minute mark or prior to the teams leaving the floor to ensure that squad lists and designated starting lineups are entered in official scorebook. R can do preventive officiating if the starters and the squad lists are not ready prior to the 10-minute mark deadline.

C. At the conclusion of pregame warmup and during player introduction, assume a position off the court in front of the scorer's table facing the playing floor.

D. If you have not already done so, at one minute before starting time, introduce yourselves to the coaches.

E. Prior to tip-off, R goes across the floor to the intersection of the division line and opposite sideline while U1 and U2 assume their respective timeout positions. The R has the option to designate the U1 or U2 to toss the ball to start the game and/or overtime(s).

F. For television games, officials shall remain at the scorer's table until given a one minute warning by the table personnel and/or they are told by the television coordinator to start play. At that time, they will move to their respective positions to start the game.

G. When returning to the court at halftime four minutes prior to resumption of play, assume same positions as pregame. With one minute remaining in the intermission, assume position off the court in front of the scorer's table facing the playing floor.

H. Prior to the start of the second half, R will obtain the ball and confirm possession.



Section 6

Division of Court and Duties

Article 1. Advantages of Approved Court Coverage (Rotation)

- A. Enhances the ability of three officials to be in proper position to cover each play and all players.
- B. Provides improved court coverage, in both frontcourt and backcourt.
- C. Treats both sides of the court the same in regard to areas of coverage.
- D. More clearly defines specific areas of coverage and responsibility.
- E. Enhances the officiating philosophy of wide triangle coverage.
- F. Demands total concentration of the officiating crew.
- G. Allows the officiating crew to do a better job of refereeing the defense.
- H. Provides more effective coverage in pressing and fullcourt situations.
- I. Primary areas of coverage are the same for both sides of the court.
- J. Advocates a stronger teamwork approach to officiating, and requires that officials put trust and confidence in their partners.
- K. The philosophy of strong-side officiating is increased by allowing the L and T to officiate the ball and the players that are between them.
- L. Proper off-ball coverage is increased because the C official has the responsibility for off ball screens, backside coverage and weak-side rebounding.
- M. The officials adjust their positions to the ball and the players on the court.
- N. Increases the opportunity for all three officials in the crew to become more involved and participate in officiating the game.



Article 2. Terminology:

Rotation: Refers to a live-ball situation, whereby the location of the ball keys the L to initiate a rotation. Such movement by L to ballside dictates a change in position by T and C. This is implemented when the ball changes sides of the court.

Switch: Refers to a dead-ball situation created by an official who calls a foul.

L Official: Refers to the position of the official at the endline.

C Official: Refers to the center official who is in the off-ball position, midway between a step below the free-throw line extended and a step above the free-throw line extended. This is known as the high-low procedure to get to a position to accept and make quality calls.

T Official: Refers to the position of the trail official nearest the division line, at approximately the 28-foot line. If transition occurs, the T official will become the new L. T may be tableside or opposite side.

Close Down: Refers to officials movement by movement of the ball.

A. T toward endline (a step or two).

B. L toward lane line extended (a step or two).

Ballside: Refers to the location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle, (using the basket as a center point), endline to endline. The side of the court where the ball is located is ballside.

Strongside: Location of L determines the strongside.

Weakside: The side opposite L.

Tableside: Refers to the side of court on which the scorer's table is located.

Opposite Side: Refers to the side of court opposite the tableside.

Article 3. Techniques:

A. All officials should maintain the semblance of a wide triangle coverage of the court and, fundamentally, they should be moving into the proper positions each time there is a change of possession of the ball (but should never turn their backs to the ball.) When a foul is called, the calling official should move toward the play. If the T is not the calling official, move slowly toward the new position and observe players. If C and/or L is not the calling official, freeze eyes to observe the players, until the reporting official turns to observe the players.



B. The L has primary responsibility for making block/charge calls on drives to the basket inside the free-throw line in the lane area and from strongside. In case of double whistles, the outside official may take the call since that official may, in fact, have the best look. If the block/charge play involves a secondary defender, the L is primary on the play. T and C are secondary when the action involves a secondary defender. The L has the best chance to watch the secondary defender's positioning.

C. It is the responsibility of the officials to ensure the clock stops following a successful field goal during the last 59.9 seconds of the game and the last 59.9 seconds of any overtime period. Do not sound whistle! (Rules 2-10.12, 5-10, 5-11). T will give the do-not-start-clock signal and start the visual five-second count when the ball is at the disposal of the thrower-in and will give the start-the-game-clock signal when the ball is legally touched on the throw-in.

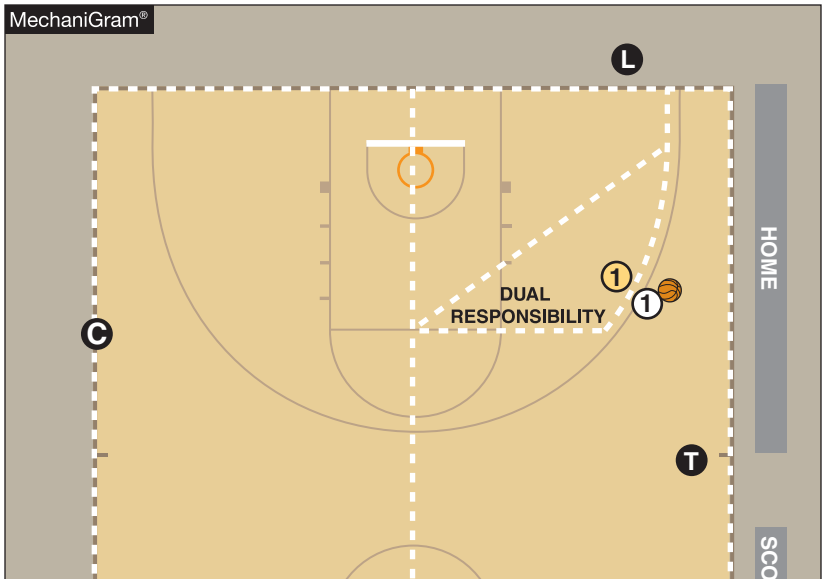


Do Not Start Clock

Section 7

Primary Coverage in Frontcourt

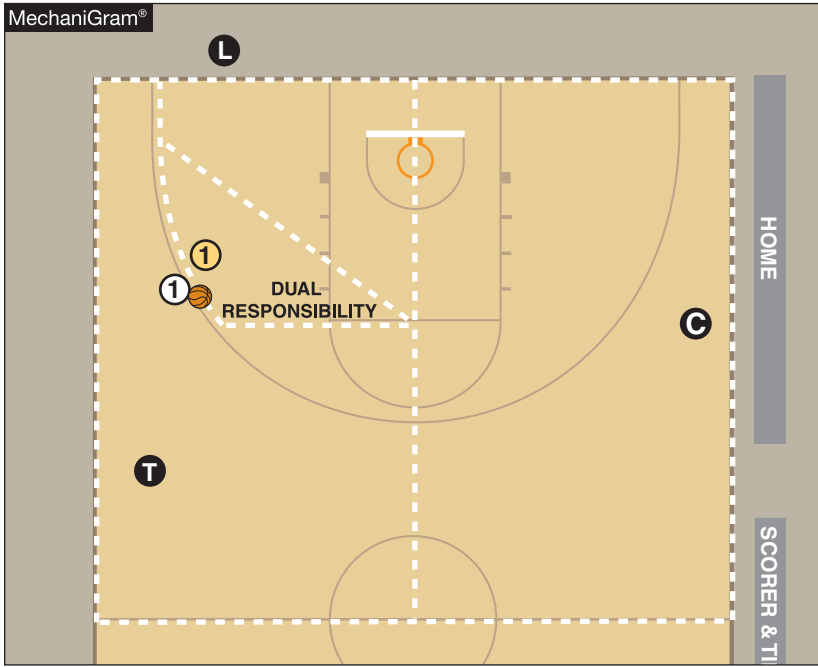
Article 1. Primary Coverage in Frontcourt, Ball Located Table Side



- A. Each official has an area of primary coverage.
- B. When the ball is in an official's primary coverage area, that official has fouls and violations on the ball.
- C. When the ball is not in an official's primary coverage area, that official takes all players in his/her area.
- D. Dual coverage for L and T is indicated in the illustration.
- E. Officials must always be aware of:
 - 1. Location of ball.
 - 2. Position of other officials.
 - 3. Location of players.



Article 2. Primary Coverage in Frontcourt, Ball Located Opposite Side



A. Each official has an area of primary coverage.

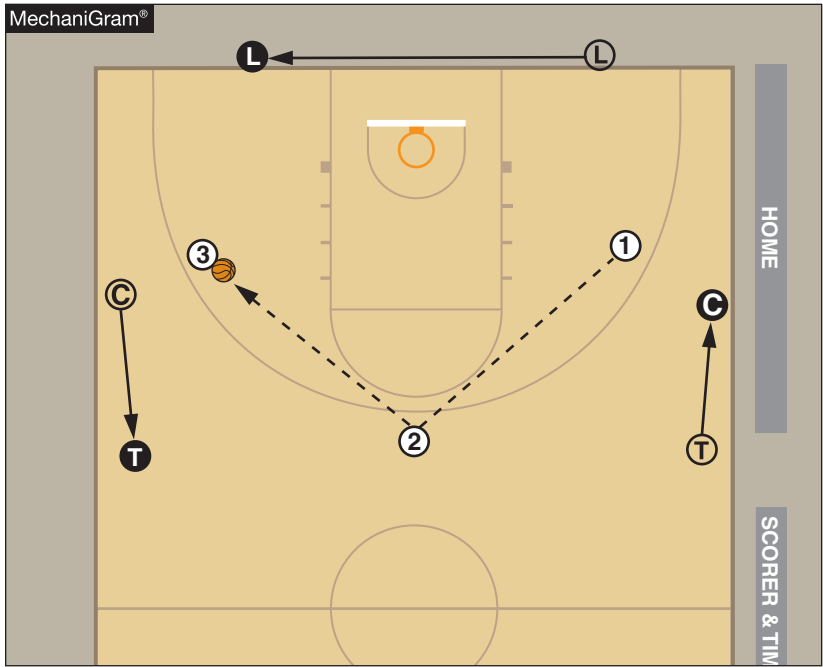
B. When a player drives to the basket and past the area of dual responsibility (as illustrated), the L now has primary coverage for this play. The T and C now have secondary responsibility for this play. **Exception:** Traveling violations.

C. The C official shall have primary responsibility for drives to the basket that originate in the C's primary area of responsibility provided the drive only involves a primary defender. The L official shall have primary responsibility for all block/charge plays at the basket that involve a secondary defender, including those plays that originate in front of the C.

D. When the ball is not in an official's primary coverage area, that official takes all players in his area.

E. Officials must always be aware of ball location, position of other officials and location of players.

Article 3. Basic Movement of Officials — Ball Located Table Side of Court and Then Passed/Dribbled to Opposite Side



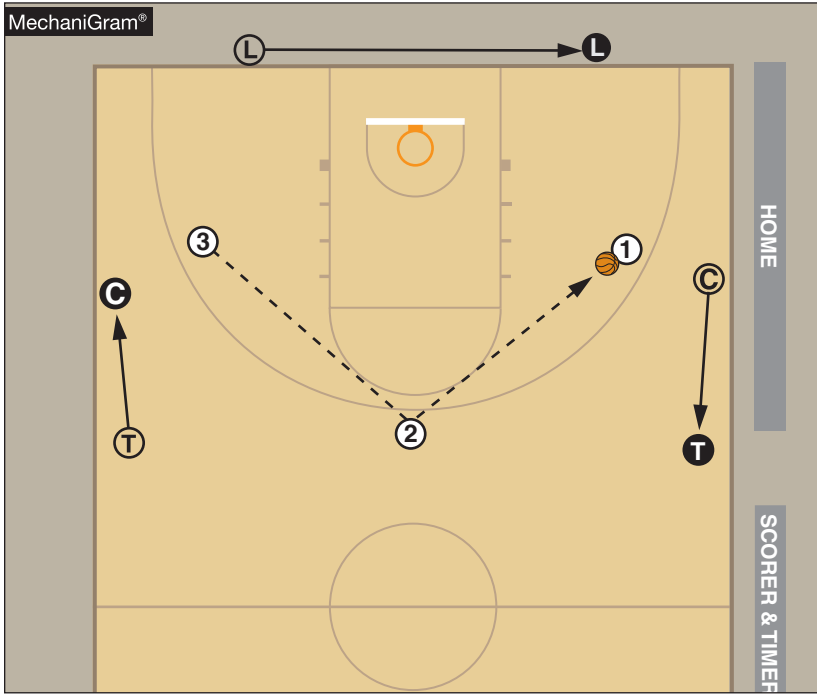
A. L shall move to ballside when ball penetrates the lane line extended nearest to C or changes side of the court. **Exception:** Quick shot or drive to basket.

B. T rotates to C. When the ball moves toward C, past the center of the court, close down a step or two and pick up new primary coverage (off the ball). Complete rotation to new C as the old C rotates to new T.

C. L has primary responsibility to dictate rotation and must officiate players in the post, even while moving across the lane.

D. C may key a rotation when the ball enters the front court high on C side and remains. C must be alert and ready to rotate out to trail when there is a closely guarded ballhandler crossing the division line toward the sideline on C side.

Article 4. Basic Movement of Officials — Ball Located Opposite Side, Then Passed/Dribbled to Table Side



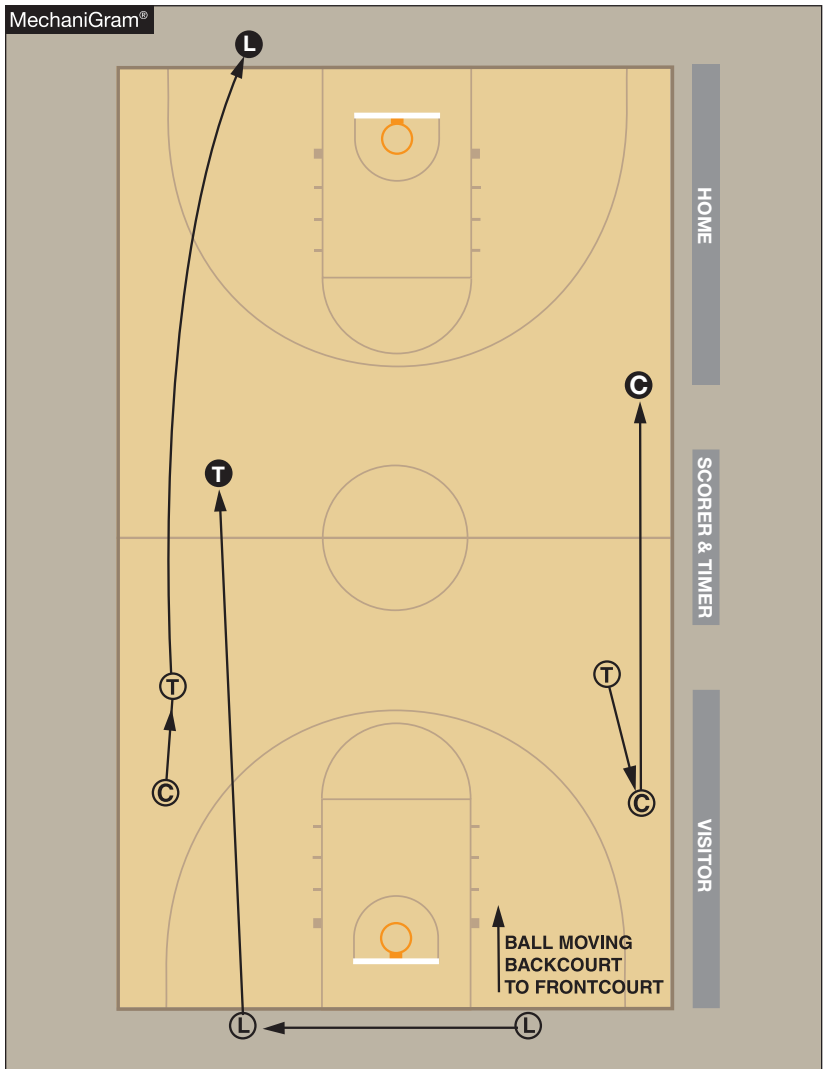
A. L shall move to ballside when ball penetrates the lane line extended nearest to C or changes side of the court. **Exception:** Quick shot or drive to basket.

B. T rotates to C. When the ball moves toward C, past the center of the court, close down a step or two and pick up new primary coverage (off the ball). Complete rotation to new C as the old C rotates to new T.

C. L has primary responsibility to dictate rotation and must officiate players in the post, even while moving across the lane.

D. C may key a rotation when the ball enters the front court high on C side and remains. C must be alert and ready to rotate out to trail when there is a closely guarded ballhandler crossing the division line toward the sideline on C side.

Article 5. Transition Coverage After Rotation



A. After rotation, T becomes L.

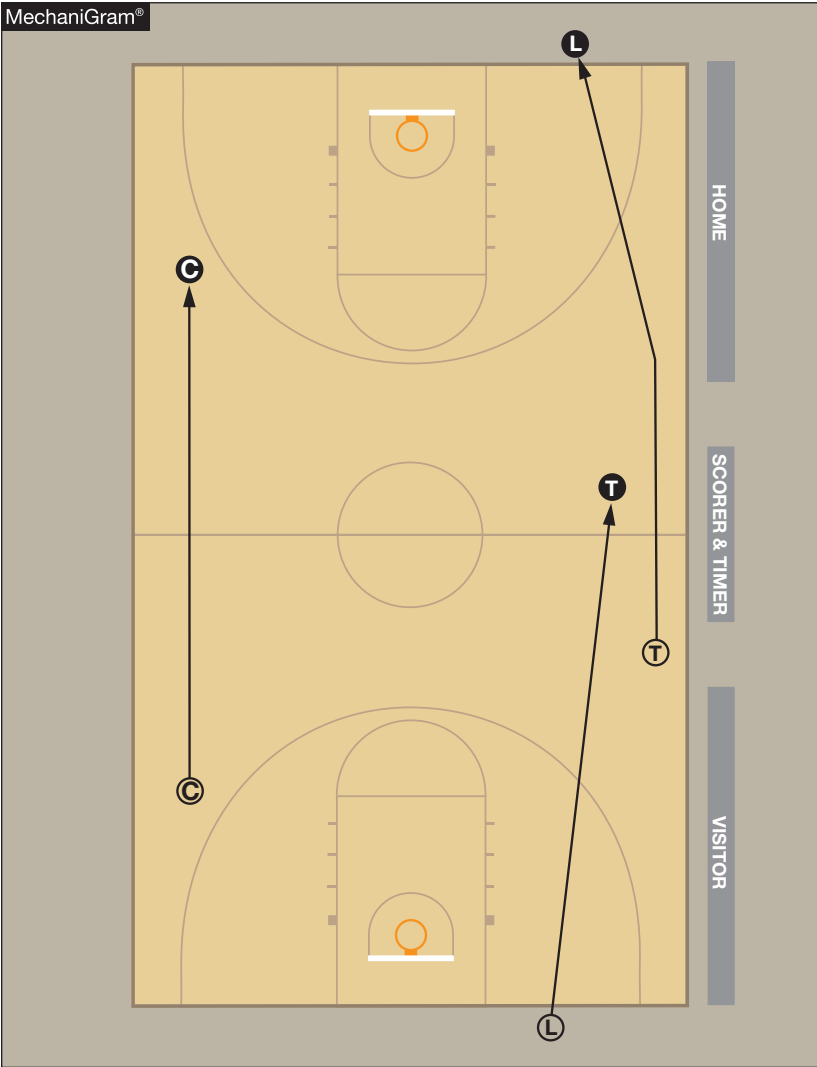
B. C to C.

C. After determining sideline responsibility, L to T.

Note: T always becomes new L after the rotation is completed and transition has occurred.



Article 6. Transition Coverage After Rotation



A. T (Tableside) to L.

B. C to C.

C. L to T (Scorer's tableside).

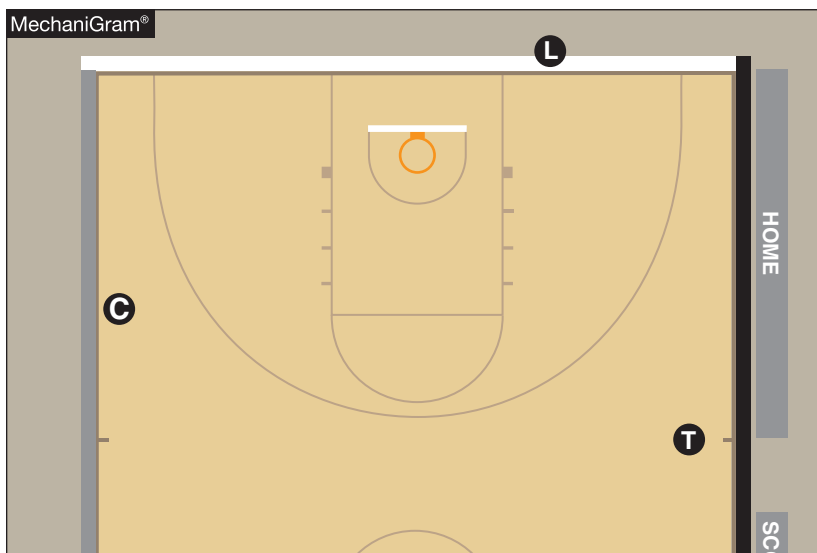
D. L dictates rotation. L must officiate players in the post, while moving across the lane.



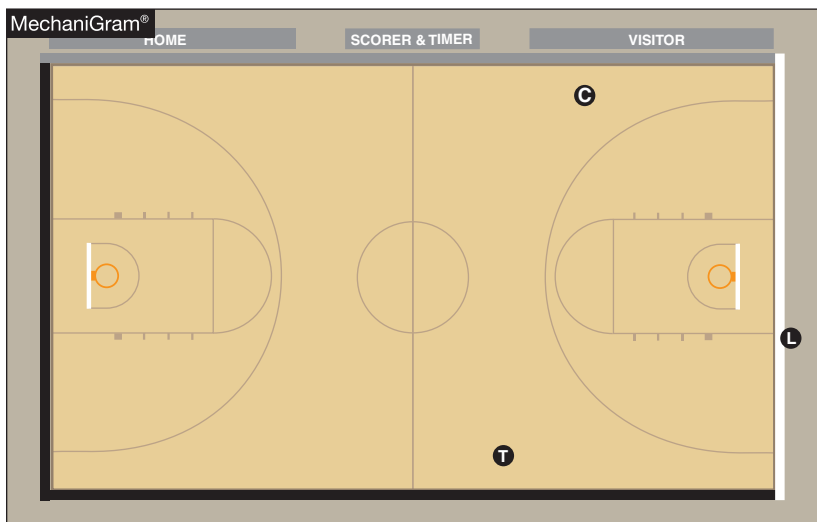
Section 8

Coverage on Out-of-Bounds Calls

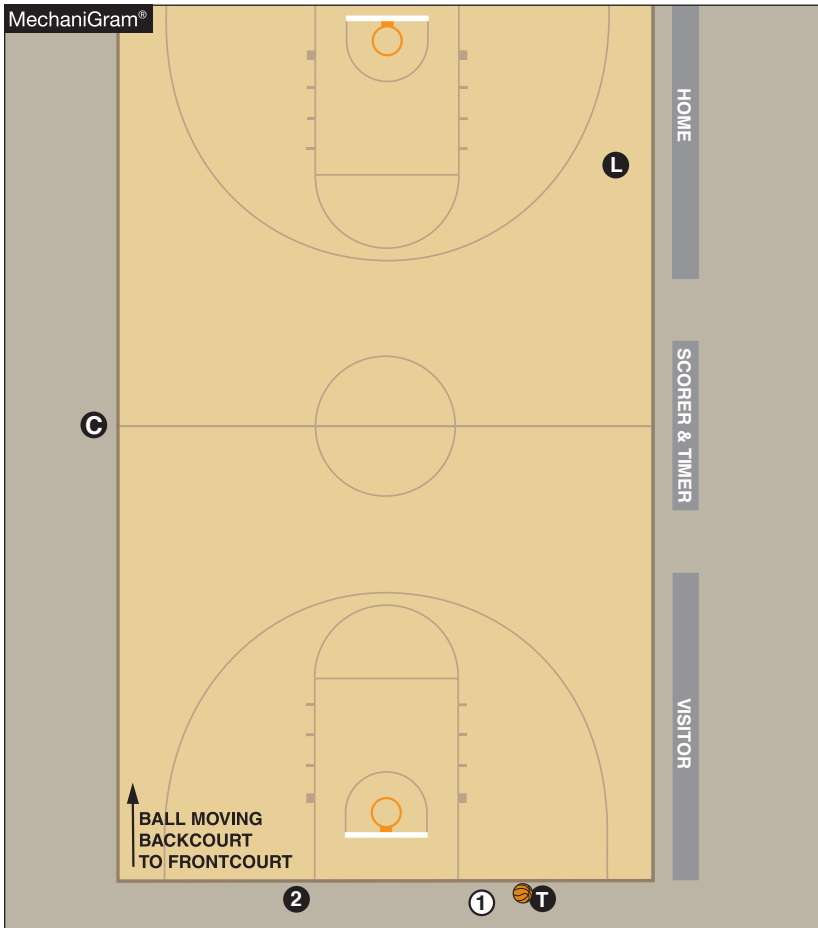
A. Frontcourt



B. Fullcourt



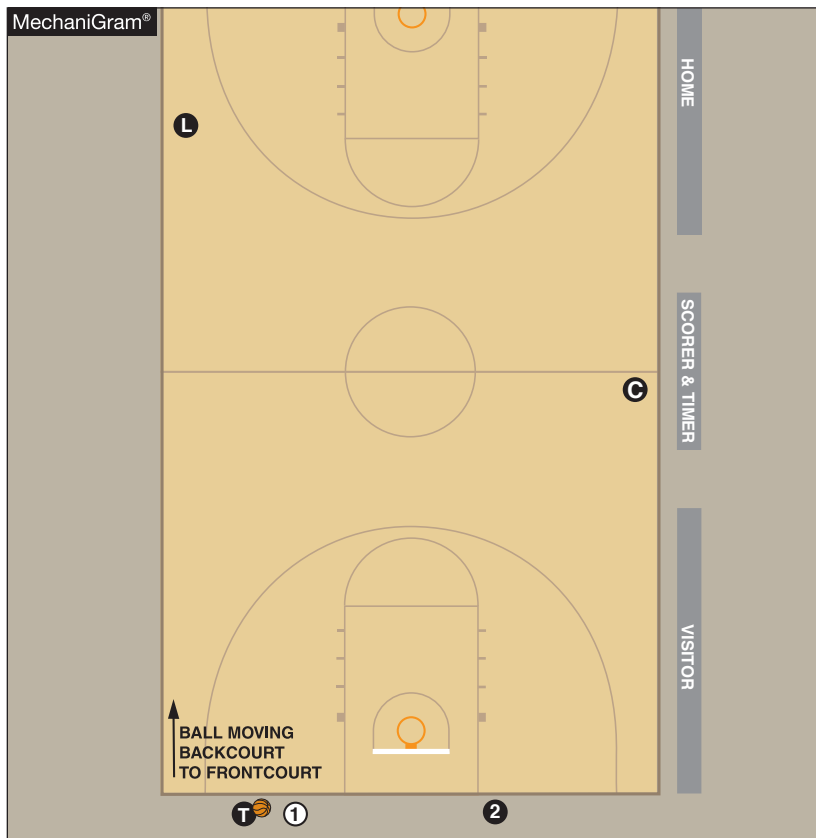
Article 1. Ball Inbounded in Backcourt Table Side and Going to Frontcourt



- A. T inbounds ball on endline. T is between the ball and the sideline on the tableside. If there is no defensive pressure, the T has the option of bouncing the ball to the player inbounding the ball across the free-throw lane (indicated by location 2). This will minimize unnecessary movement by the new C and new L.
- B. C moves to a position near mid-court, adjusting to the players and the inbounds pass.
- C. L moves to foul line extended, or an appropriate position, according to players alignment.
- D. *The ball and all players* must be in the frontcourt before L moves ballside.



Article 2. Ball Inbounded In Backcourt Opposite Table Side and Going to Frontcourt



A. T inbounds ball. If there is no defensive pressure, the T has the option of bouncing the ball to the player inbounding the ball across the free-throw lane (indicated by location 2). This will minimize unnecessary movement by the new C and new L.

B. C moves to a position near mid-court, adjusting to the players and the inbounds pass.

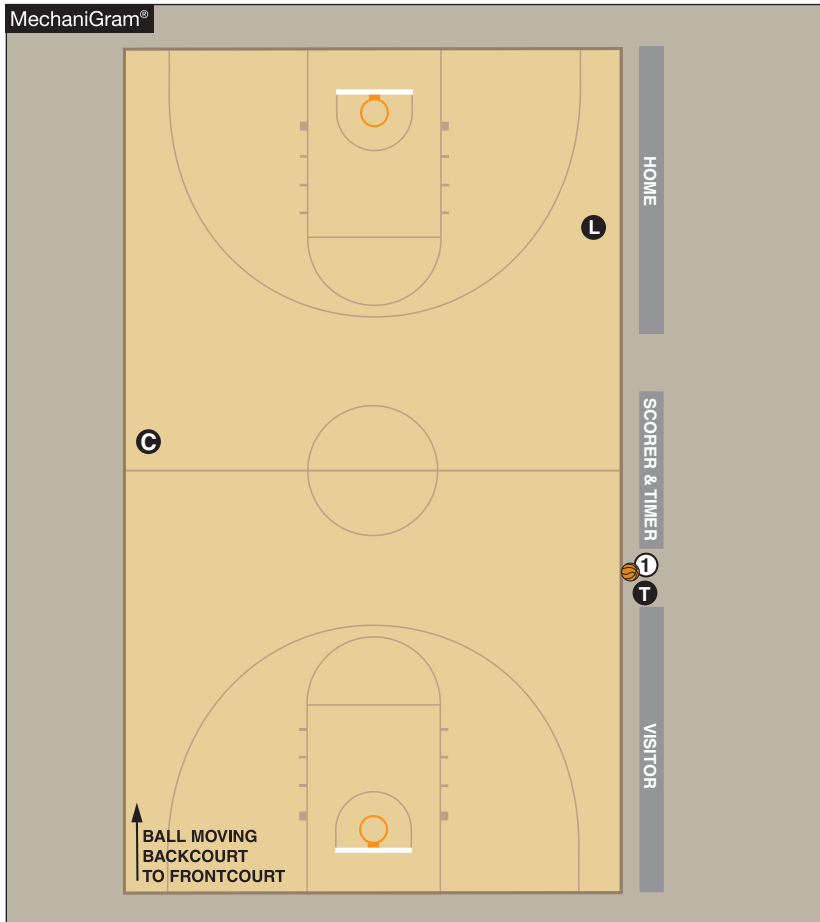
C. L moves to free-throw line extended, or an appropriate position, according to players alignment.

D. If ball goes out of bounds on T's sideline, backcourt or frontcourt, T inbounds ball and remains T.

E. The ball and all players must be in the frontcourt before L moves ballside.



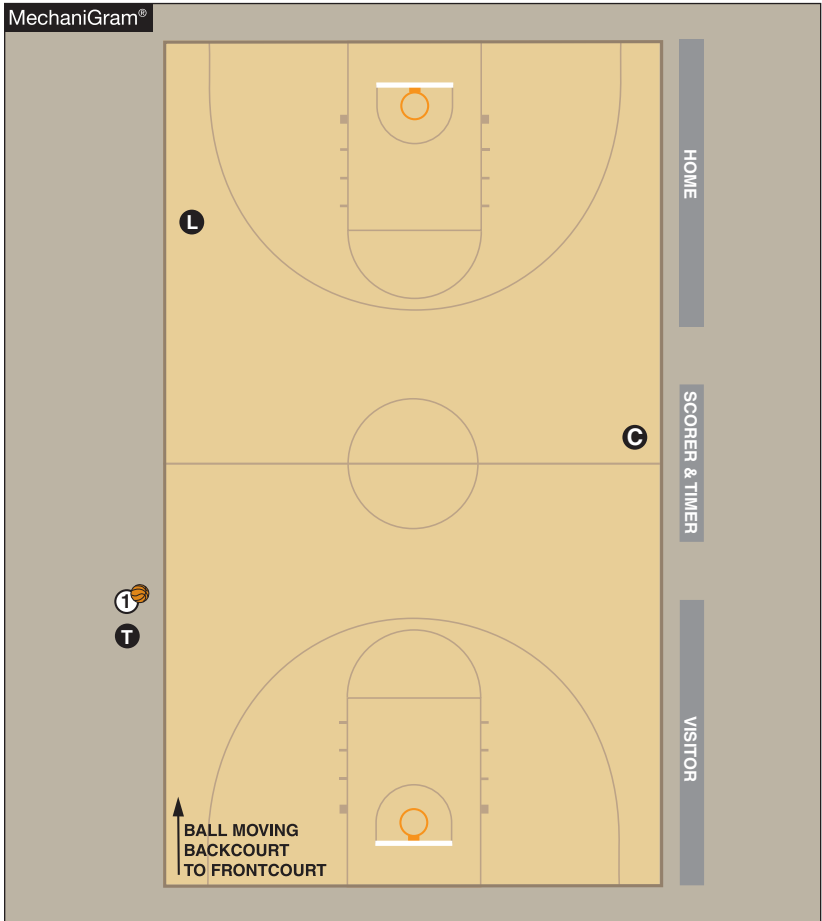
Article 3. Ball Inbounded In Backcourt Table Side and Going to Frontcourt



- A. T inbounds ball.
- B. C moves to a position near midcourt, adjusting to the players and the inbounds pass.
- C. L moves to free-throw line extended, or an appropriate position, according to players alignment.
- D. If ball goes out of bounds on T's sideline, backcourt or frontcourt, T inbounds ball and remains T.
- E. The ball and all players must be in the frontcourt before L moves ballside.

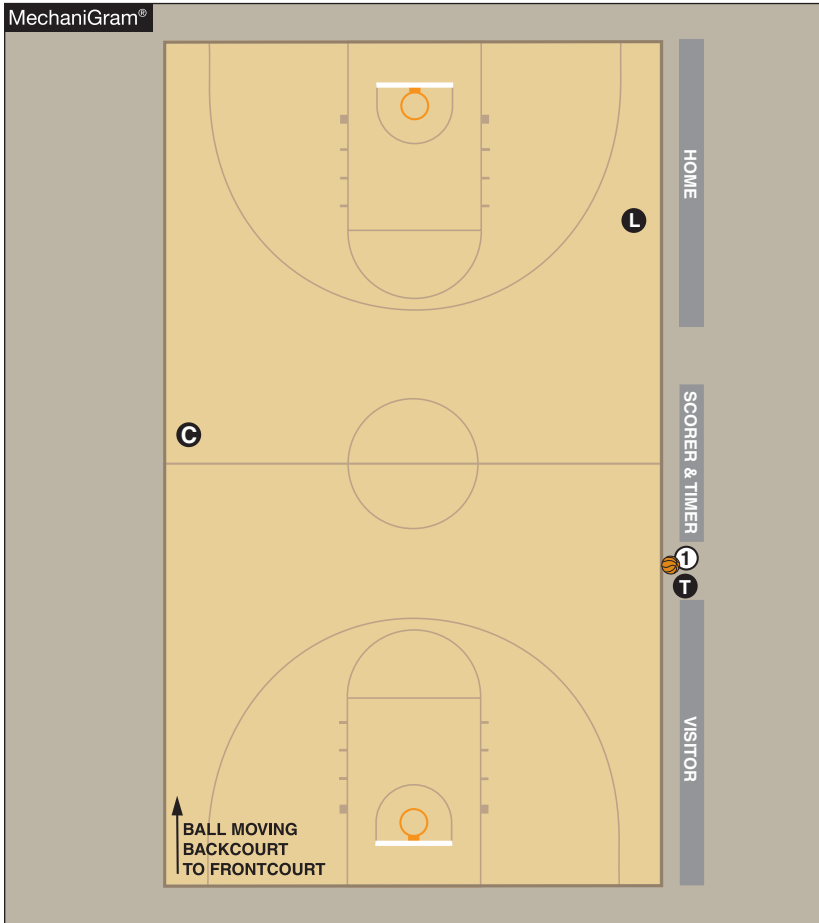


Article 4. Ball Inbounded In Backcourt Opposite Side and Going to Frontcourt



- A. T inbounds ball.
- B. C moves to a position near mid-court.
- C. L moves to foul line extended, or an appropriate position, according to players alignment.
- D. If ball goes out of bounds on T's sideline, backcourt or frontcourt, T inbounds ball and remains T.
- E. The ball and all players must be in the frontcourt before L moves ballside.

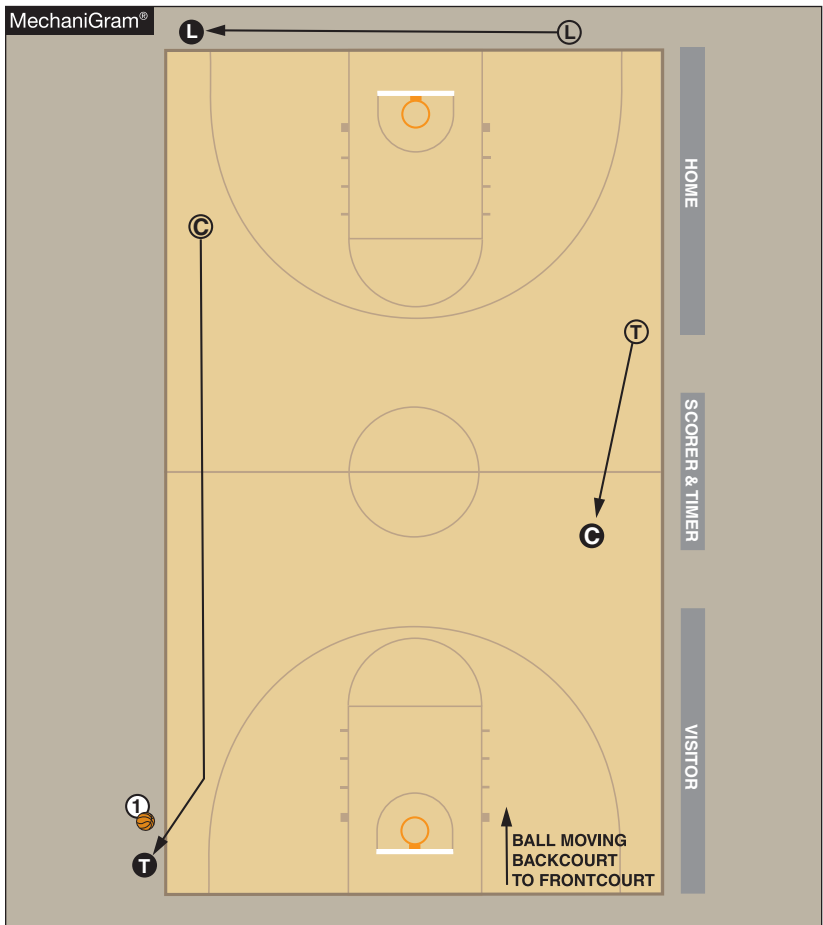
Article 5. Ball Out Of Bounds In Backcourt Table Side After Having Been In Frontcourt, Returns to Frontcourt



- A. T inbounds ball on tableside from endline to endline, and remains in the T position.
- B. L moves to the appropriate side and boxes in the play at the free-throw line extended or at the appropriate position.
- C. C remains C and adjusts accordingly for wide triangle coverage.
- D. The ball and all players must be in the frontcourt before L moves ballside.

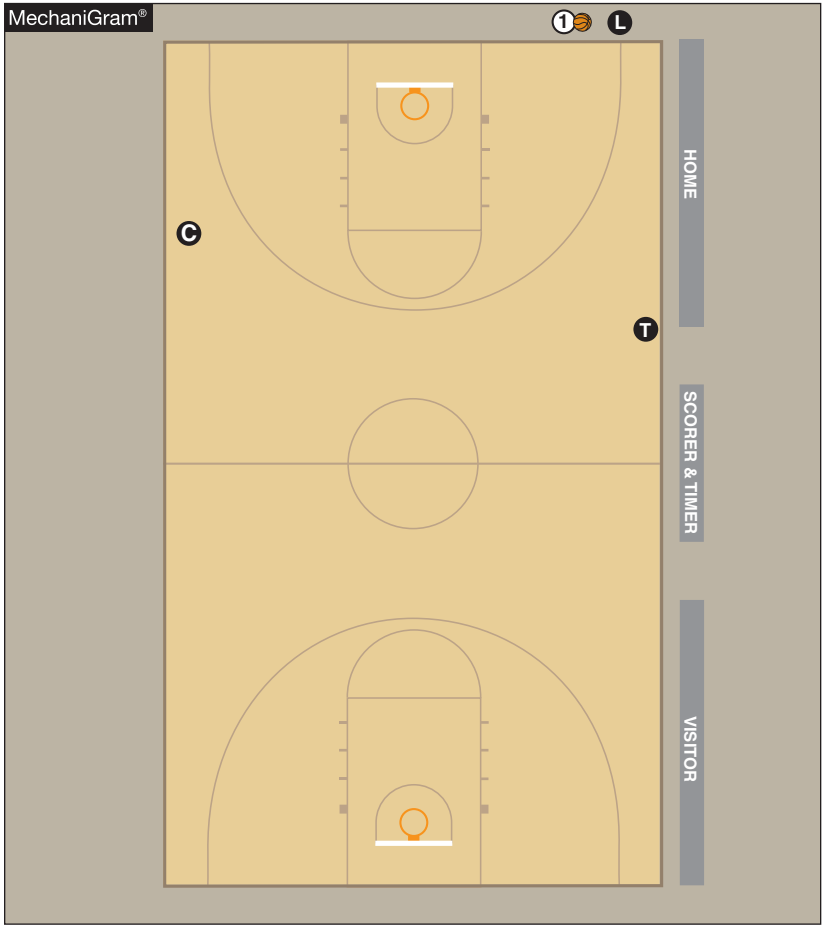


Article 6. Ball Goes Out Of Bounds In Backcourt Opposite Side, After Having Been in Frontcourt, Returns to Frontcourt



- A. C calls out of bounds violation opposite side, sideline.
- B. C moves to backcourt, becomes T, and inbounds the ball.
- C. T moves to C and adjusts accordingly for wide triangle coverage.
- D. L boxes in the play.
- E. The ball and all players must be in the frontcourt before L moves ballside.

Article 7. Ball Inbounded in Frontcourt, Ball Remains In Frontcourt Table Side (Administered by L).



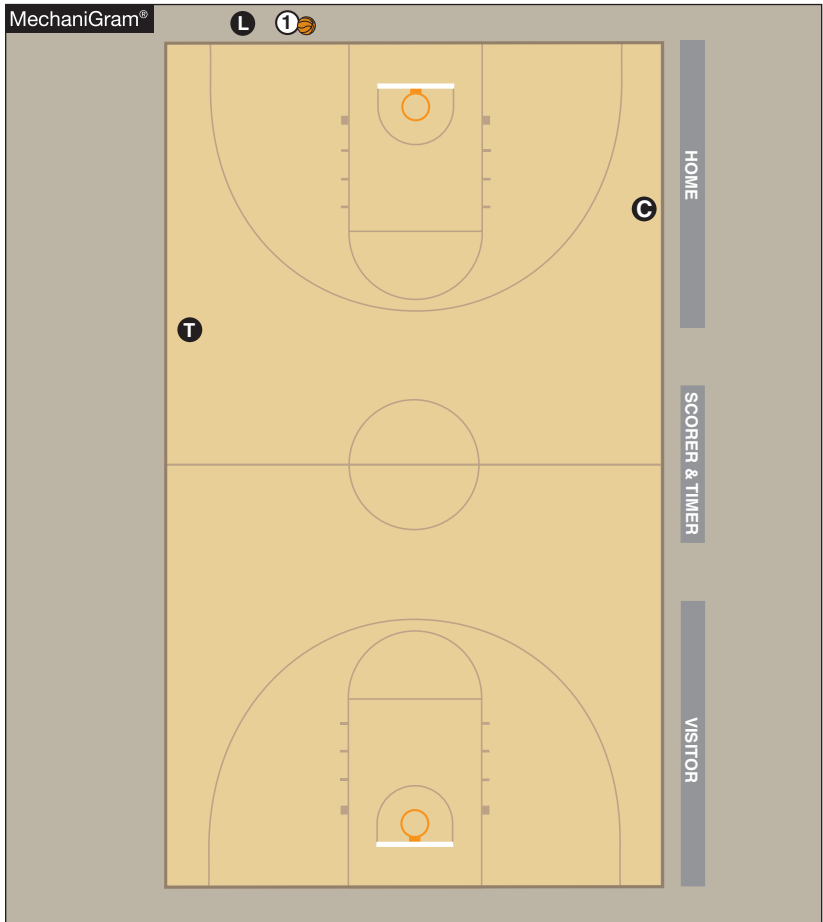
A. L at endline must hand ball to player for throw-in. See page 68 for ‘mid-point’ position at the L. In the last few seconds of any shot clock or game clock period, the L has the option to take a position on the inside of the thrower-in, in anticipation of an immediate play at the basket, or on the outside of the thrower-in, in anticipation of an immediate 3-point attempt.

B. C moves to free-throw line extended.

C. T boxes in the play.



Article 8. Ball Inbounded In Frontcourt, Ball Remains in the Frontcourt Opposite Table Side (Administered by L)



A. L at endline must hand ball to player for throw-in. See page 68 for 'mid-point' position at the L. In the last few seconds of any shot clock or game clock period, the L has the option to take a position on the inside of the thrower-in, in anticipation of an immediate play at the basket, or on the outside of the thrower-in, in anticipation of an immediate 3-point attempt.

B. C moves to free-throw line extended.

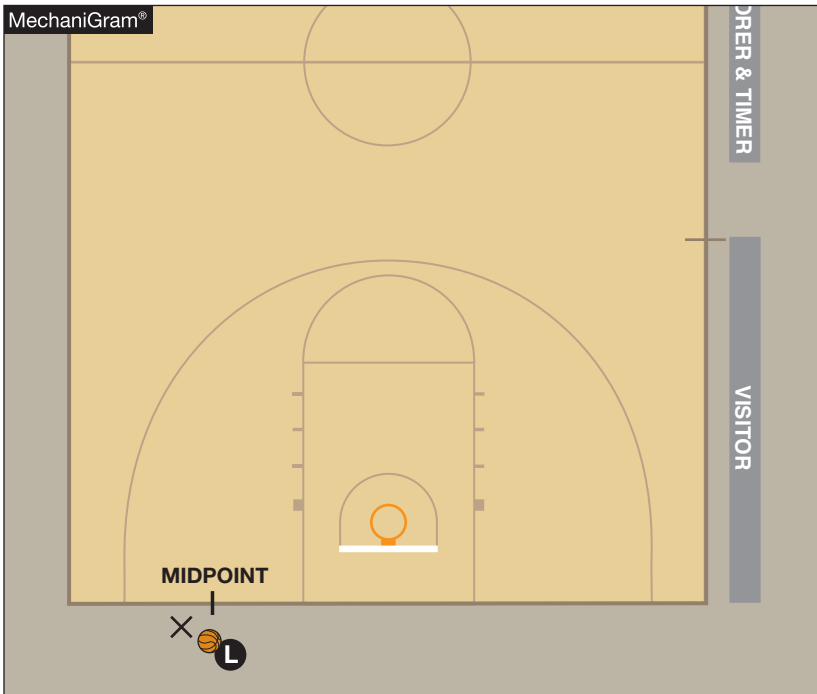
C. T boxes in the play.

Article 9. Ball Inbounded In Frontcourt On Endline When Lead Administers Throw-In

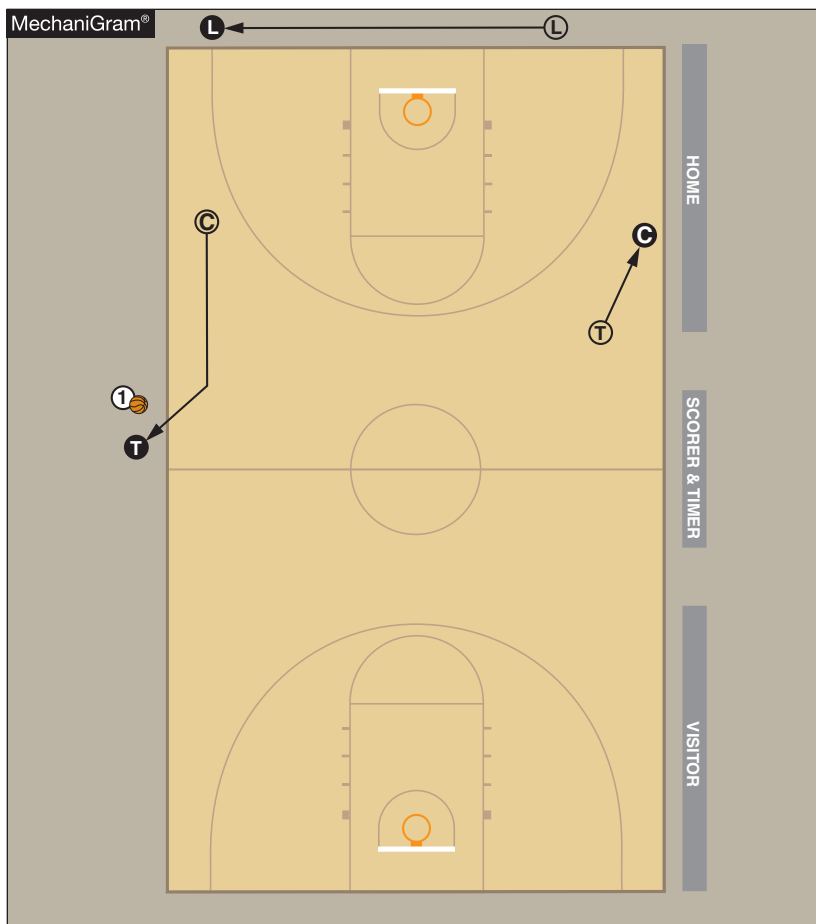
The mechanic for the lead official on spot throw-ins along the endline in the frontcourt requires the lead to administer the throw-in at the midpoint between the lane and end of the three-point line as the “point of demarcation.”

If the ball is outside the midpoint, the lead stands on the inside, taking a step or two back to administer the throw-in. If the ball is inside the midpoint, the lead stands on the outside to administer the throw-in.

In the last few seconds of any shot clock or game clock period, the L has the option to take a position on the inside of the thrower-in, in anticipation of an immediate play at the basket, or on the outside of the thrower-in, in anticipation of an immediate 3-point attempt.



Article 10. Ball in Frontcourt Goes Out Of Bounds in Frontcourt, Opposite Side and Ball Remains in Frontcourt

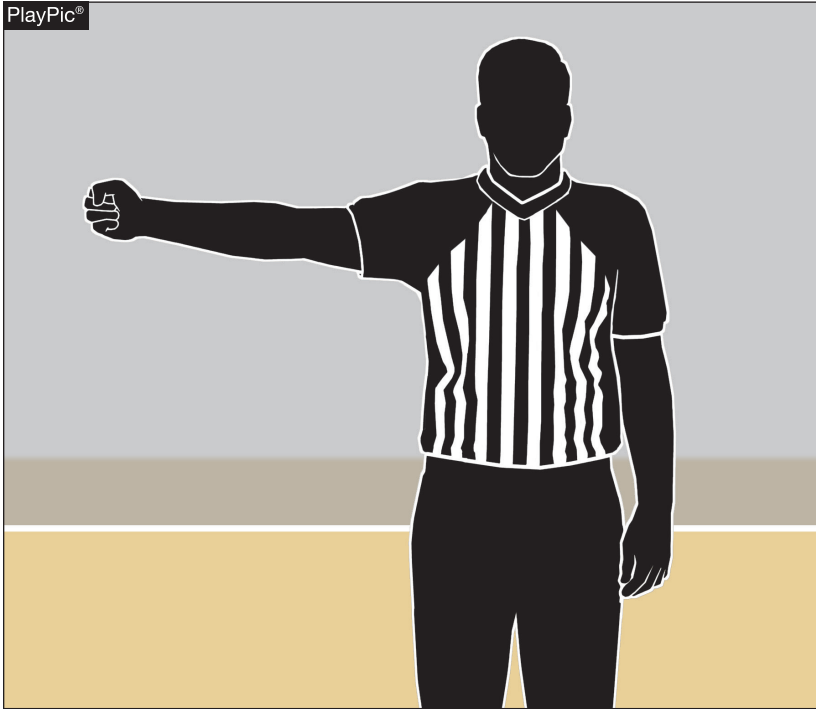


- A. C calls out-of-bounds violation on C's line.
- B. C moves to inbound ball and becomes T.
- C. T moves to C, adjust to cover transition.
- D. L boxes in the play, moving to T's side of the court, opposite side.

Article 11. Out of Bounds — Own Volition Signal

A. Per rule 9-3.1 a player who steps out of bounds on his own volition and then becomes the first player to touch the ball after returning to the playing court has committed a violation.

B. Most often the lead will witness the action. The official should use the “delayed-dead ball: whistle withheld” signal. That will indicate that if the player is the first to touch the ball after going out of bounds, a violation will be called.

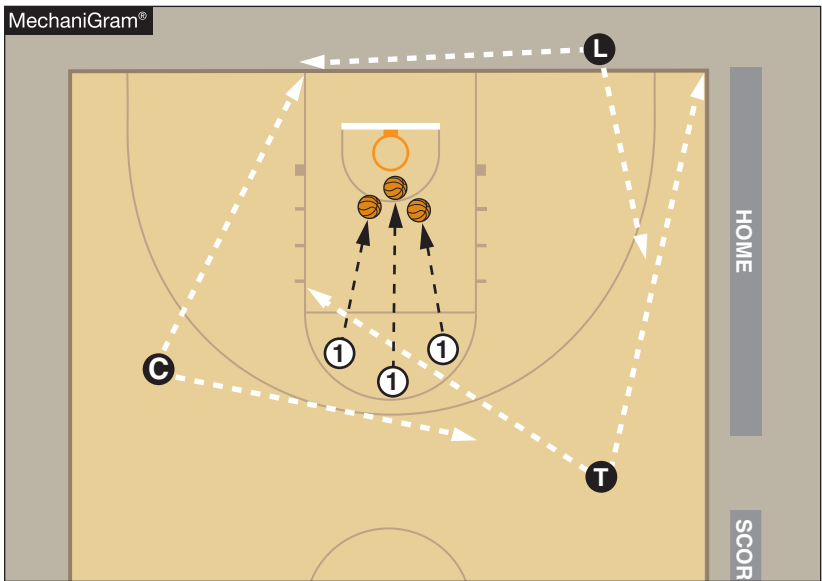


Section 9

Shot and Rebound Coverage

Article 1. C's Responsibility

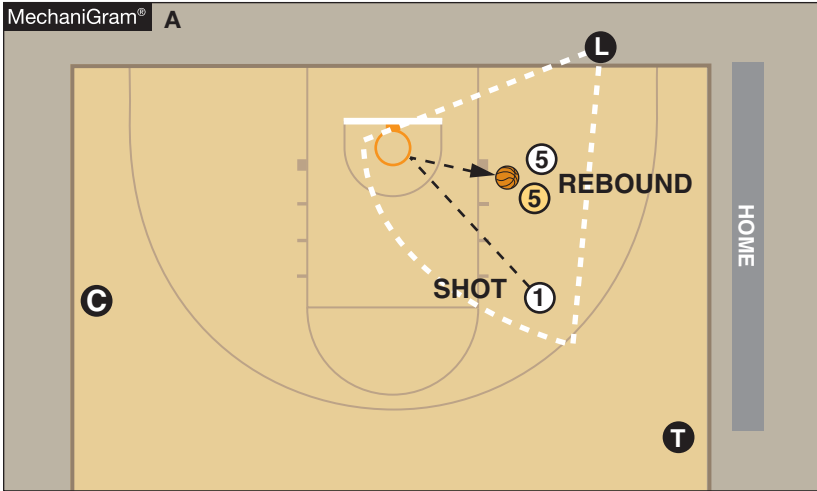
Court Coverage:



C: All shots in foul line half circle are C's primary responsibility.

T: Should help C with shots from the foul line half circle on T's side. Check sight lines on diagram.

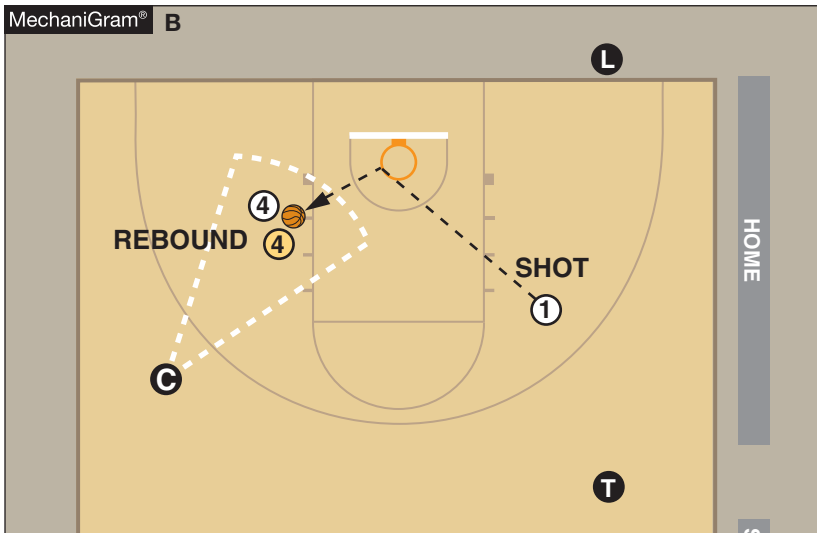
Article 2. Rebound Coverage on Shots From Strongside



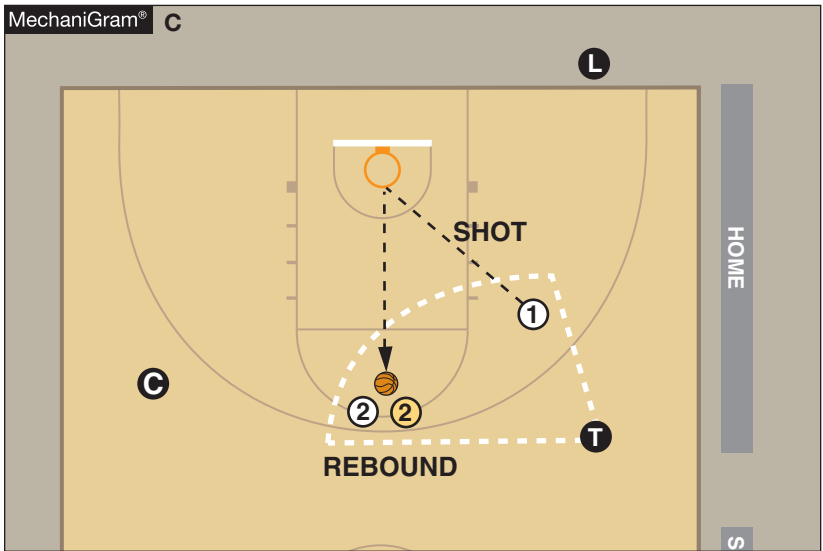
When shots are taken from strongside, the following responsibilities are in order:

L: Shooter and strong-side rebound (MechaniGram A).

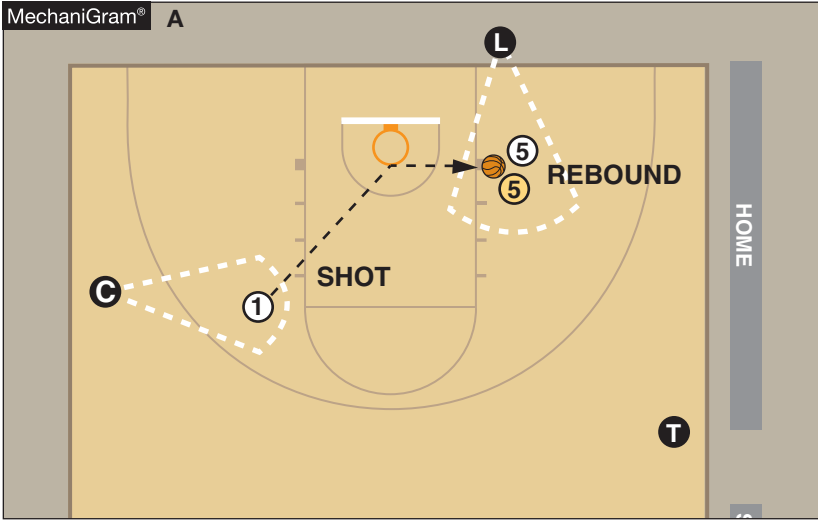
C: First, has basket interference and goaltending followed by the weak-side rebound (MechaniGram B).



T: Basket interference and goaltending and then the perimeter rebound (MechaniGram C).

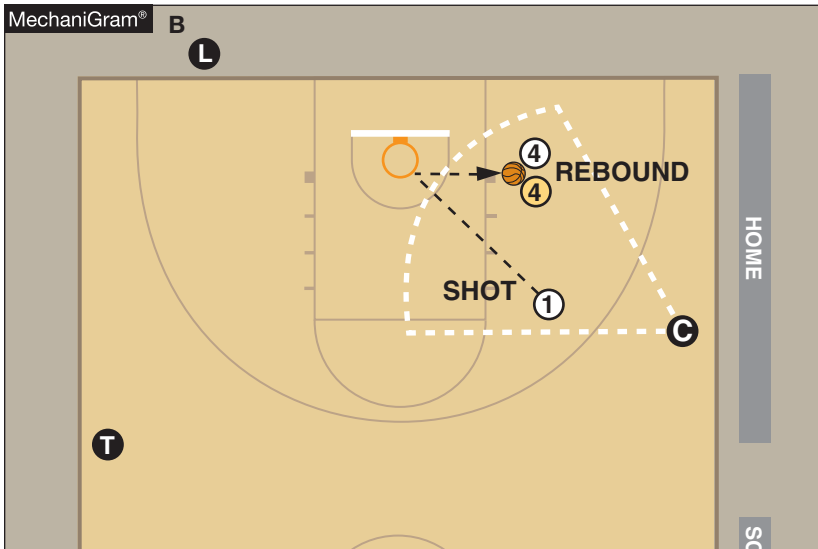


Article 3. Rebound Coverage on Shots From Weakside

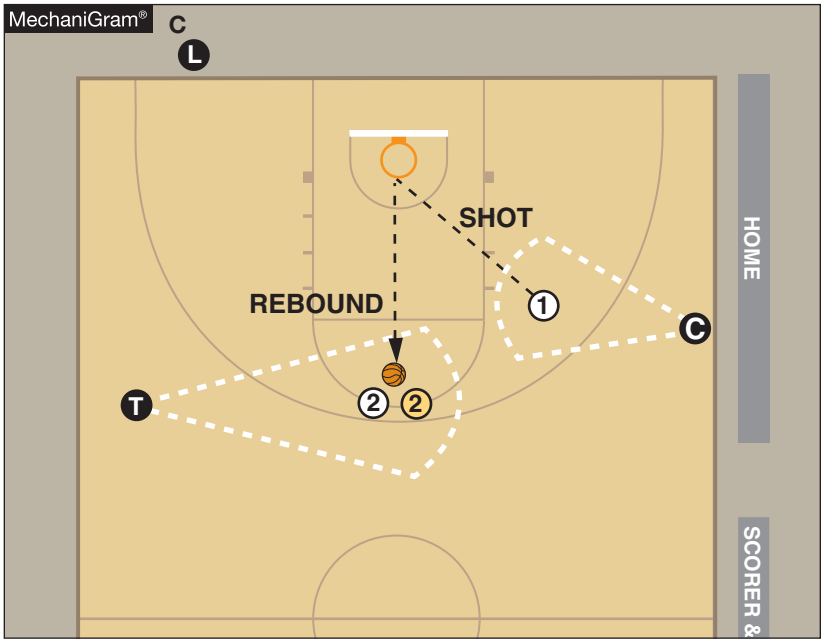


When shots are taken from weakside, the following responsibilities are in order:

- L: Strong-side rebound (MechaniGram A).
- C: Shooter followed by weakside rebound (MechaniGram B).



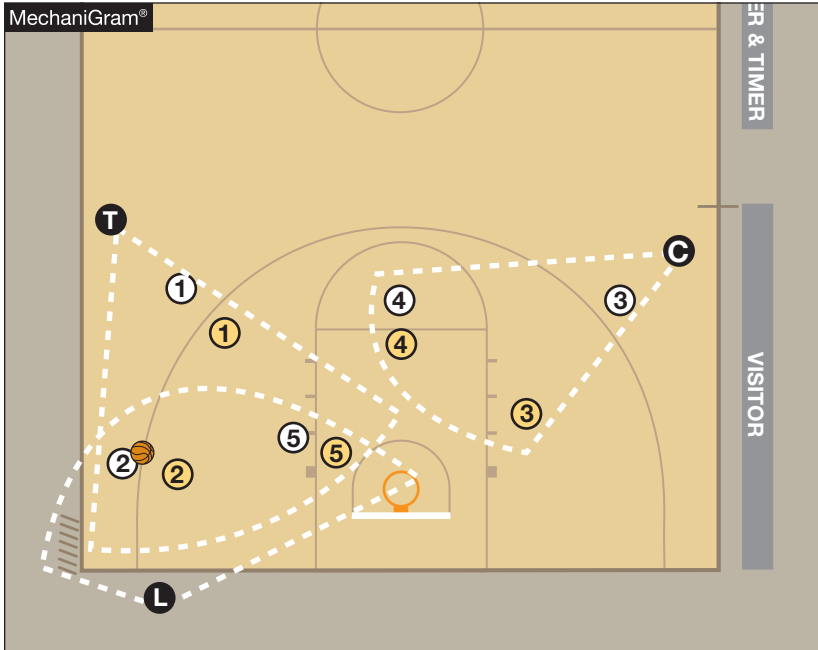
T: First, have basket interference and goaltending and then perimeter rebound (MechaniGram C).



Article 4. Shots Taken In Corners

The lead official widens and opens to assist trail on shots that are taken in the corners of the frontcourt. The lead should make sure the shot attempt has been released before returning his focus to observe the post players. The trail official will observe the shooter until he returns to the floor.

NOTE: On shots taken in the corner, the lead official will have secondary out-of-bounds coverage (near end line only) on plays the trail is unable to observe (noted by hashmarks in MechaniGram).



Section 10

Coverage on Fast Break

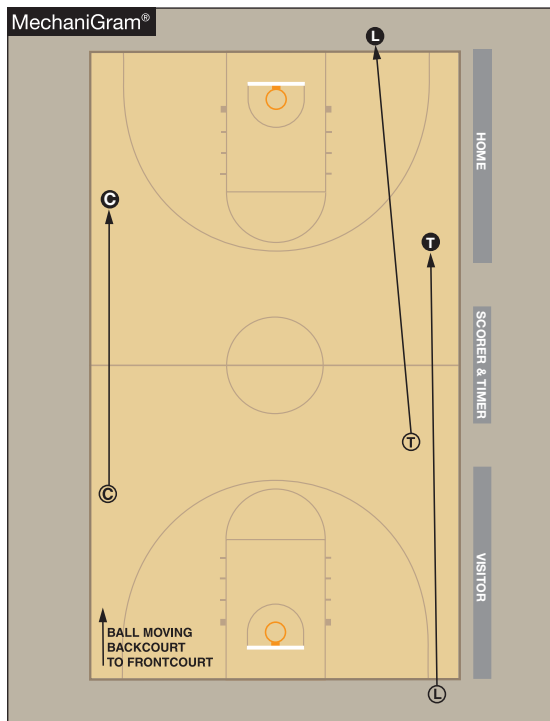
Article 1. Transition Coverage

A. Coverage:

T (old) to L (new): Sprint to L (new) to cover endl ine while looking over your inside shoulder and work play coming toward you.

C to C: Move with speed of the ball and movement of players. In transition, responsible for fouls and violations between the top of the circle in the backcourt, to the top of the circle in the frontcourt. On passes during fast break, normally stay with passer, L (new) will take ball. If ball goes to the basket on your side, you have coverage responsibility.

L (old) to T (new): After determining sideline responsibility, move to cover back side of fast break. Move rapidly into the new frontcourt. If players remain in backcourt, delay your coverage to the frontcourt until the players clear.



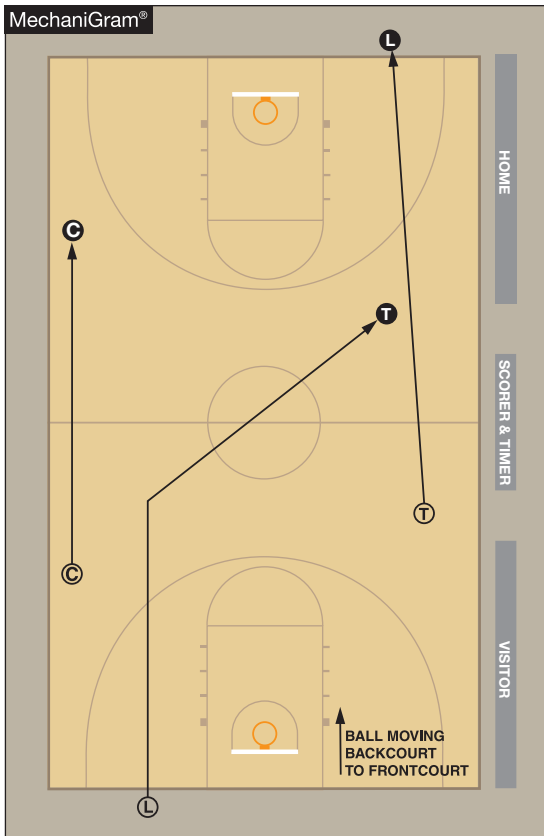
Article 2. Adjusted Coverage, L on C's Side

A. Coverage:

T (old) to L (new): Sprint to L (new) to cover endline and work play coming toward you.

C to C: Move with speed of the ball and movement of players. In transition responsible for fouls and violations between the top of the circle in the backcourt, to the top of the circle in the frontcourt. On passes during fast break, normally stay with passer, L (new) will take ball. If ball goes to the basket on your side, you have coverage responsibility.

L (old) to T (new): After determining sideline responsibility, move to cover back side of fastbreak. Must read the coverage in front of you and move into the T (new) position, which is on L's (new) side of the court and is the strongside. Note: All 3 officials should be aware of their new positions and coverage in transition.



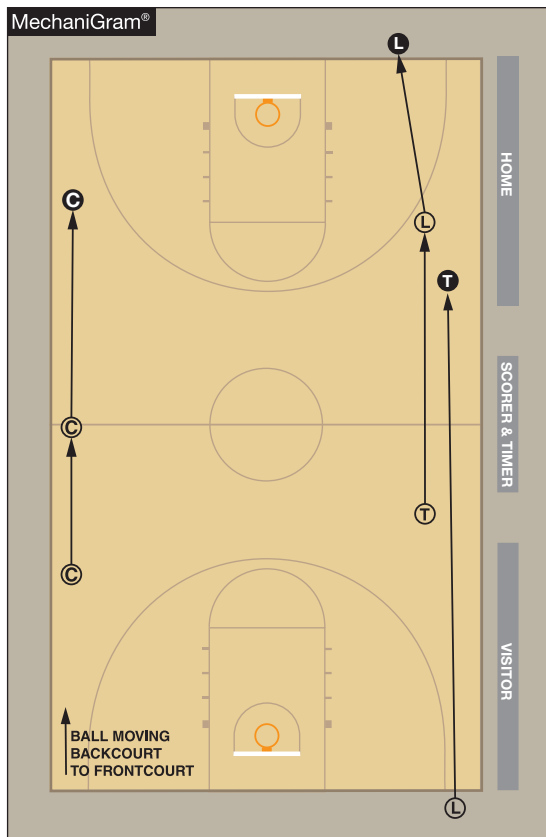
Article 3. Non-Fast Break Coverage

A. Coverage:

T (old) to L (new): Move to L (new) to cover endline while looking over your inside shoulder and work play coming toward you. The new L should pause at the free-throw line extended to check player locations (when applicable).

C to C: Move with speed of the ball and movement of players. In transition, responsible for fouls and violations between the top of the circle in the backcourt, to the top of the circle in the frontcourt. On passes during fast break, normally stay with the passer, L (new) will take ball. If ball goes to the basket on your side, you have coverage responsibility. The new C should pause at half court to check player locations (when applicable).

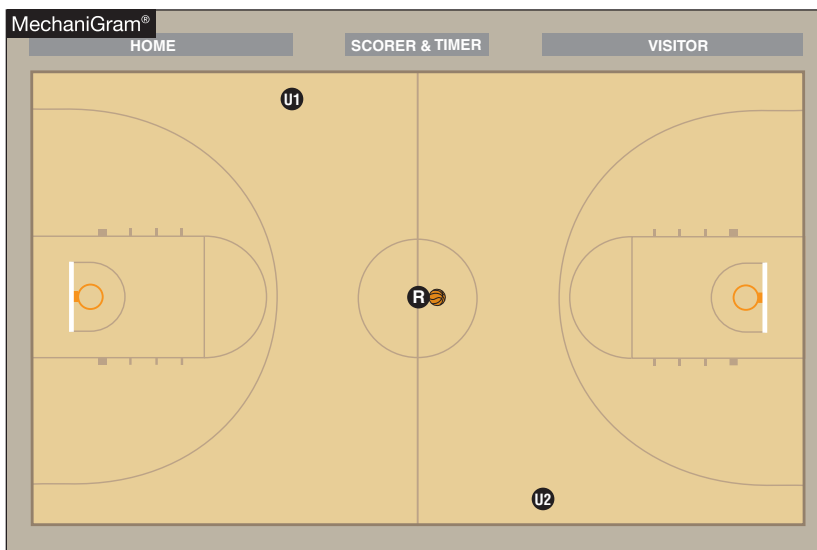
L (old) to T (new): After determining sideline responsibility, move to cover back side of the play. Move rapidly into the new frontcourt. If players remain in the backcourt, delay your coverage to the frontcourt until the players clear. The new T should cover the play as required and yet maintain proximity to the sideline.



Section 11

Positions For Jump Balls

Article 1: Positions



A. The R (or designated tosser) will face the table and toss the ball to start the game and any extra period(s).

B. U1 and U2 position themselves on the sideline even with the line of the coaches boxes which are nearer the division line.

C. U1:

1. Takes a position on the table side of the court 28 feet from the endl ine to R's left.

2. Is responsible for calling back a poor toss.

3. Gives start the clock signal when the ball is legally tapped.

D. U2:

1. Takes a position on the opposite side of the court from U1, 28' from the endl ine to R's right.

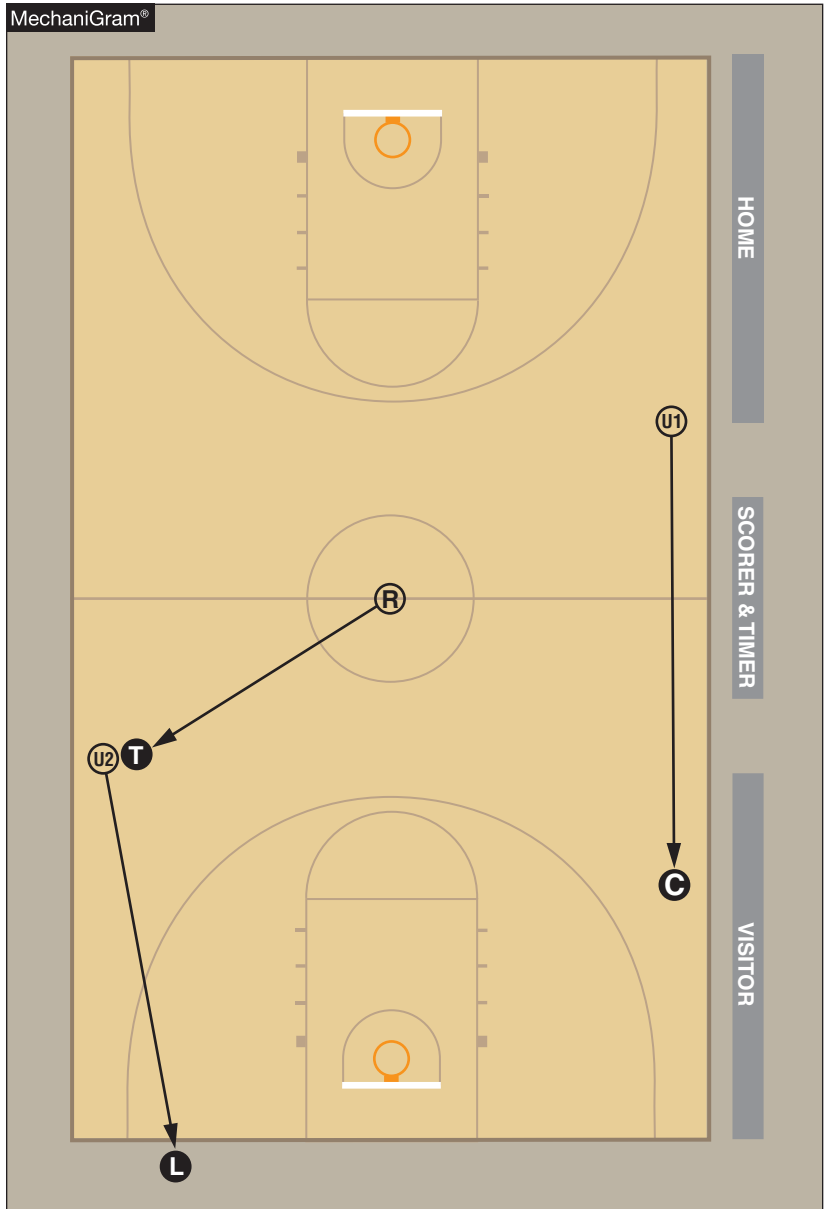
2. Is responsible for the eight non-jumpers.

E. All officials will be aware of the correct position of the alternating possession arrow.

Note: For the alternating process, the official with throw-in responsibility shall administer the throw-in.

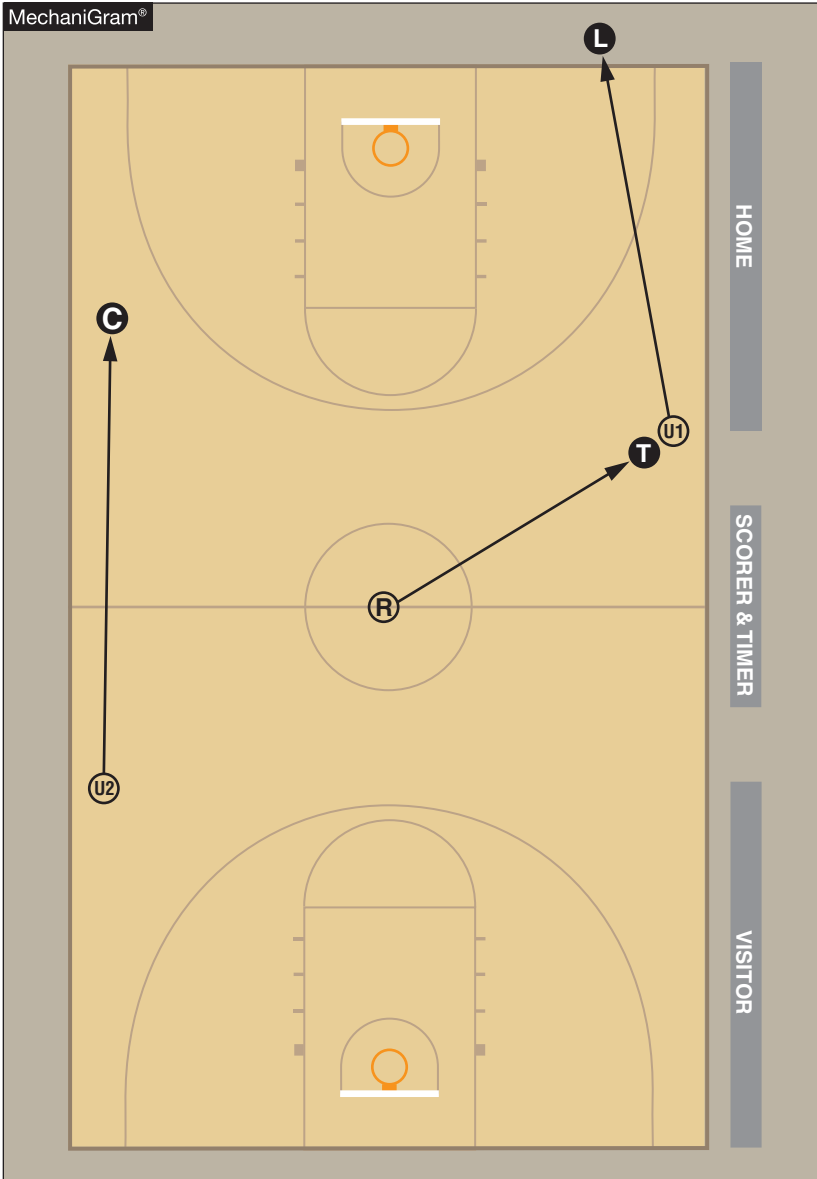
Article 2. When Ball Goes Right:

U2 will move to the right and become the L. U1 will move to the left and becomes C. R will hold until players clear and then moves to T. L must be prepared to rule on quick three-point try. R will assume sideline responsibility that U2 had during the jump ball.



Article 3. When Ball Goes Left:

U1 will move right and becomes the L. U2 will move left and becomes C. R will hold momentarily and then will move to the T enabling coverage of the sideline opposite U2. Umpires must be alert to move in either direction should a quick turnover occur, before tossing official becomes free to move. R will assume sideline responsibility that U1 had during the jump ball.



Section 12

Violations

Article 1:

When an official calls a violation:

A. Simultaneously give a single sharp blast of the whistle, stop the clock using straight arm and open hand, then drop whistle from the mouth. More than one blast should be used in unusual situations.

B. Move toward the area of violation, stop, then signal the nature of the violation. Simultaneously call out the color of the team entitled to the ball and point in the direction of their goal. Never turn your back when indicating the direction.

C. Indicate the throw-in spot and inform the player that he/she may not leave the spot.

D. Make eye contact with your partners prior to placing the ball at the player's disposal for the throw-in or placing it on the floor if the team is not at the spot in time.

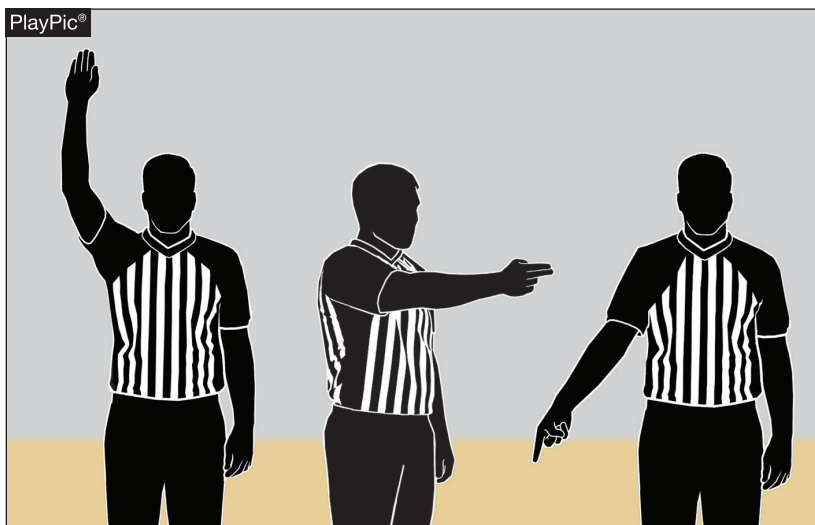
E. After boxing in players, hand, bounce or put the ball at the disposal of thrower and begin the visible five second count.



Section 13

Out-Of-Bounds Calls

Three distinct and separate movements may be made for an out-of-bounds call:



Stop the clock, point the direction, then indicate the throw-in spot.

Article 1. Responsibility

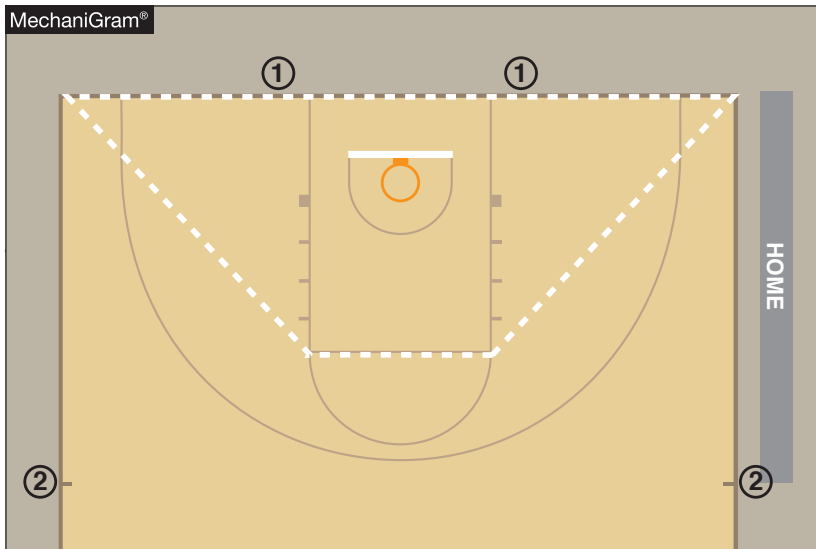
- A. Primary responsibility for all out-of-bounds calls is with the official whose sideline or endl ine the ball has crossed. When the ball goes out of bounds and the responsible official needs help, look in the direction of the official sharing that area of responsibility.
- B. If the official has definite knowledge, make the call.
- C. If necessary, look to the third official for help before calling a held ball.
- D. If the correct call cannot be determined by any of the three officials, the possession arrow will be used.
- E. In the last two minutes of regulation and the last two minutes of overtime, officials can go to the monitor to determine who caused the ball to go out of bounds on a deflection involving two or more players.
- F. During the entire game, officials may go to the monitor to review a shot-clock violation on a made basket.

Section 14

Throw-ins

Article 1. Throw-ins – Fouls and Violations (except out-of-bounds plays): Frontcourt Only

A. On all defensive fouls and violations (except out-of-bounds plays), and offensive team time-outs in the frontcourt, there will be only two throw-in locations utilized. If the foul or violation occurs within the dotted area (as shown in the MechaniGram), the designated spot will be on the end line three feet outside the nearest free-throw lane line extended (noted by location 1). If the foul or violation occurs outside the dotted area (as shown in the MechaniGram), the designated spot will be on the sideline at the nearest 28-foot line (noted by location 2).

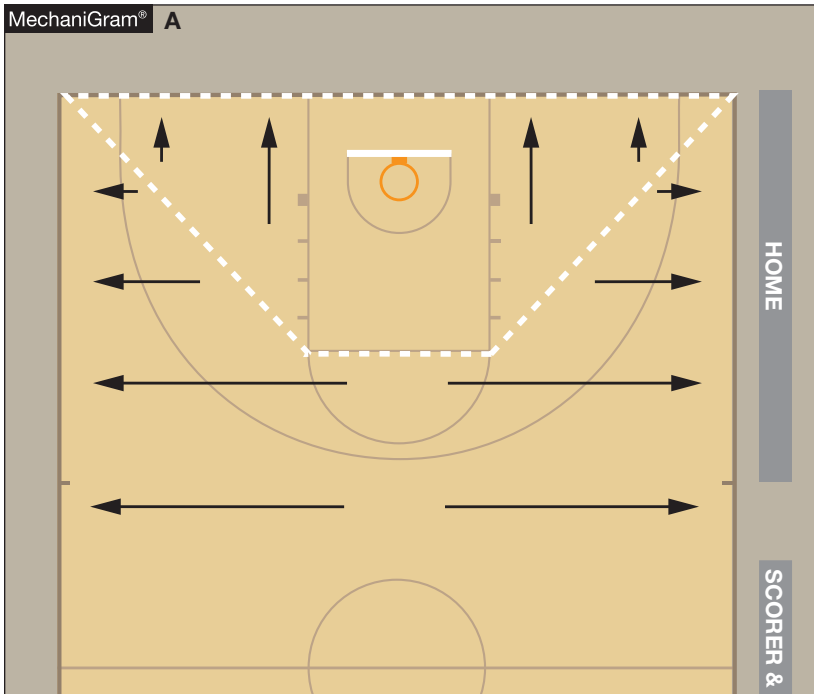


Two designated throw-in spots in the frontcourt only.

Article 2. Throw-ins - Out-of-Bounds Violations: Frontcourt

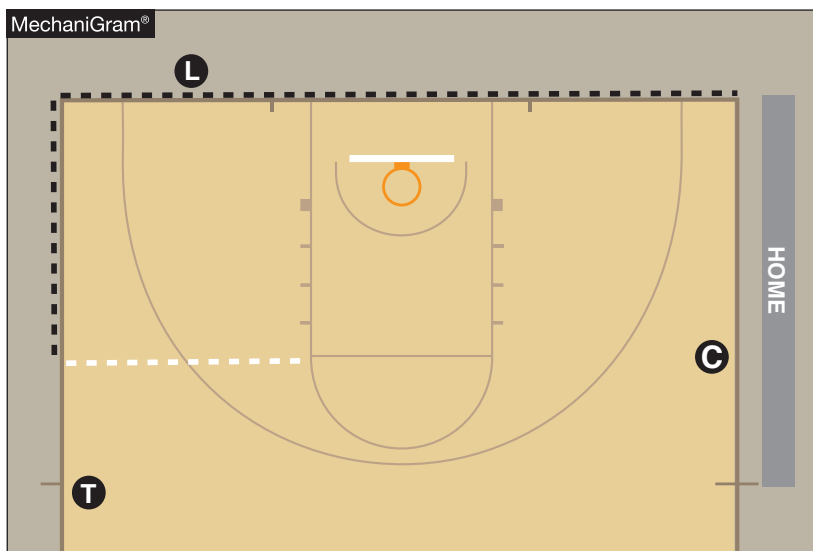
A. On out-of-bounds violations within the dotted area (as shown in the MechaniGram), the designated throw-in spot after the violation will be out of bounds along the end line at the nearest spot to the violation.

B. On out-of-bounds violations outside the dotted area (as shown in the MechaniGram), the designated throw-in spot after the violation will be out of bounds along the sideline at the nearest spot to the violation.



Article 3. Throw-ins – Frontcourt

The L official will administer all throw-ins on the endline or on the sideline below the free-throw line extended of the offensive team's frontcourt as shown in MechaniGram A. On such throw-ins, he:



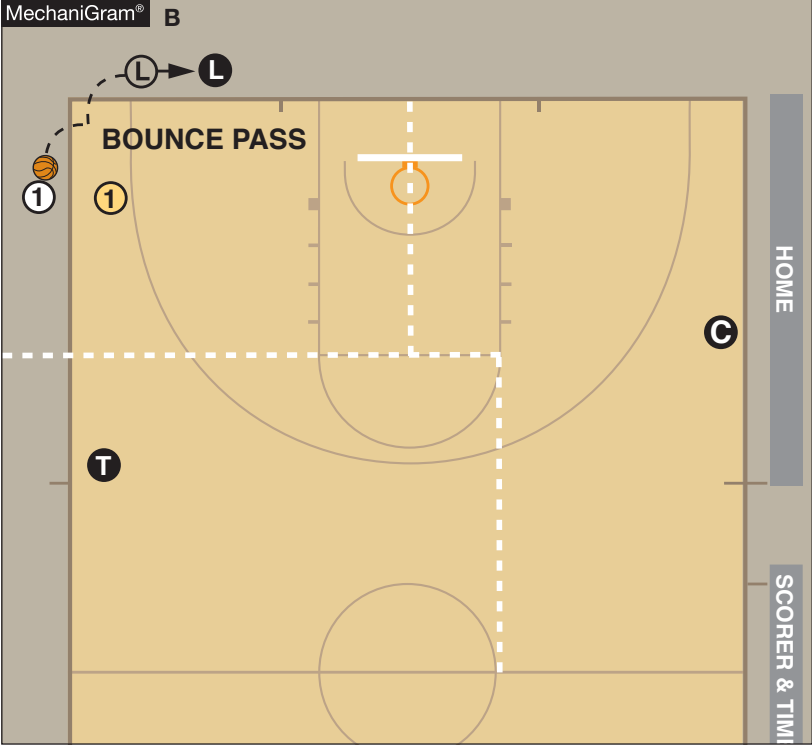
The L administers throw-ins below the free-throw line extended and along the endline.

1. Sounds his whistle prior to bouncing the ball to the thrower along the sideline below the free-throw line extended.
2. Trail is responsible for starting the five-second count and chopping in time on plays that initiate along the sideline below the free-throw line extended.
3. NOTE: After the L bounces the ball to the thrower-in on the sideline, he should return to his focus to his primary-coverage area (MechaniGram B, on next page).

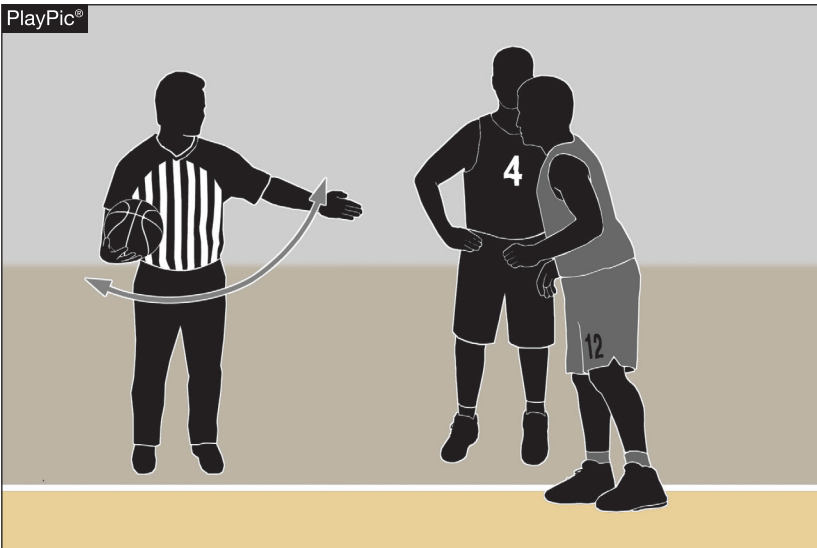
B. Throw-in Responsibility Frontcourt

The T official should mirror the do-not-start-the-clock signal and subsequent chop-in-time signal on plays administered by the L official.





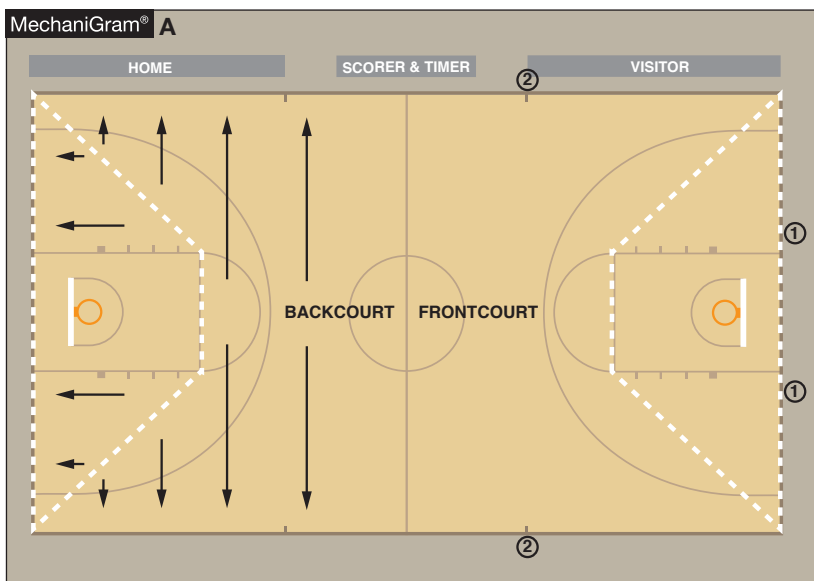
C. Should running of the end line be allowed, give the proper signal to inform the players (as shown in PlayPic).



Article 4. Throw-ins – Backcourt

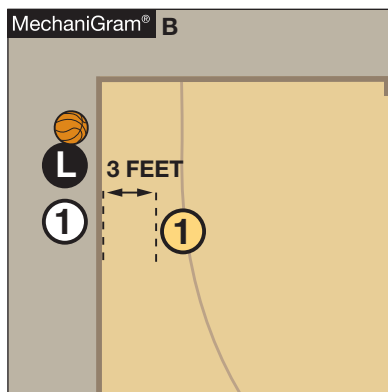
A. If there is a designated throw-in spot after a foul or violation by the defense in the backcourt within the dotted area (as shown in MechaniGram A), the designated throw-in spot will be out of bounds along the end line nearest the spot of the foul or violation.

B. If there is a designated throw-in spot after a foul or violation by the defense in the backcourt outside the dotted area (as shown in MechaniGram A), the designated throw-in spot will be out of bounds along the sideline nearest the spot of the foul or violation.



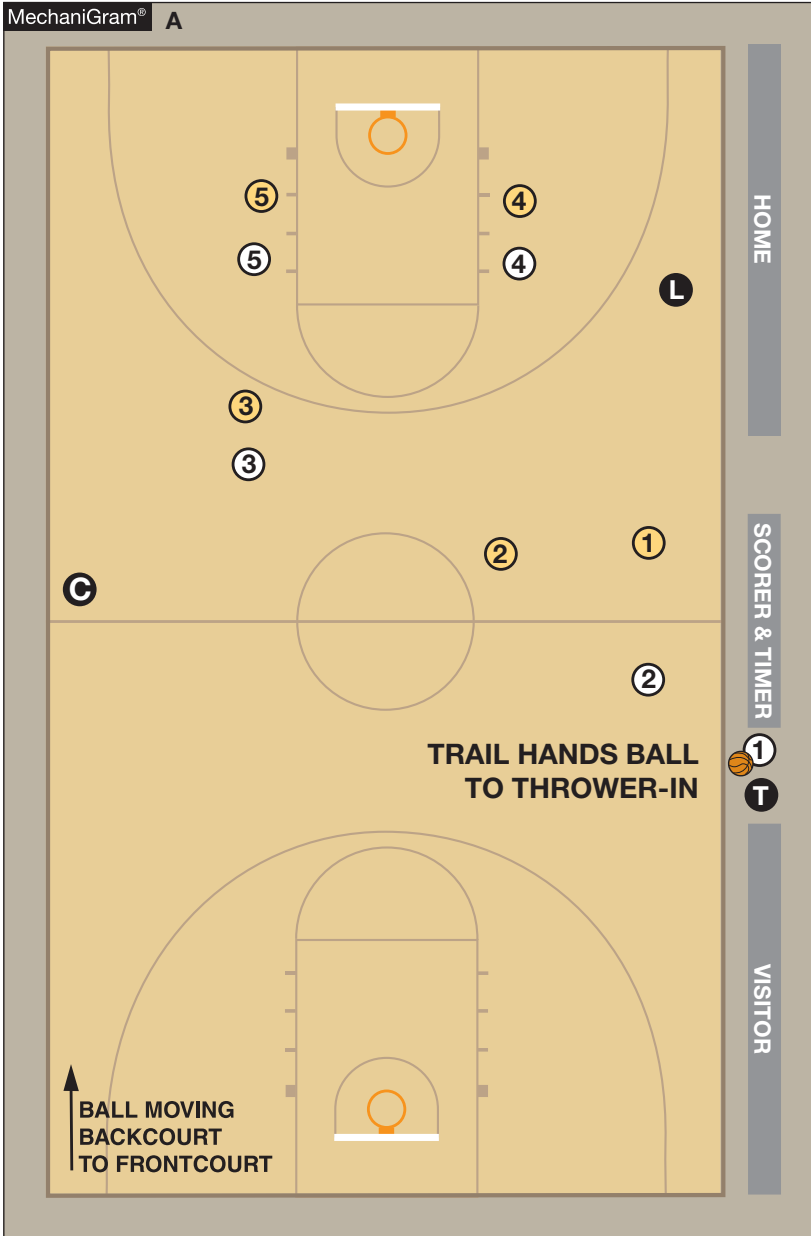
C. When the offensive team commits an offensive foul or violation in the backcourt (other than causing the ball to be out of bounds) or the defense is awarded the ball after a held ball, the throw-in for the defensive team (now becomes the offense) will be at the closest of the four spots using the line of demarcation.

D. The administering official is allowed to move the defender back three feet on tight throw-ins (MechaniGram B) [Rule 7-6.8.e].

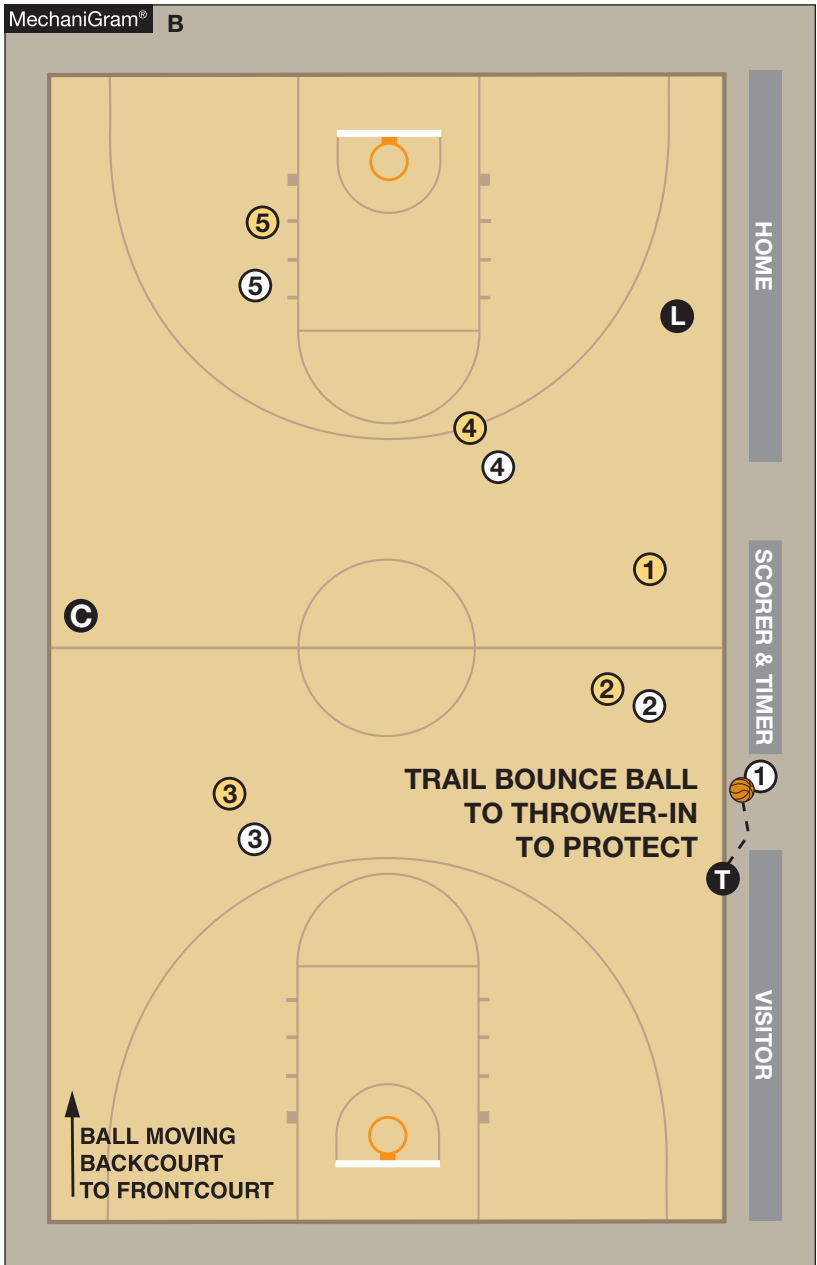


Article 5. Throw-ins by Trail on Sidelines

A. When the trail official inbounds the ball on the sideline and there is no pressure by the defense, the trail official shall hand the ball to the thrower-in. (MechaniGram A)



B. When the trail official inbound the ball on the sideline and there is pressure by the defense, the trail official may bounce the ball to the thrower-in to provide protection on the play. (MechaniGram B)

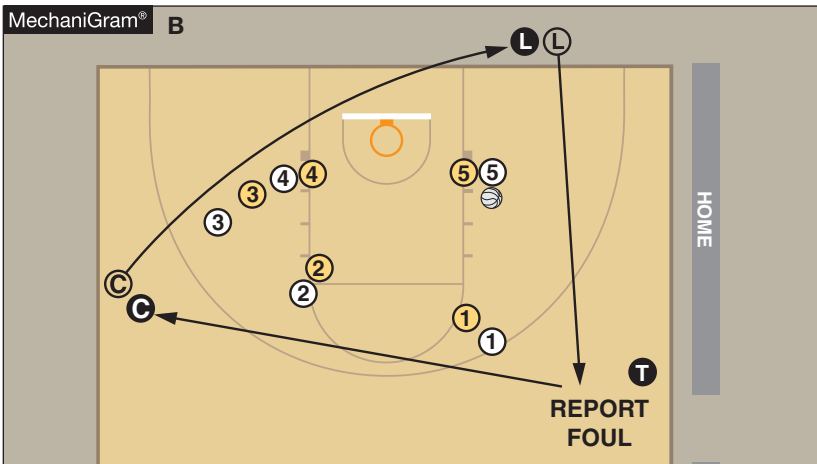
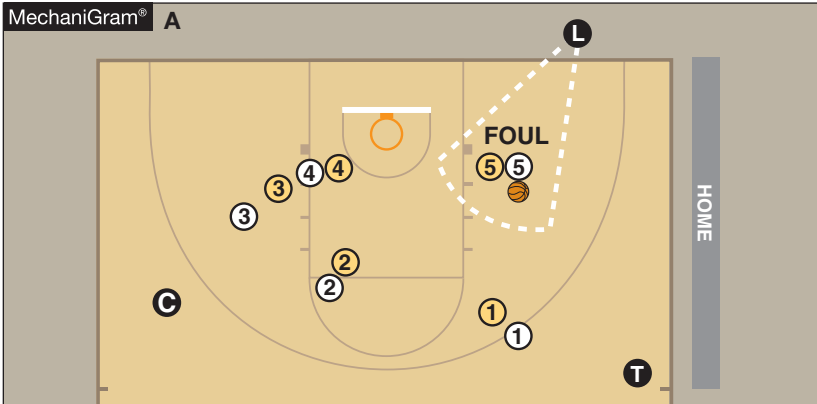


Section 15

Procedure When Calling Fouls

Article 1. Guidelines

- A. The official who calls the foul will move opposite the table, but he has the option to stay table-side to answer a coach's question or to head off a potential unsportsmanlike situation.
- B. The other two officials will move to the next location and will adjust to the appropriate position based upon the calling official.
- C. On shooting fouls, the two non-calling officials must adjust to the next two nearer positions on the court.



Article 2. The Calling Official

A. Informs the timer, scorer and player by:

1. Sounding the whistle (one blast only) and raising one hand, fist clenched, straight and high above the head and moving toward the fouler (PlayPic A).

2. Stop and extend the other hand, palm down, toward the fouling player's hips (PlayPic B). This signal also known as the "bird dog" is not necessary unless needed for clarification. Note: Do not point toward the fouler on player-control foul, block/charge foul, flagrant 1 or 2 foul or double-foul calls.



Stop Clock: Foul



"Bird Dog" Optional



Player-Control Foul



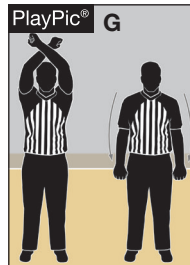
Directional Signal



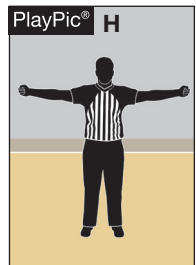
Defensive Foul
"Staying Here"



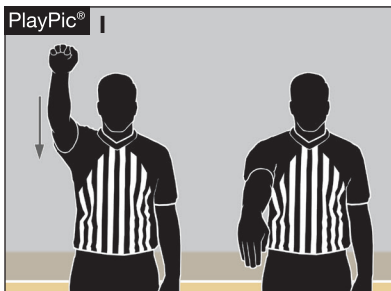
Flagrant 1 or 2 Foul



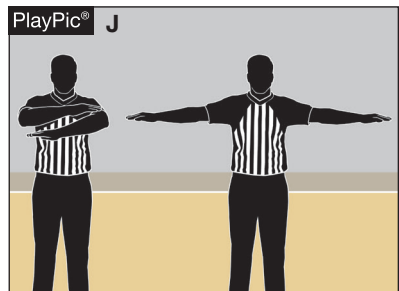
Excessive-Contact
Foul (Flagrant 1 or 2)



Double Foul



Score the Goal



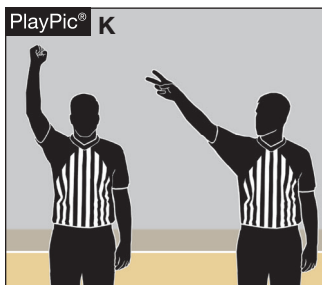
No Score



- a. If a player-control foul, stop and give the player-control foul signal, hold momentarily (PlayPic C) and a point in the direction of the defensive team's basket using the "directional signal" (PlayPic D, previous page).
- b. If the foul is a defensive foul in the offensive frontcourt (e.g. rebounding foul) after stopping the clock use the "staying here" signal (PlayPic E, previous page).
- c. If a flagrant 1 foul, signal, hold momentarily (PlayPic F previous page).
- d. If a flagrant 2 foul, signal, hold momentarily (PlayPic G, previous page).
- e. If a double foul, signal, hold momentarily (PlayPic H, previous page).

3. If the ball goes through the basket, stop and signal to count the basket (PlayPic I), as soon as the ball has gone through the basket.

4. If the ball does not go through the basket, stop and signal no score (PlayPic J, previous page). In addition, if the play is near the rim involving a shooting foul indicate the number of shots (PlayPic K). **Do not point to the basket to indicate a shooting foul.**



5. Continuing to hold the stop-clock-for-foul signal, moving several steps toward the fouling player and stopping.

6. Verbally stating jersey color and player's number.

7. Lowering the stop clock for foul signal, giving appropriate foul signal. Giving the appropriate foul signal to the player at the spot of the foul is not necessary unless needed for clarification. Note: If a player-control foul, flagrant 1 foul, double foul, flagrant 2 foul, give only that signal.

B. Before reporting the foul to the scorer, it is the responsibility of the calling official to inform the player who is to attempt the free throw(s) and to tell a partner the shooter's number. If two free throws are to be attempted, visually and verbally notify your partners.

C. To report, when possible, come out on the tableside, clear the three-point line (arc), before stopping to report.

1. After stopping, make eye contact with the scorer.

2. If coming from the opposite side, come approximately to the top of the circle outside the three-point line before stopping to report.

D. Inform scorer by:

1. If the ball went through the basket during play, signal a two- or three-point field goal, or no score.

2. Slowly stating the color of the jersey and the player's number who fouled. With a two-hand signal, indicating the number of the player who fouled and the nature of the foul. If no free throws are awarded, indicate the throw-in spot and direction.

3. If free throw(s) are to be attempted, indicate the number of throws awarded by using only one hand. Exception: In a one-and-one situation, use both hands.

E. Observe the activity around each team's bench and penalize when necessary.

F. Reporting official will complete all communication with table before admitting a substitute or acknowledging a request for timeout.

G. Note: Remain stopped until report is completed.

H. Personal Foul (Free-Throw Attempts)

1. Frontcourt - The calling official will report the foul plus the number of free throw(s) and move to the center position on the opposite side of the court from the table. The lead official will administer the free throw(s). The center official is responsible for the 10-second visible count on the free thrower.

2. Backcourt - The calling official will report the foul plus the number of free throw(s) and move to the center position on the opposite side of the court from the table. One of the non-calling officials moves to the position vacated by the calling official. The lead official will administer the free throw(s). The center official is responsible for the 10-second visible count on the free thrower.

I. Technical Foul

1. The calling official will go to the opposite side of the table after a technical foul is called on a player, substitute, team follower or bench personnel. One of the non-calling officials moves to the position vacated by the calling official. The official who calls the foul has the option to stay tableside, rather than moving opposite the table, to answer a coach's question or to head off a potential unsportsmanlike situation.



Report the foul to the table with two hands, indicating the number of the fouling player. The official's right hand will indicate the first digit (tens) and the left hand will show the second digit (ones), so it appears in the proper sequence, left to right, for the scorer. PlayPic A indicates "24" to the scorer. On numbers 0-5, a single-hand report should be used.

2. The calling official will go opposite the table after a technical foul is called on a coach or coaches. One of the non-calling officials moves to the position vacated by the calling official.

Exceptions: Foul in frontcourt and ball goes from new backcourt to new frontcourt: Lead, center or trail calling the foul: No free throws.

1. Lead official reports the foul and moves to center position.
2. Center official reports the foul and returns to original position.
3. Trail official reports foul and returns to original position.

Article 3. Non-Calling Officials

A. Non-calling official shall communicate disqualification(s) to the head coach first, and then to the player(s) and administer substitutions.

B. If the T isn't the calling official, move slowly toward new position and observe players.

C. If C and/or L is not the calling official, freeze eyes to observe players until the reporting official turns to observe the players.

D. Ignore the ball while foul is being reported.

E. Anticipate anything unusual relative to the next play such as but not limited to false double or double fouls, one or two shots, switching.

F. After the foul is reported and the reporting official is returning to position while keeping the players in view, secure the ball and move to the proper position for the ensuing play.

G. Do not go through the players.

H. If free throw(s) is to be taken, ensure the proper free thrower is on the line.

I. If the ball goes in the basket and the calling official has not counted the basket, it is the responsibility of a non-calling official to communicate to the calling official. This verbal communication needs to be given before the official reports the foul to the table. The verbal statement is as follows, "*The ball went in.*" It is now the responsibility of the calling official to count the basket or if they have knowledge the foul occurred before the shot to disallow the basket. This should be done immediately.

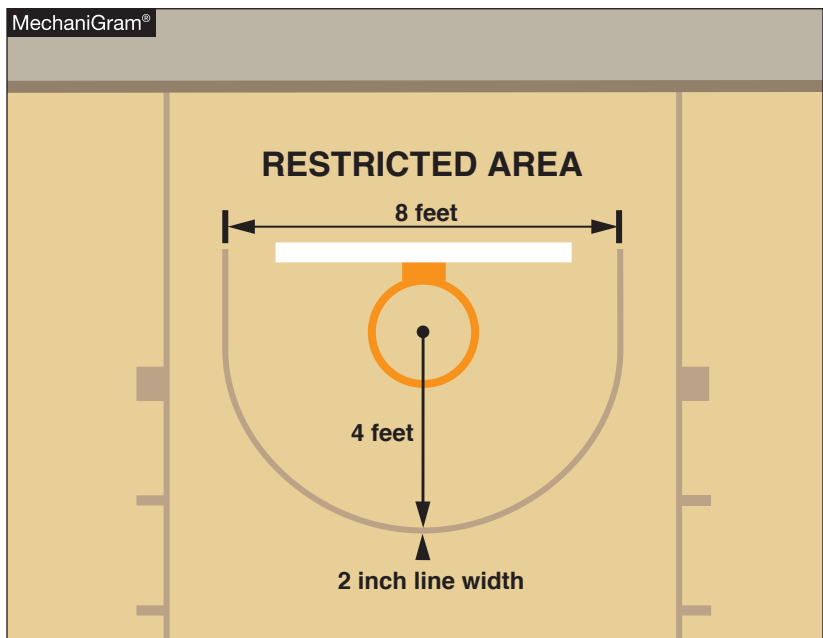
Note: Continue to observe all players.



Section 16

Restricted Area/Secondary Defender Plays

A. Rule. The floor marking of the four-foot restricted-area arc is required for D- I, D-II and D-III institutions. A secondary defender cannot establish initial legal guarding position in the restricted area 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 the restricted area, such contact shall be called a blocking foul, unless the contact is a flagrant foul (Rule 1-8, 4-17.7, 4-31).



Exception 1: When the offensive player leads with a foot or unnatural knee or wards off with the arm OR when a player in control of the ball stops continuous movement toward the basket then initiates illegal contact with a secondary defender in the restricted area, this is a player-control foul.

Exception 2: If a secondary defender is positioned in the restricted area, the verticality Rule(s) (4-36.4, 4-39, 10-1.14.c) shall apply if the defensive player jumps straight up in the air with hands and arms raised within his vertical plane and he attempts to block a shot. The verticality rule shall not apply if the defender remains grounded in the restricted area in which case all restricted-area rules apply.



B. Mechanics. When a player drives to the basket and past the area of dual responsibility, the L now has primary coverage for this play, especially since it involves a secondary defender. The T and C will have secondary responsibility.



Signaling Sequence. When a blocking foul occurs because the secondary defender was located in the restricted area, the official has two signaling sequences that can be utilized.

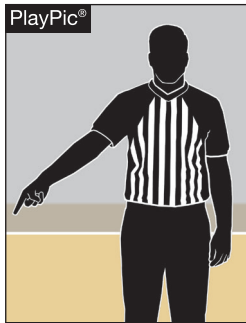
Fist in the air, point to the restricted area, signal block (below PlayPics Option 1) OR Fist in the air, signal block, point to the restricted area (Option 2).

Help Each Other Out. It is encouraged and recommended that the T and C provide help (if necessary) on such calls. If the non-calling officials can provide definitive information to the calling official (i.e., defender was legally positioned outside of the restricted area), the L will then determine if the call shall be switched.

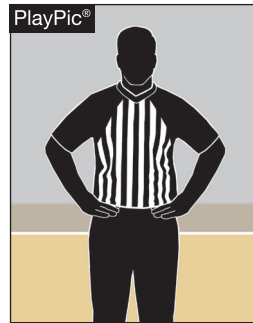
Option 1



Fist in the Air



Point to Court Below Basket

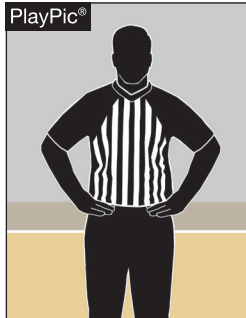


Signal Block

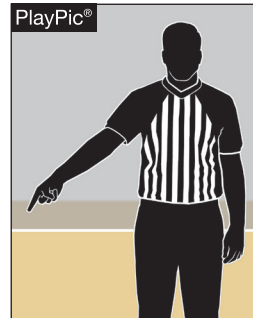
Option 2



Fist in the Air



Signal Block



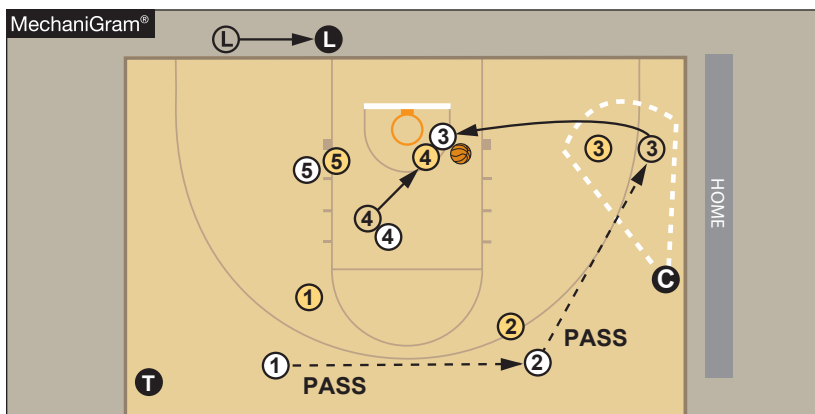
Point to Court Below Basket



If the ruling is switched, the calling official should put air back in the whistle and emphatically signal the change.

If a non-calling official provides information, the calling official has the option to remain with the call that was originally made on the court.

Note: If the foul called on the court is a blocking foul regardless of where the player was positioned, the calling official should not point to the restricted area when signaling the foul. That will alert the partners that a blocking foul is being called without reference to the restricted area.



Swing Pass-Quick Drive. It is entirely possible that a quick swing pass and instantaneous drive to the basket from the C's side of the floor will necessitate a call by the C official if the L hasn't had the opportunity to pick up that action. It is imperative that officials recognize that a double whistle is potentially possible in that situation. Give the "stop the clock" signal, but if at all possible, DO NOT give an immediate preliminary signal.

In addition, if the block/charge play does not involve a secondary defender, do not point to the restricted area when making a blocking call since it does not apply.

Reminder: If the block/charge play involves a secondary defender, the L is primary on the play. T and C are secondary when the action involves a secondary defender. The L has the best chance to watch the secondary defender's positioning.

C. Secondary Defender. Refer to rule 4-36 in the NCAA rulebook for a legal definition of a secondary defender.

D. Restricted Area Monitor Review (Last two minutes of second half and last two minutes of any extra period.) This rule grants officials the ability to utilize instant replay in the last two minutes of the second half (or last two minutes of any extra period) to review block/charge foul calls in or around the restricted area only when the decision was based on whether the defensive player was in or outside the restricted area (RA).



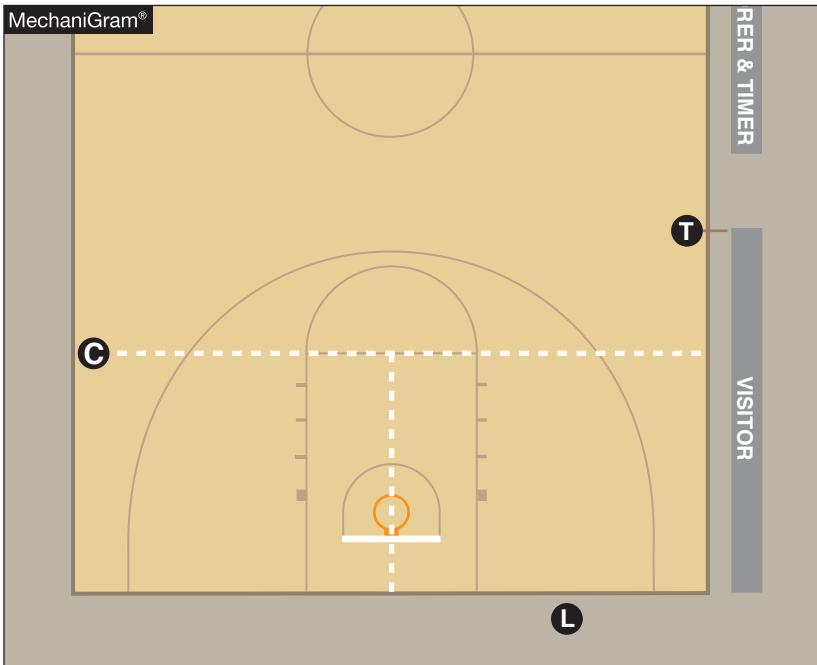
Section 17

Screening

Article 1. Screening

Over the past several years, there has been an increase in the number of high-ball screen above the arc. In most cases, screening action requires two officials to officiate the play due to the multiple players being involved (screener, ball handler, defenders).

The goal is to provide standardize guidelines to officiate screening action, specifically in these two areas of concern (high-ball screens above the arc and screens at the elbow).



Article 2. High-Ball Screens Above Three-Point Arch

There are dual responsibilities as it relates to coverage for the trail, center and lead officials on high-ball screens.

A. Trail official:

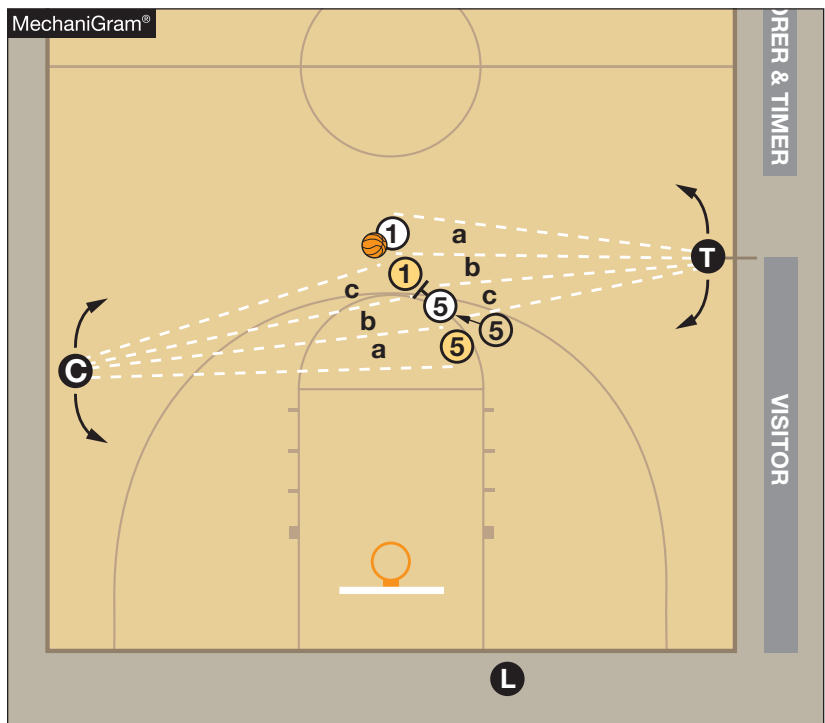
1. Responsible for the primary defender on the ball.
2. Secondary responsibility on the legality of the screener.
3. Be in position to see all four players, to see on the ball and the legality of the screen.
4. Be willing to move out on the floor to obtain a better angle.

B. Center official:

1. Responsible for the screener and the screener's defender first.
2. Secondary responsibility on the ball.
3. Look for holding, pushing by the defender on the screener and then assess the legality of the screener.
4. Make a position adjustment, if necessary, to assess the legality of the screener, and move out on the floor to obtain a better angle if necessary.

C. Lead official

1. Responsible for the post action.
2. Secondary responsibility for the defender off the ball.



Article 3. Screens at the Elbow

There are dual responsibilities as it relates to coverage for the trail, center and lead officials on high-ball screens.

A. Lead official:

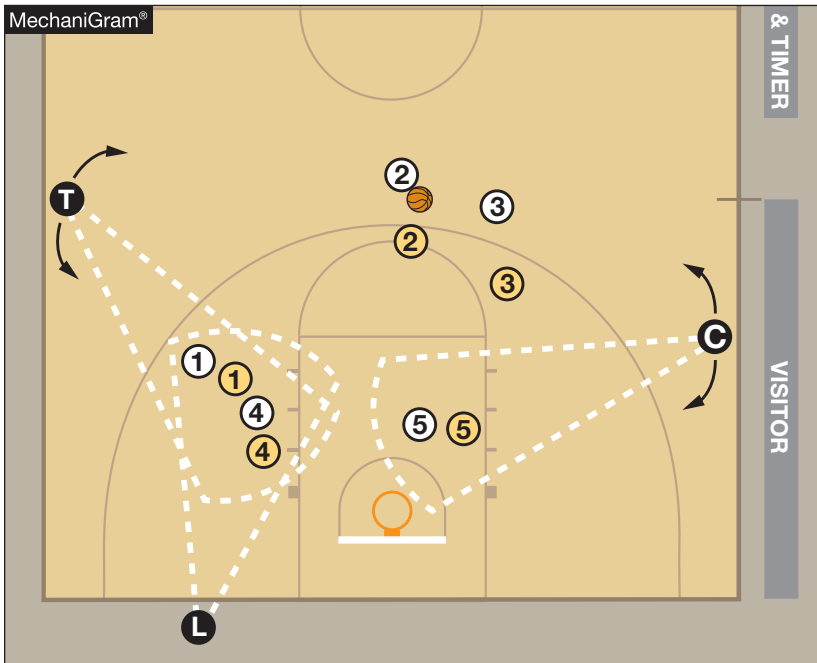
1. Be ballside.
2. Responsible for the screener and the screener's defender.
3. Look for holding and pushing by the defender on the screener and then assess the legality of the screener.
4. It is not recommended that the lead official officiate plays higher than the free-throw line extended.

B. Trail official:

1. Officiate the primary defender on the ball.
2. Secondary responsibility on the legality of the screener.
3. Be in position to see all four players, to see the ball and the legality of the screen (in most cases; closer to the sideline).

C. Center official:

1. Officiate the action in the post.
2. If no post action, assist on the screening action.
3. If screen happens on weakside, then center is responsible for the screening action.
4. If a blind screen comes from the post, the center must pick up the screener to assure his legality.

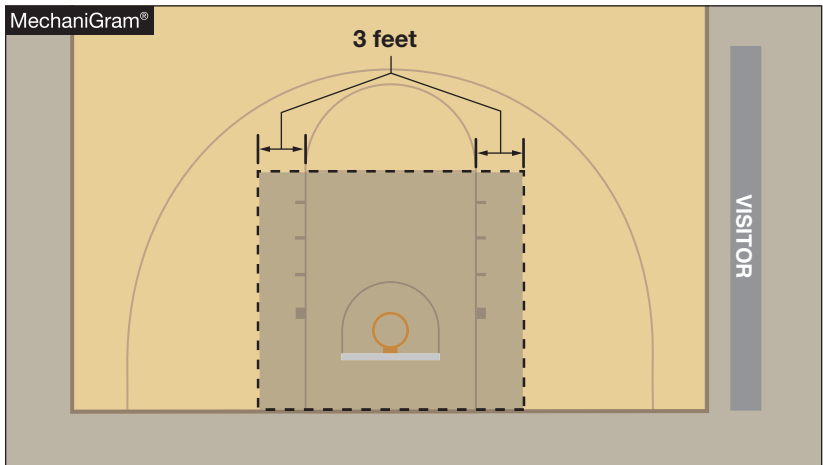


Section 18

Post-Player Area Defined

An update was made to the current rule to specifically define a post player's area (Rule 4-29, 10-1.5).

Note: The men's game does not use a lower-defensive box; however, the three-foot dimensions are the same as the women's game. With games played on a floor that has the women's markings for the lower-defensive box those tick marks can be used as a frame of reference.



Article 1. Post Play

Reducing physical post play has been a point of emphasis for several years and officials are directed to call existing illegal acts when they occur, such as dislodging, *ward-offs*, swim strokes and other acts which are not permissible under the rules.

The goal is to provide standardized guidelines to officiating post play, specifically enforcing ward-offs by the offensive player with or without the ball. Rule 10-1.5(a-e) outlines key principles to post play and constitutes fouls when violated.

Article 2. Frontcourt Coverage

There are specific responsibilities as it relates to coverage for the lead, center and trail officials when officiating post play in the halfcourt.



A. Lead Official

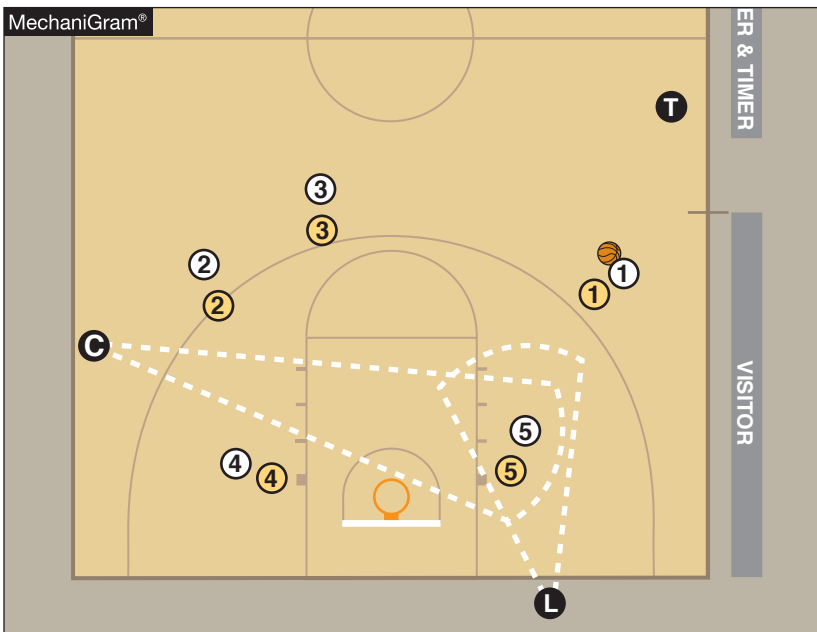
- i. Responsible for primary post play match-ups on the ball side.
- ii. Take initial end line position with proper angle to officiate players.
- iii. Look for illegal acts by offensive and defensive players that include holding, pushing and ward-offs. A straight arm may not be used to ward-off an opponent or prevent him from legally guarding the post player.
- iv. Call the first foul and if illegal acts occur simultaneously between two opponents, call a double foul.

B. Center Official

- i. Responsible for post play on the non-ball side.
- ii. Set up at the free-throw line extended when there is post play in the free-throw lane.
- iii. When there is a match-up in the center's primary area, extend coverage area to get an open look on post action in the lead's primary area and assist on plays that turn away from the lead official, including offensive player ward-offs.
- iv. Move to get a proper angle to officiate plays that turn to the center official (curl plays).

C. Trail Official

- i. Responsible for the primary defender on the ball.
- ii. Set up at the 28-foot line and move down to assist on plays that occur in dual coverage areas with the lead official.
- iii. Be in a position to assist on offensive player ward-offs.



Article 3. Post-Play Coverage: Early Offense/Transition

A. Trail to Lead

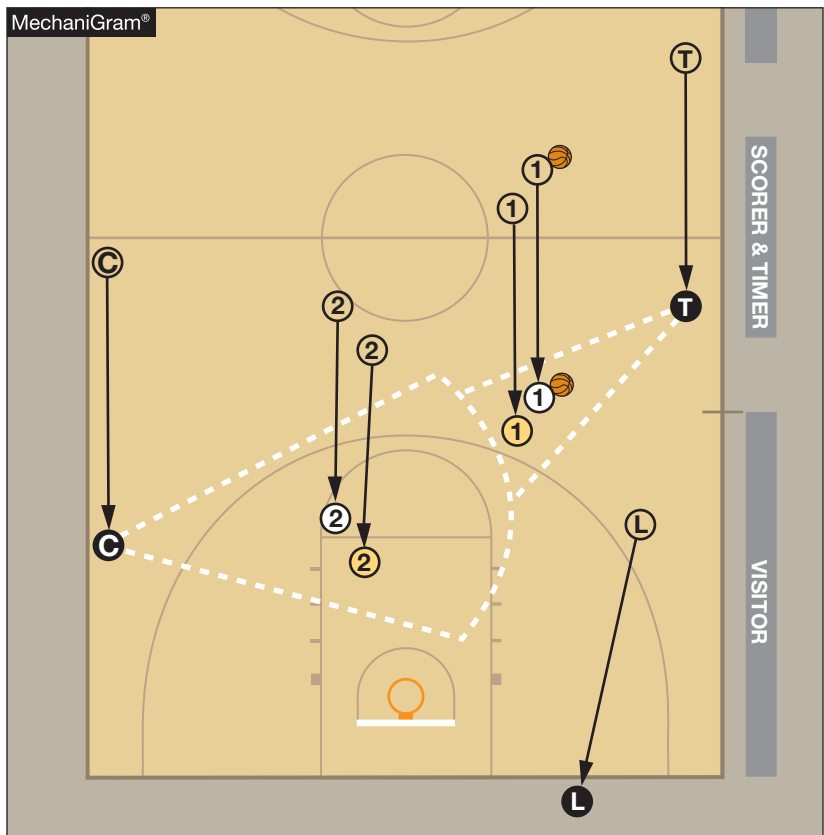
- i. Pick up, identify and officiate the potential post play match-up in transition. The lead will focus on the first third of the lead pack of players.
- ii. Get to the end line and observe/officiate the entire play.
- iii. Look for illegal acts by the offensive or defensive players dislodging an opponent by pushing, backing down or warding-off.

B. Center to Center

- i. Move with the speed of the ball and movement of the players.
- ii. Look for illegal acts by the offensive or defensive players dislodging an opponent by pushing, backing down or warding-off.

C. Lead to Trail

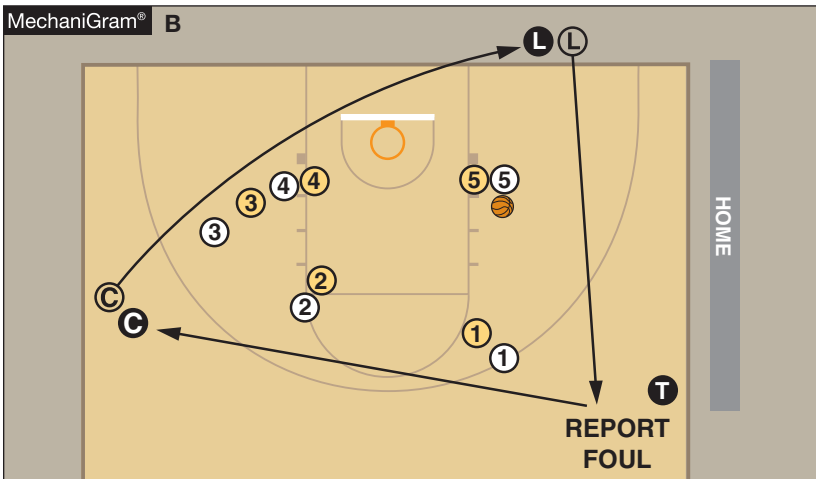
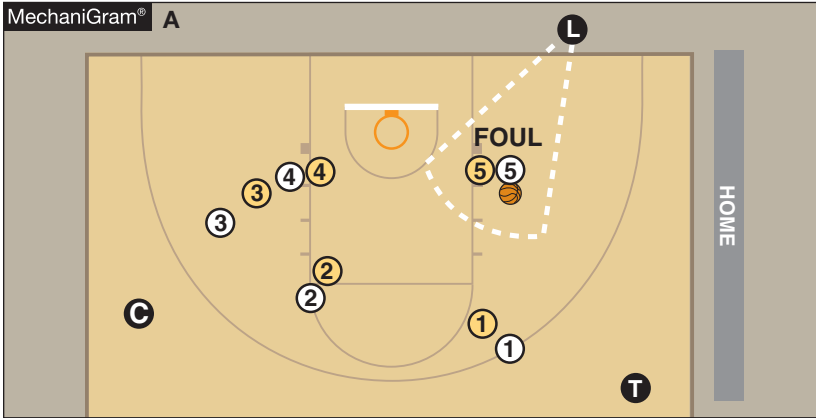
- i. Responsible for the primary defender coverage on the ball.
- ii. Stay behind the ball/players when going from lead to trail.



Section 19

Switching Following Foul Call

Article 1. Reporting Fouls in Frontcourt and Ball Remains in the Frontcourt, L Calling Foul — No Free Throw(s)



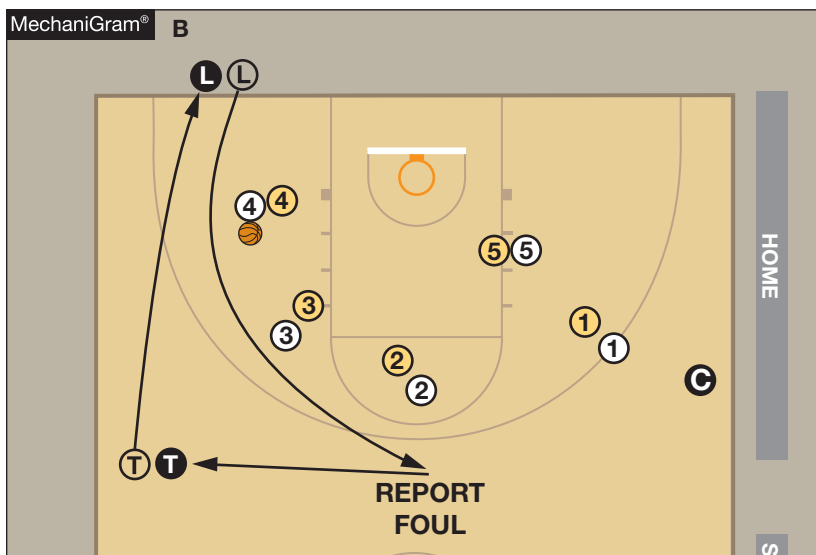
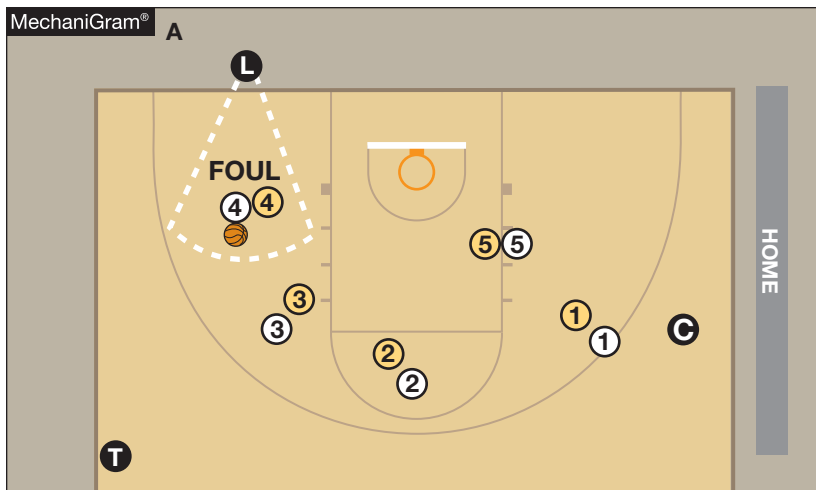
A. L reports foul in reporting area, then goes opposite to C.

B. C replaces L.

C. T remains at T on the tableside of the court.



Article 2. Reporting Fouls in Frontcourt and Ball Remains in the Frontcourt, L Calling Foul — No Free Throw(s).



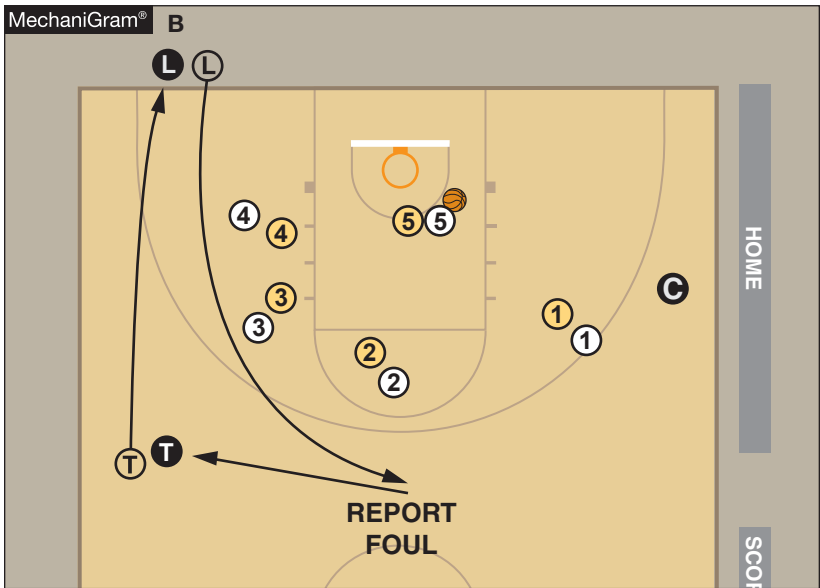
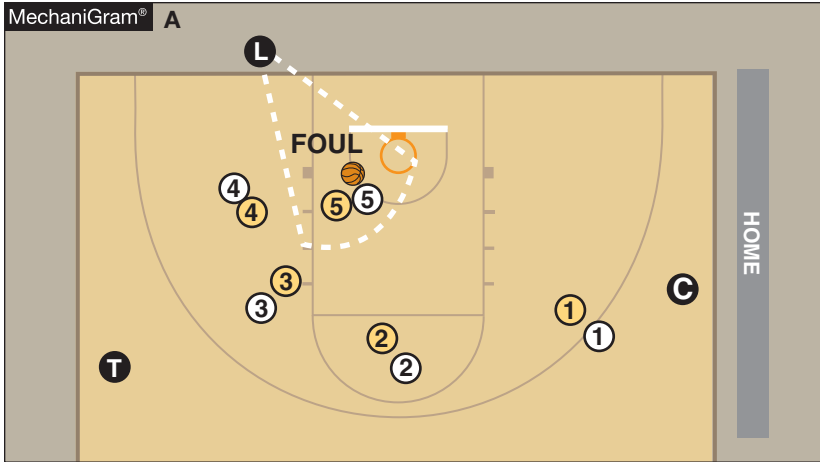
A. L reports foul, goes opposite table to T.

B. T replaces L.

C. C remains tableside as C.



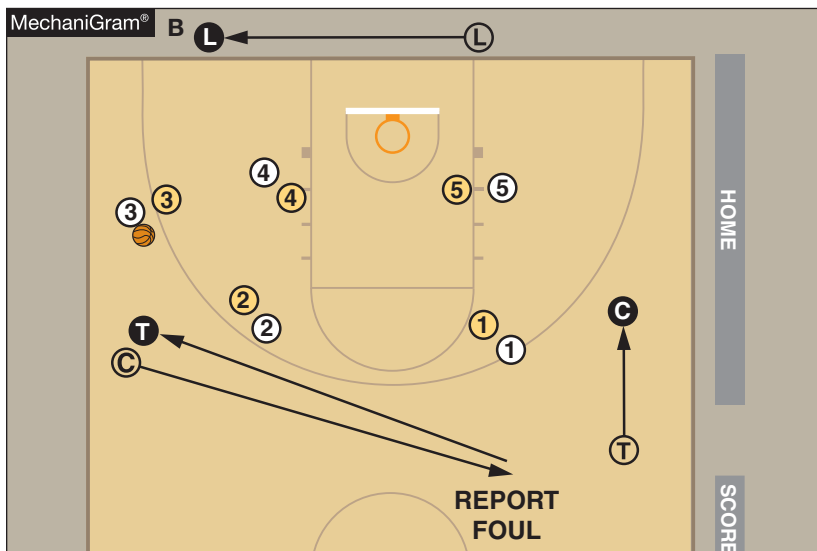
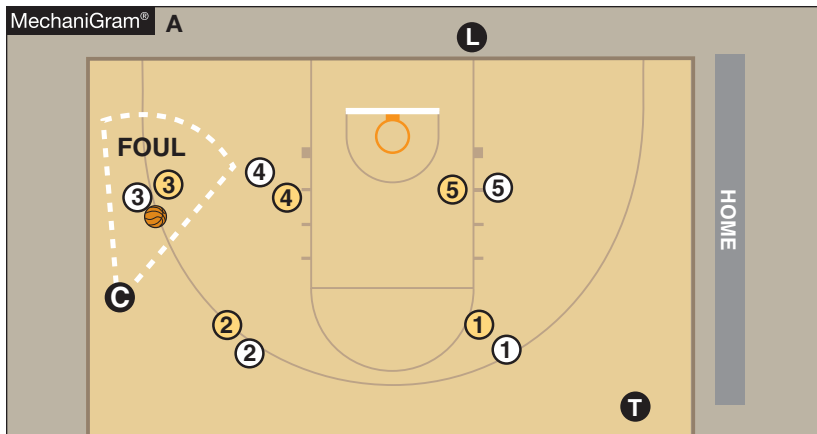
Article 3. Reporting Fouls in Frontcourt and Ball Remains in the Frontcourt, L Calling Foul — No Free Throw(s)



- A. L reports foul, goes opposite, and becomes the new T.
- B. T replaces L.
- C. C remains tableside as C.



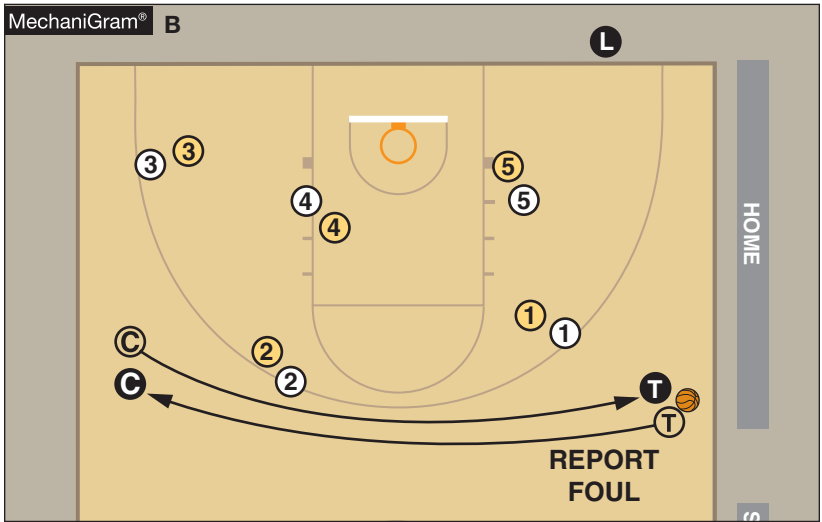
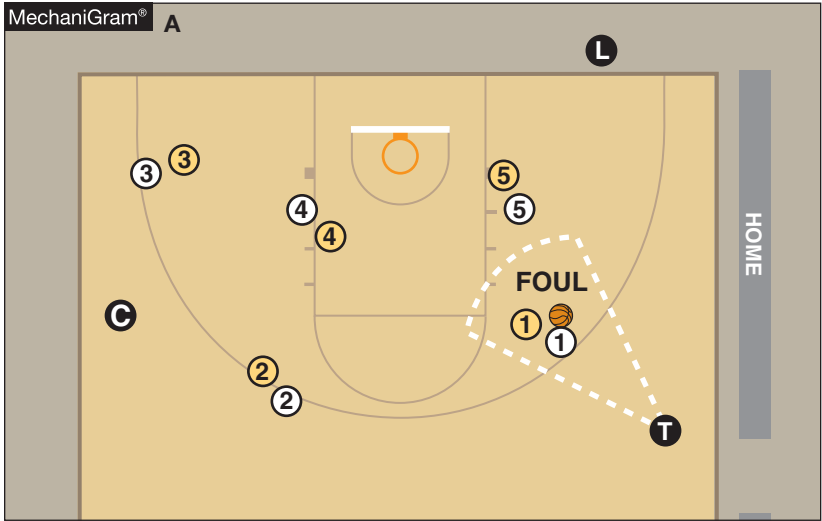
Article 4. Reporting Fouls in Frontcourt and Ball Remains in Frontcourt, C Calling Foul — Without Free Throw(s) — Non-Shooting or Shooting Foul



- A. C reports foul and goes opposite to new T.
- B. T drops down to become C tableside.
- C. L stays at L but slides over across the lane for inbound throw-in.
- D. Switch is the same for shooting and non-shooting foul.



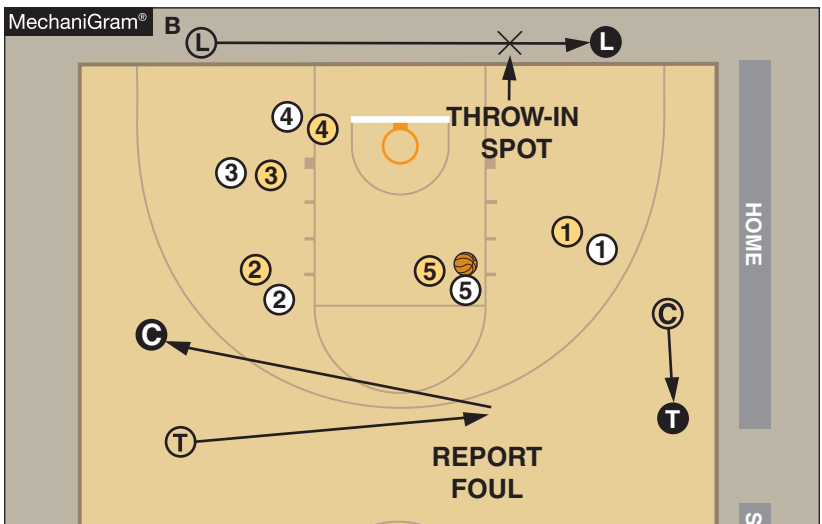
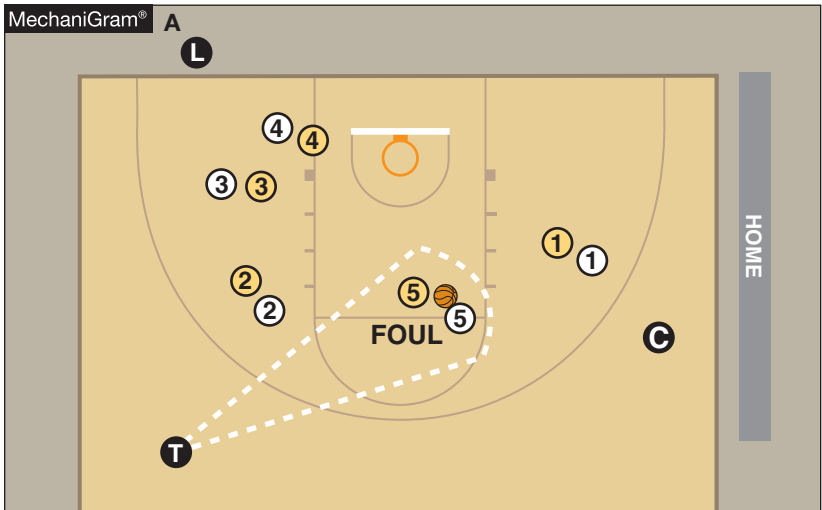
Article 5. Reporting Fouls in Frontcourt With T Calling the Foul From Tableside, Ball Remains in Frontcourt — No Free Throw(s)



- A. T reports foul, goes opposite to become new C.
- B. C moves tableside to become new T.
- C. L stays at L position.



Article 6. Reporting Fouls in Frontcourt With T Calling the Foul From Opposite Side, Ball Remains in the Frontcourt — No Free Throw(s)



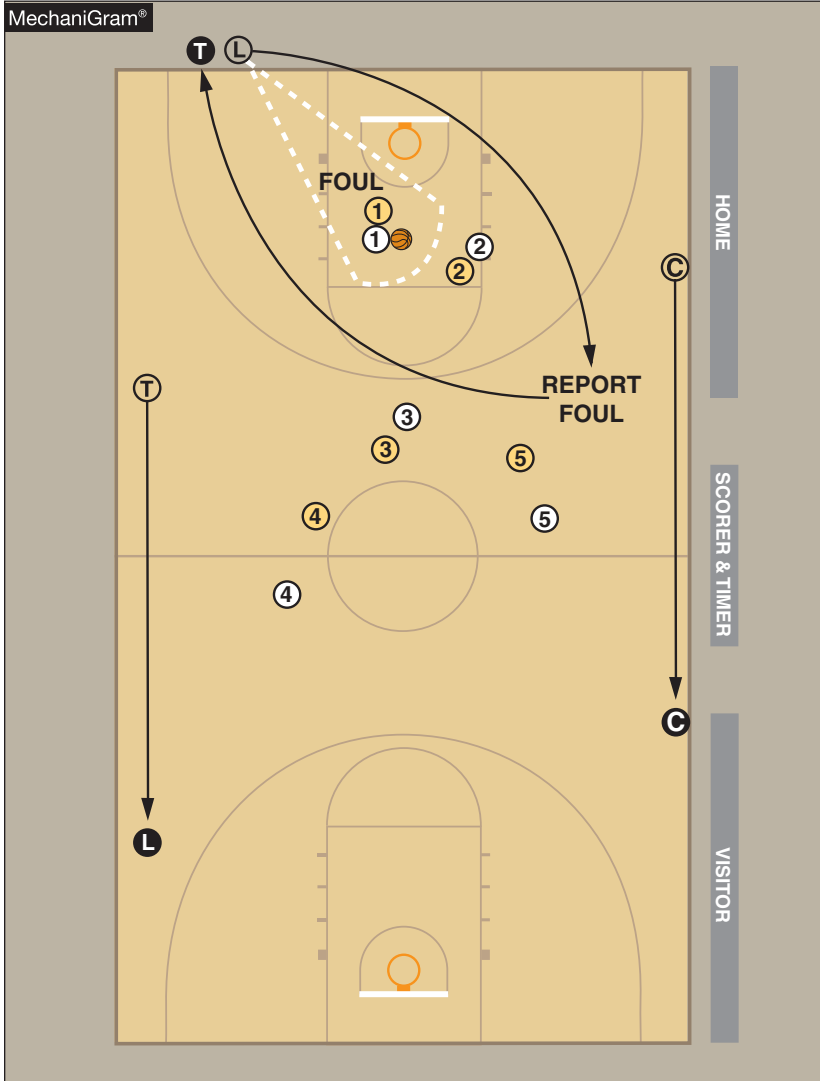
A. T reports foul, remains opposite and becomes new C.

B. C becomes new T and slides up.

C. L goes to new L position and handles inbound throw-in.



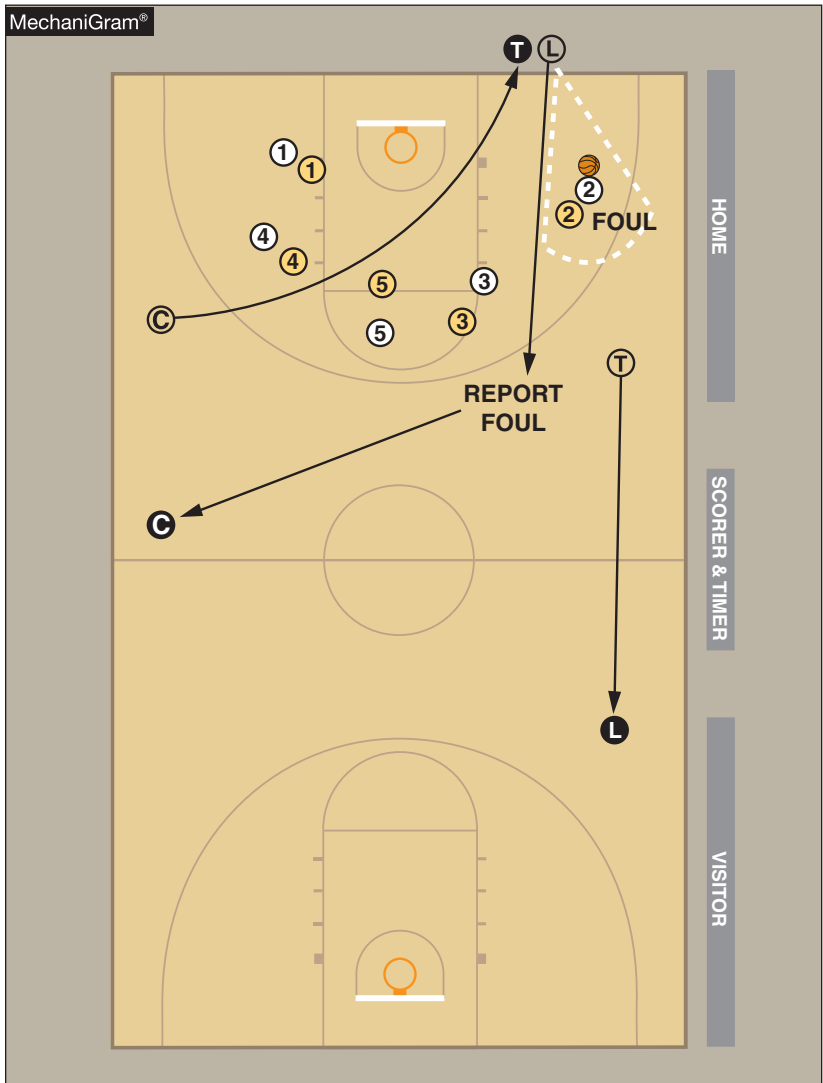
Article 7. Foul In Frontcourt and Ball Goes From Backcourt to Frontcourt, L Calling the Foul — No Free Throw(s)



- A. L reports foul and becomes new T opposite table.
- B. T moves to new L.
- C. C remains in the C.



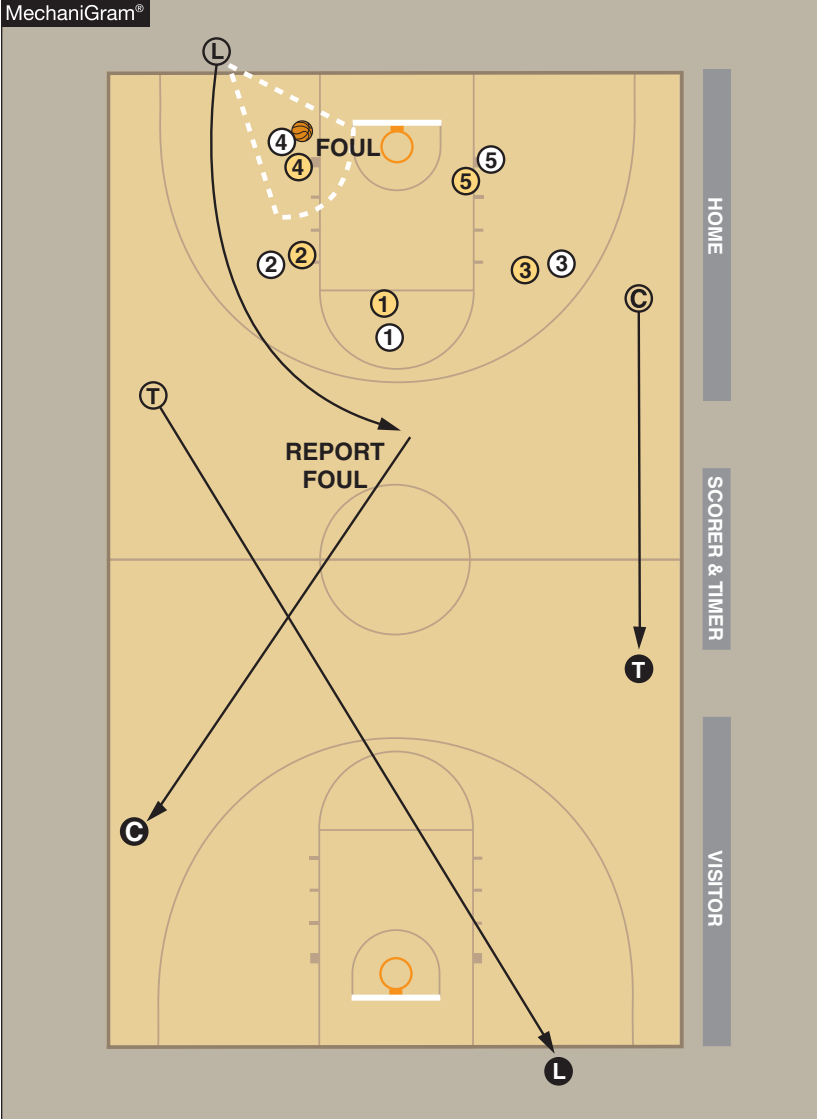
Article 8. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, L Or T Calling the Foul on Table Side — No Free Throw(s)



- A. L reports foul and becomes new C opposite the table.
- B. C becomes new T and handles throw-in.
- C. T becomes new L.



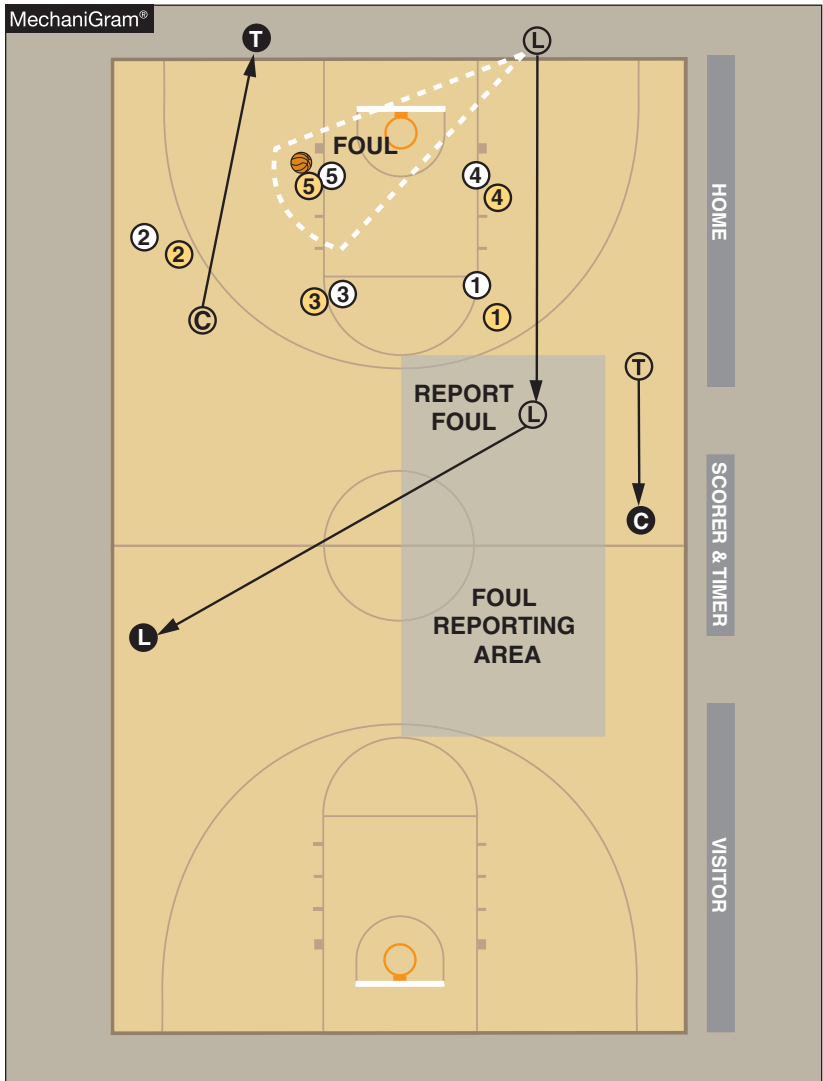
Article 9. Foul Called by L With Free Throws at Other End



- A. L reports foul, goes opposite and becomes new C.
- B. T to new L. Administers free throw(s) of multiple free throws.
- C. C to new T.



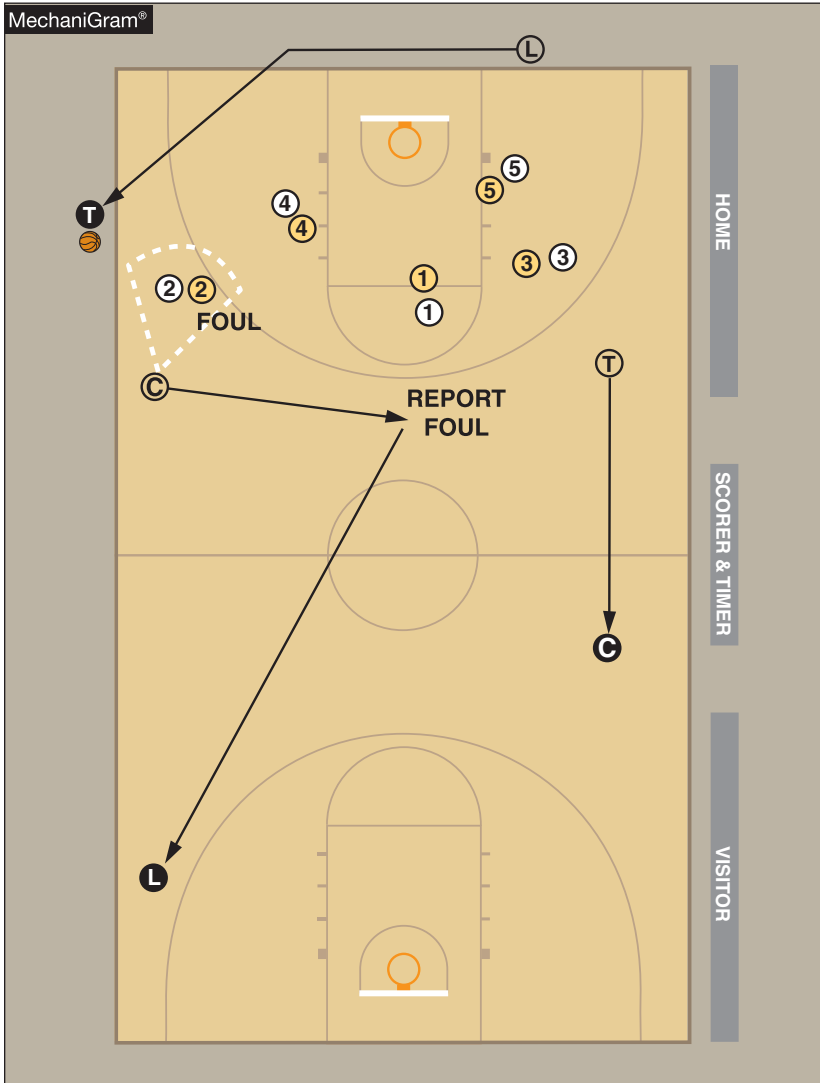
Article 10. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, L Calling Foul Table Side — No Free Throw(s)



- A. L reports foul and becomes new L opposite the table.
- B. C moves to handle throw-in and becomes new T.
- C. T to new C.



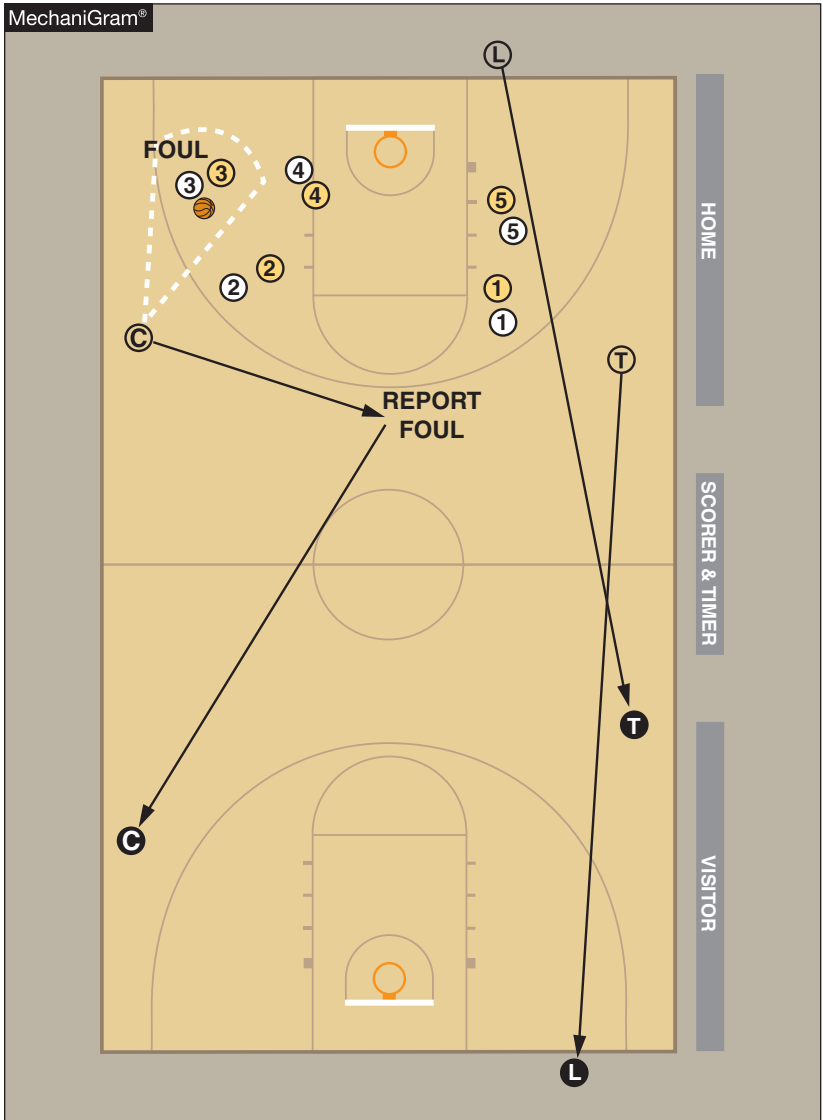
Article 11. Foul Called In Frontcourt and Ball Goes From Backcourt to Frontcourt, C Calling Foul Opposite Side — No Free Throw(s)



- A. C reports foul, goes to frontcourt, opposite, and becomes new L.
- B. T goes to new C.
- C. L goes to new T, and puts the ball in play in backcourt.



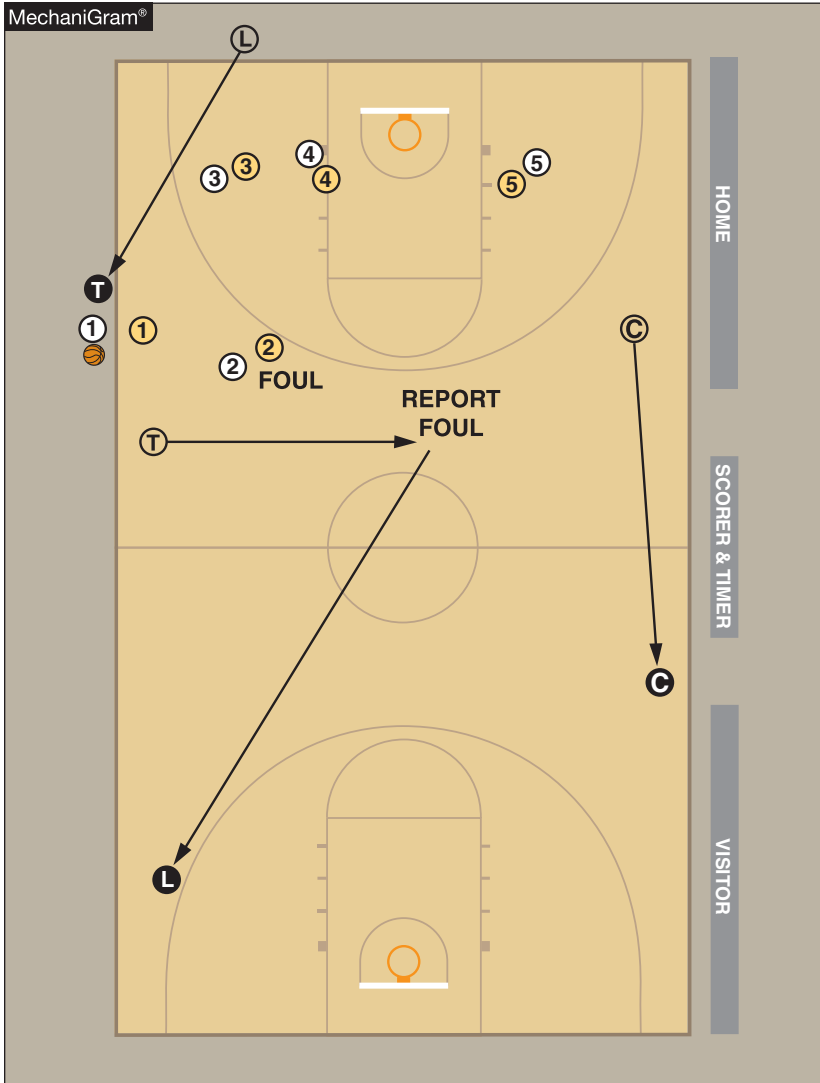
Article 12. Foul Called in Frontcourt, Free Throw(s) At the Other End, C Calling Foul Opposite Side



- A. C reports foul, stays opposite and becomes new C.
- B. T to new L and administers free throws.
- C. L goes to new T.



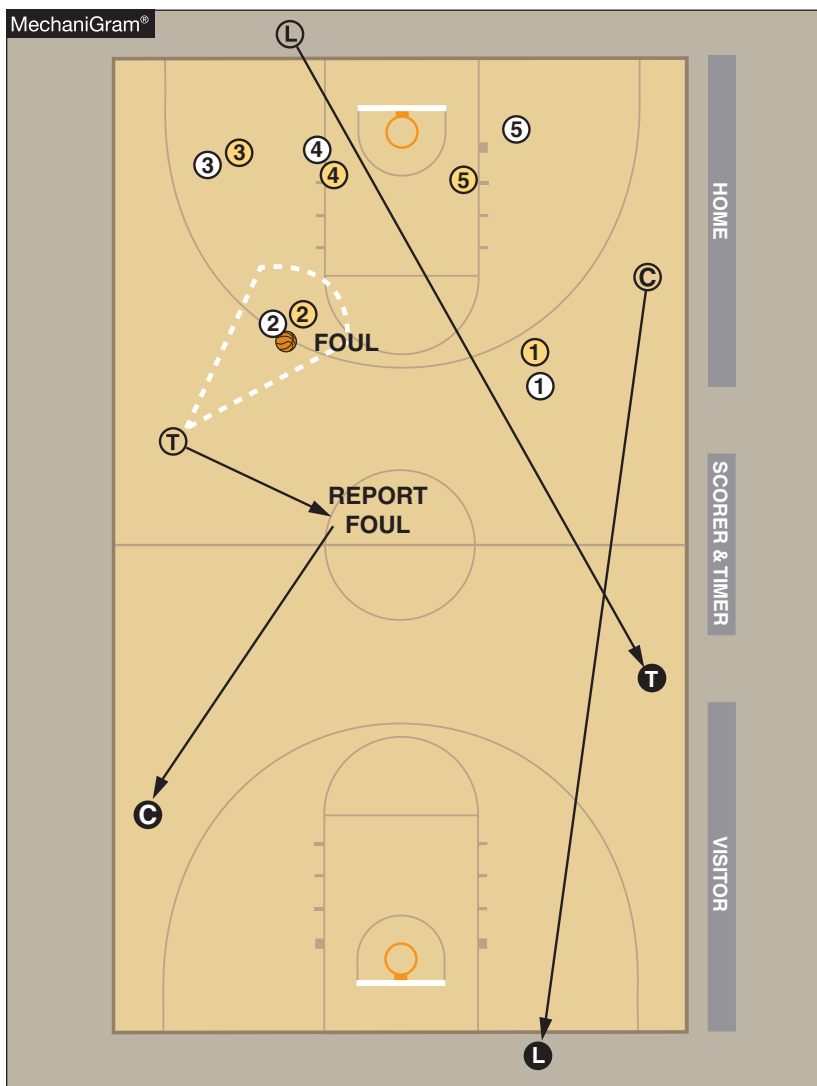
Article 13. Foul Called in Frontcourt and Ball Goes From Backcourt to Frontcourt, T Calling The Foul — No Free Throw(s)



- A. T reports foul, goes to frontcourt to become new L.
- B. C goes to new C.
- C. L goes to new T and puts ball in play in the backcourt.



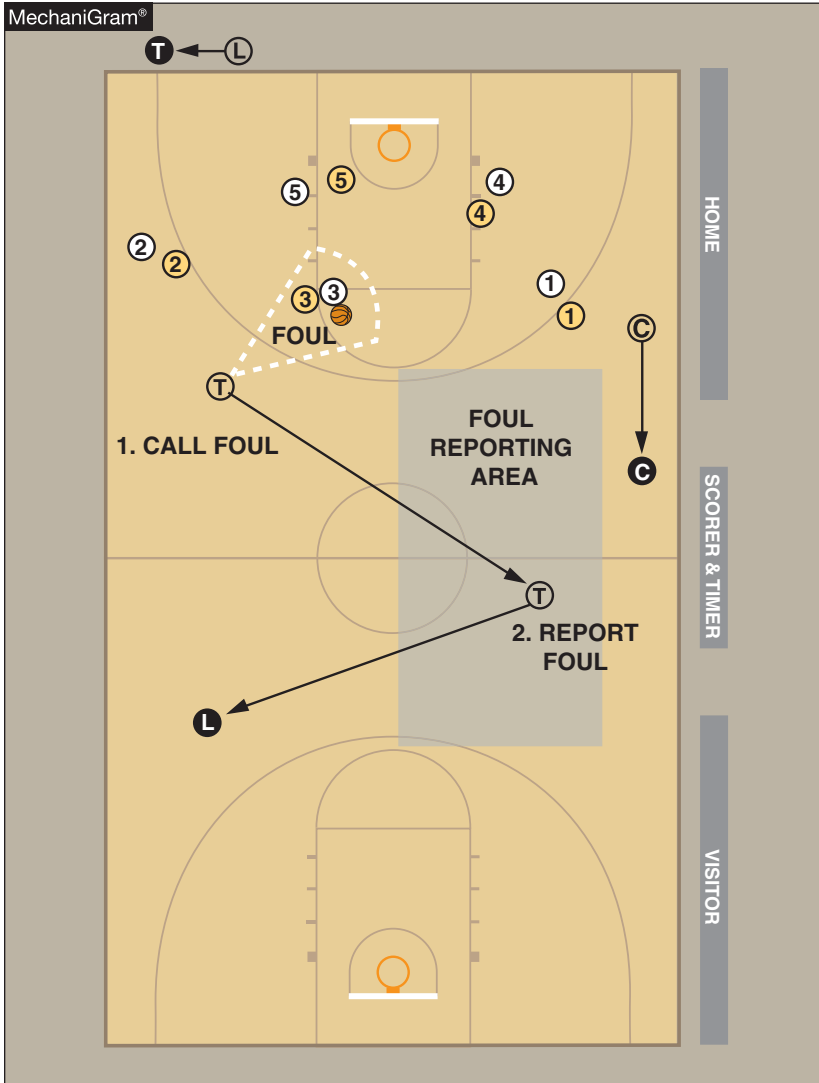
Article 14. Foul Called In Frontcourt, Shoot Free Throws at Other End, T Calling The Foul Opposite Side



- A. T reports foul and stays opposite to become new C.
- B. C goes to new L and administers free throws.
- C. L moves to new T.



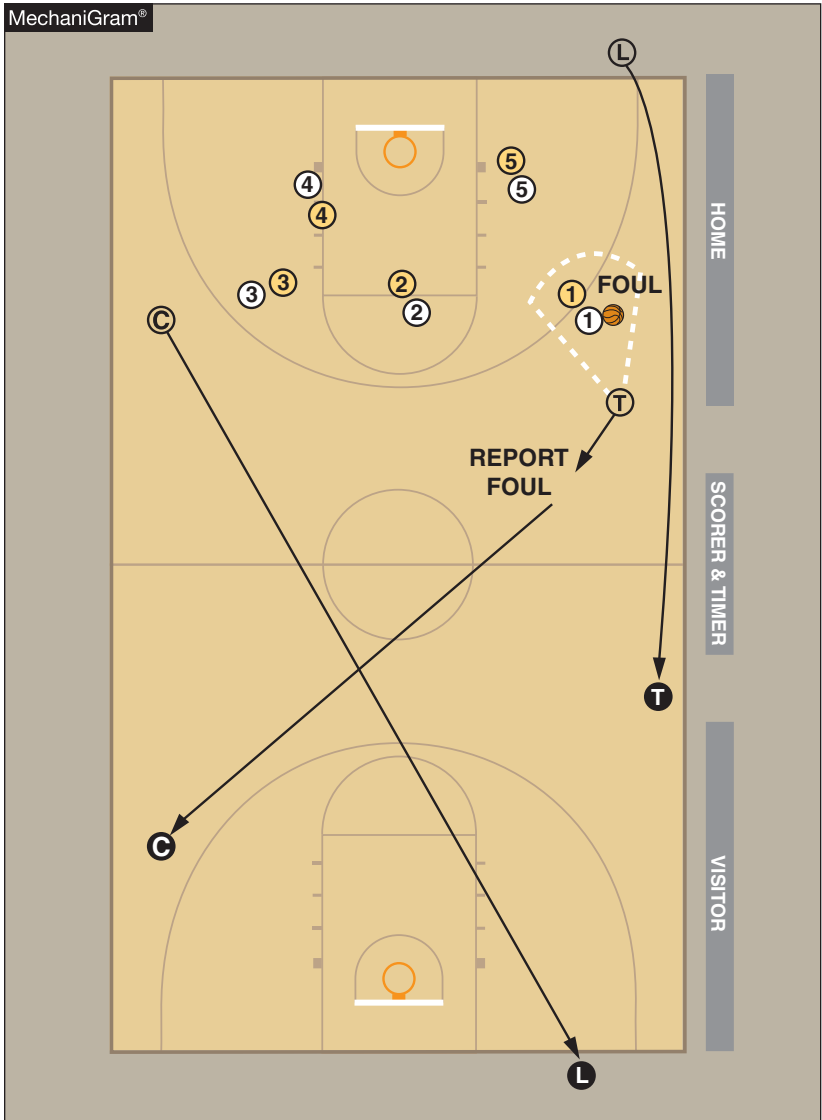
Article 15. Foul Called In Frontcourt and Ball Goes From Backcourt to Frontcourt, T Calling Foul Opposite Table — No Free Throw(s)



- A. T reports foul and becomes new L opposite table.
- B. L remains to handle throw-in and becomes new T.
- C. C remains in the C.



Article 16. Foul Called in Frontcourt, Free Throws at Other End, T Calls Foul On Table Side

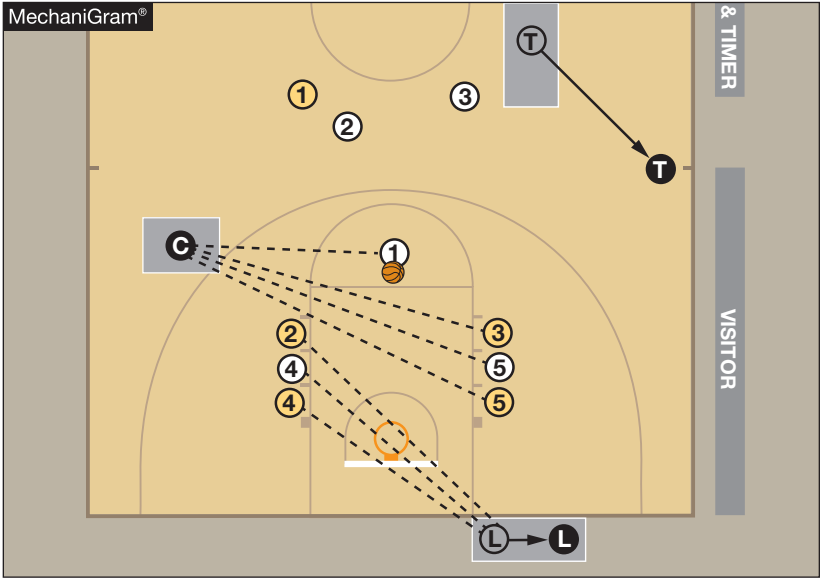


- A. T reports foul and goes opposite to new C.
- B. C goes to new L and administers the free throws.
- C. L moves to new T.

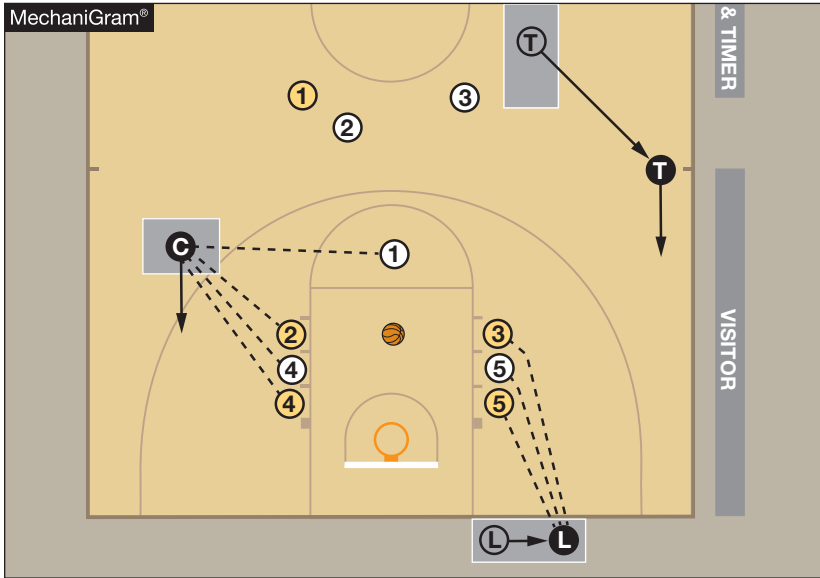


Section 20

Administration of Free Throws



Center and Lead free throw coverage before release of ball (MechaniGram A.)



Center and Lead free throw coverage after release of ball (MechaniGram B.)



A. Officials should work diligently to get all players immediately positioned for free-throw attempts.

B. L official has responsibility for opposite lane space violations. (MechaniGram A)

C. L official has same-side rebounding responsibilities. (MechaniGram B)

D. C official has responsibility for opposite lane space violations, free-throw line/free-thrower and flight of the ball. (MechaniGram A)

E. C official has same-side rebounding responsibilities. (MechaniGram B)

F. T official watches all lane activity to assist lead and center, and has primary responsibility for violations by players outside the three-point line.

Article 1:

A. Calling official (C official on all free throws)

1. Take position approximately three feet above the free-throw line extended and approximately six feet from the sideline. Adjust position when necessary to observe opposite lane space activity, free-throw line/thrower and flight of the ball.

2. Communicate the number of free-throw attempts to be attempted verbally and visually to the L, players and the scorer's table.

3. Start visible count on the side from the free thrower after he receives the ball for attempt.

4. When free thrower releases ball, move hand to the do not start clock position, only on bonus & one-shot fouls.

5. After ball is released, step down to most advantageous position to observe players on the same side lane spaces. Assume rebounding coverage on your side of the floor.

6. Responsible for scoring on the free throw.

7. If shot is made, immediately lower hand (not in a chopping motion).



B. C official (Second throw of multiple throws):

1. Take same position as on the first free throw. Adjust position when necessary to observe opposite lane space activity, free-throw line/thrower and flight of the ball.
2. Signal the number of free throws remaining during the L's administration of each of the subsequent free throw(s).
3. Lower hand and start visible wrist flick count when thrower receives the ball.
4. If ball is to remain in play, move straight toward endline, raise hand on release and start clock when legally touched.
5. While moving toward endline, after free throw is released, signal do not start the clock, assume normal rebounding responsibility on your side of the lane.
6. Responsible for scoring on the free throw.

Note: (1) If first free throw is to be repeated, L will re-administer the free throw. (2) If more than one technical foul is to be administered, officials will administer each as separate multiple free throws.

C. L official: First of two or three free throws.

1. Step into the free-throw lane directly under the basket and inform the players of the number of free throws to be attempted both verbally and visually observing players on both lane lines.
2. Carefully bounce the ball to the free-throw shooter.
3. Communicate the number of free-throw attempts to be attempted visually to the scorer's table.
4. Has responsibility for opposite free-throw lane space violations.
5. Should not stand beside players in marked lane spaces.

D. L official: Second and third free throws of multiple free throws.

1. Retrieve the ball, step into free-throw lane, directly under the basket from the L position.
2. See that the lanes are properly occupied.
3. Inform players of the number of free throw(s).



4. Take final look at the scorer's table.
5. Bounce ball to free thrower.
6. Should not stand beside players in marked lane spaces.
7. Communicate the number of free-throw attempts to be attempted visually to the scorer's table.
8. Take position off the floor as shown in diagram for all free throw attempts; has responsibility for opposite lane-space activity. Move to same side coverage quickly when shot is released for normal rebounding coverage.
9. After the ball is released be wide enough to obtain the most advantageous position to observe players on the same side free-throw lane spaces. Assume rebounding-coverage position.
10. If the free throw(s) is followed by a throw-in along the endline, signal to start the clock at the appropriate time.

E. T official: All free throws:

1. Take normal position near the center circle, as shown on page 32, for all preliminary free throws. Take a normal position at the 28-foot line for all final free-throw attempts. If there are opposing players in the backcourt, keep them under observation while assisting with free-throw administration. Note: When conditions warrant, adjust to backcourt.
2. Is responsible to see the correct player attempts the free throw(s) and in the correct order if multiple fouls have been called.
3. Assist with free-throw violations when possible.
4. Assist with all free-throw violations, especially players "breaking the plane" of the three-point line prior to the ball striking the ring, flange or backboard or until the free throw ends.

Note: The T should be at the 28-foot line for all final free-throw attempts. The T and C will take one step toward the basket on the release of the ball.

F. All officials:

1. Always switch according to the manual and diagrams after each foul before the ball is put in play.
2. The non-calling officials are responsible for initiating the change of positions immediately after the foul has been reported.



3. Officials shall always be aware of head coaches and teams requesting a time out at or near the expiration of time.

G. Player-Control Fouls and Non-Shooting Fouls:

1. All officials shall follow the same switching procedures as on all other personal fouls.

Article 2. Following Free-Throw Attempt(s)

A. If defensive team gets ball:

1. T becomes L and moves along the sideline ahead of the ball to the other end of the court.

2. New L must be alert to get ahead of the ball on fast break to other end of court, has primary three-point attempt responsibility on fast break if C or T are not in position to make the call.

3. When changing from one end of the court to the other, officials should never turn their back on the players. NEVER BACKPEDAL.

4. L becomes T and after determining sideline responsibility, moves along the sideline while covering backcourt play.

5. C takes normal position.

Article 3. Administration of Technical and Intentional Fouls

A. The official who calls the technical or flagrant 1 foul will report the foul to the scorer. If the calling official is not C, he will become C. The administering official will always be certain that other officials are properly positioned with 2 officials administering the free-throw attempts while the 3rd official is in a position to monitor all other players on the floor before putting the ball at the disposal of the free thrower.

B. On technical fouls, official will administer the throw-in at the point of interruption.

C. On a flagrant 1 foul, the official responsible for that endline or sideline nearest the spot of the foul will administer the throw-in.



Section 21

Basket Interference and Goaltending

C and T will be responsible for the flight of the ball on a try. The off official (T or C) will be responsible to determine when a violation occurs. If necessary, move to a position to more effectively cover area of responsibility. The other officials will watch for fouls. If the try is in the area of T, T assumes responsibility for contact between the shooter and the defensive player. C is responsible for the flight of the ball and will communicate with the other officials as to whether a basket shall count.

Note 1: When there is an awarded basket because of goaltending or basket interference, the goal shall be signaled by the covering official.

Note 2: In the event a foul is called near the end of the game and another official at the same time has basket interference or goaltending, the official observing the basket violation should hold the whistle and notify the official who called the foul.

Note 3: During the 2020-21 season, basket interference and goaltending will be reviewable at the instant replay monitor during the last 2 minutes of regulation and the last 2 minutes of any overtime. This review can only happen when a violation is called on the floor.



Section 22

Ruling on Last-Second Shot

Opposite-side official is primarily responsible for making the call on any last-second shot, unless having given it up by prior agreement. Officials must be aware of the time left in the period. Ruling on the last-second shot becomes the responsibility of the appropriate official. The other officials take over their normal duties. A successful last-second shot shall be properly signaled by the appropriate official.

Officials may use replay equipment or television monitoring to determine whether a last-second shot shall count or not count in either half or overtime.

Following a timeout, and prior to any last-second play, the referee may position crew members on the court (L, T, C) to obtain the best possible outcome.

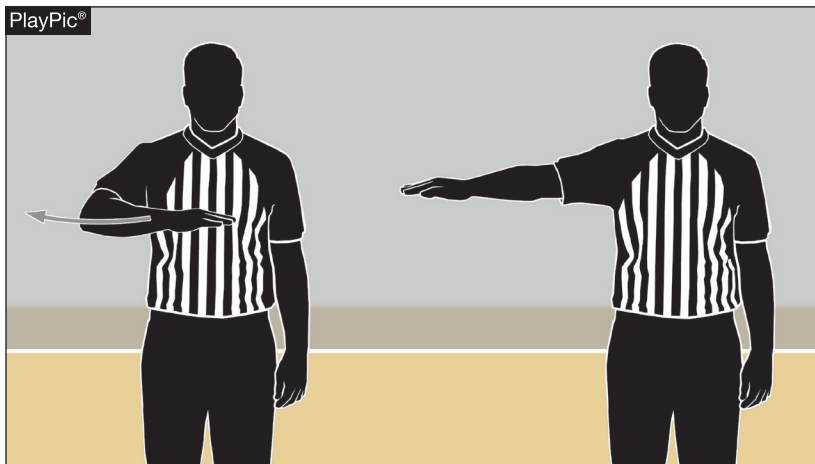


Section 23

Counting

Article 1.

The visible five-second count (arm flick motion) will be given from the waist area up and below the shoulders, to the side as illustrated below.



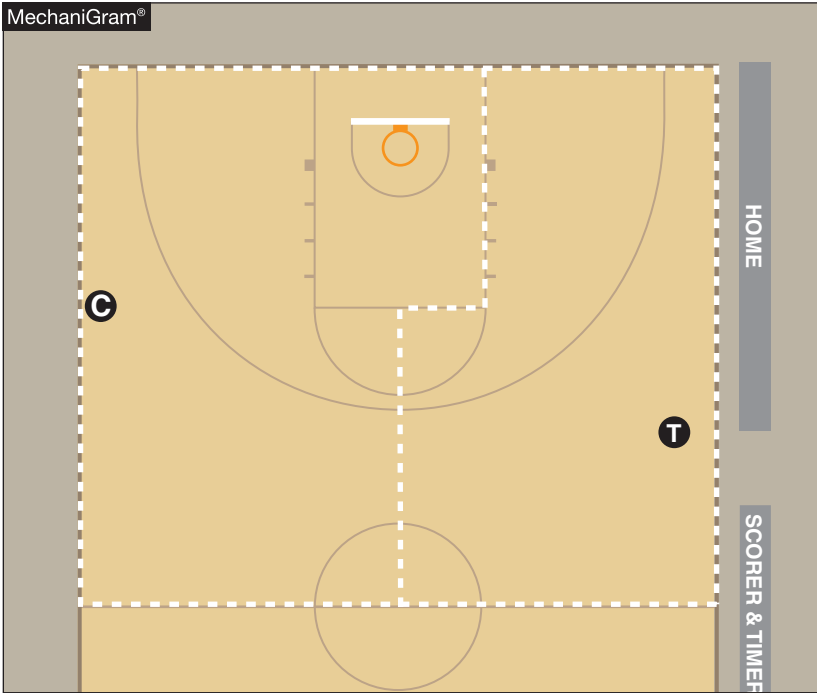
Five-second Count

- A.** Officials are required to give a visible count on all time-limit situations except for the three-second count and 10-second backcourt count (unless the shot clock is off, whereby the official must show a visible count).
- B.** Closely guarded count is in effect while holding the ball.
- C.** The official who administers the throw-in in the backcourt will assume primary responsibility for the 10-second backcourt count by using the shot clock with no visible count. If there is less time on the game clock than the shot clock or if no shot clock is available, a visible count shall be used. *The 'C' official and the new 'L' official will have secondary responsibility for the 10-second backcourt count.*
- D.** The visible five-second count motion will be changed from one arm to the other when there is a pass from the backcourt to a closely guarded player in the frontcourt while holding the ball.

Article 2. Three-Second Count

A. L has primary three-second responsibility when the ball is above the free throw line extended.

B. T and C when working off the ball have primary three-second responsibility.



Article 3. Five-Second Count

T and C: Divide the court as shown for five-second count responsibility.

Article 4. Ten-Second Backcourt Count:

A. T has primary responsibility for 10-second backcourt counts.

B. **Note:** If T fails to make the proper call, C will assume responsibility.

C. Shot clock off

The T official must have a visible 10-second count whenever the shot clock is off.

1. When the shot clock is off, the T official must have a visible 10-second count for situations where the offense retains possession with no reset of the 10-second count when:

- a. The defense causes the ball to go out of bounds.
- b. The offense retains possession after a held ball.
- c. There is a technical foul assessed to the offensive team.

2. If the offense retains possession with no reset, then the T must inform the individuals listed below where he was at in his count and how much time remains before a 10-second violation will be called both visually and verbally:

- a. His partners.
- b. The head coaches.
- c. The thrower-in.
- d. The table crew.



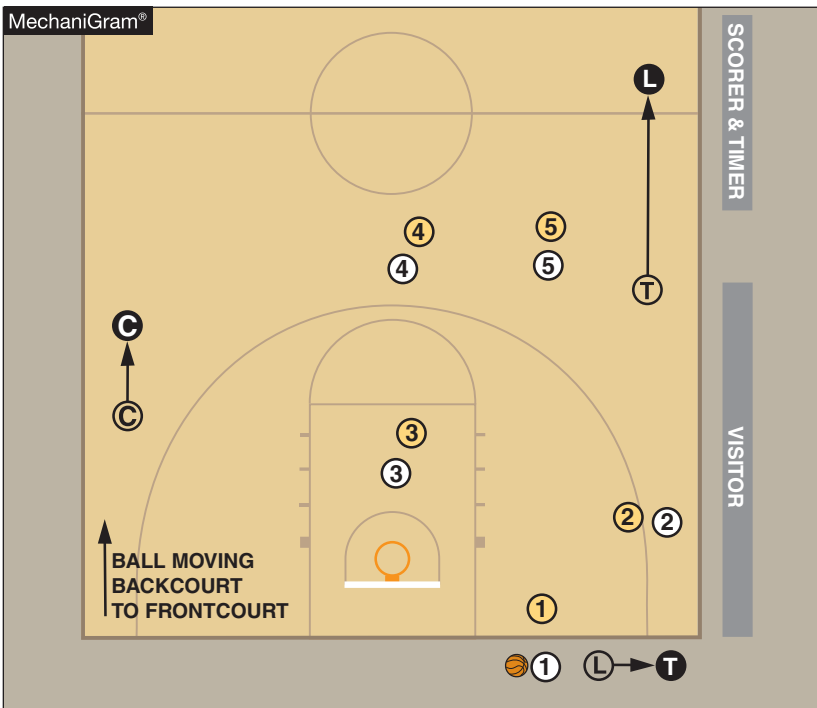
Section 24

Press Coverage

Officials must keep the play covered using the wide triangle coverage in the area of congestion. T is responsible for the ten second count in backcourt and will remain with play action, always respecting the possibility of a quick turnover. C and T move with the speed of the ball. C should be in position to assist T with division-line violations. L, who is positioned near the division line, will cover the quick break or long pass down court and will insure all players are boxed in. All officials will keep moving and be alert to avoid being blocked out.

Article 1. All Players In Backcourt

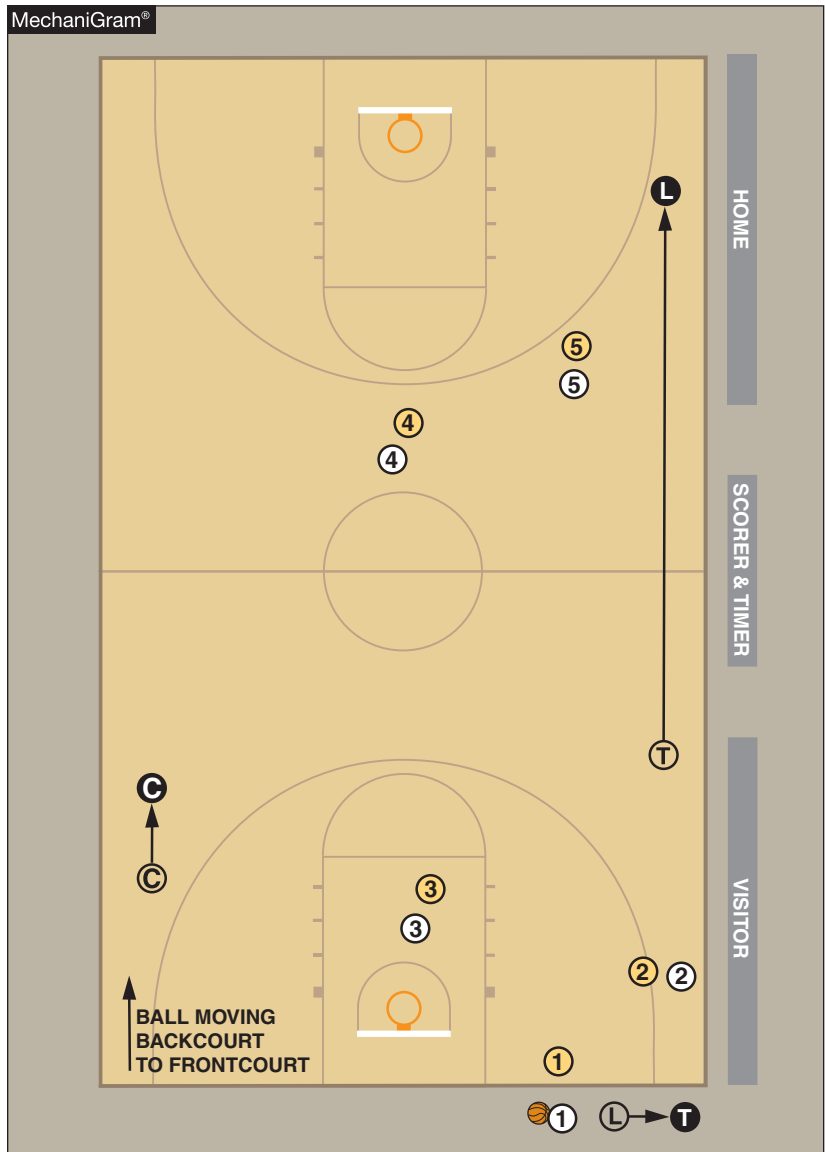
- A. C and T officiate play action in the backcourt.
- B. L takes position near the division line, keeping players boxed in.
- C. T takes a position even with or one half-step behind the ball. (See Section 14, Article 5.)



Article 2. All Players In Both Frontcourt and Backcourt

A. T takes position even with or one half-step behind the ball when it is in the backcourt.

B. T takes position at or inside the 28' mark when the ball is in the frontcourt (when the ball penetrates toward the basket).



C. T takes a position even with or one half-step behind the ball. (See Section 14, Article 5.)

D. C takes position at or inside the foul line extended when the ball is in the frontcourt.

E. L takes position to observe the players in the frontcourt.

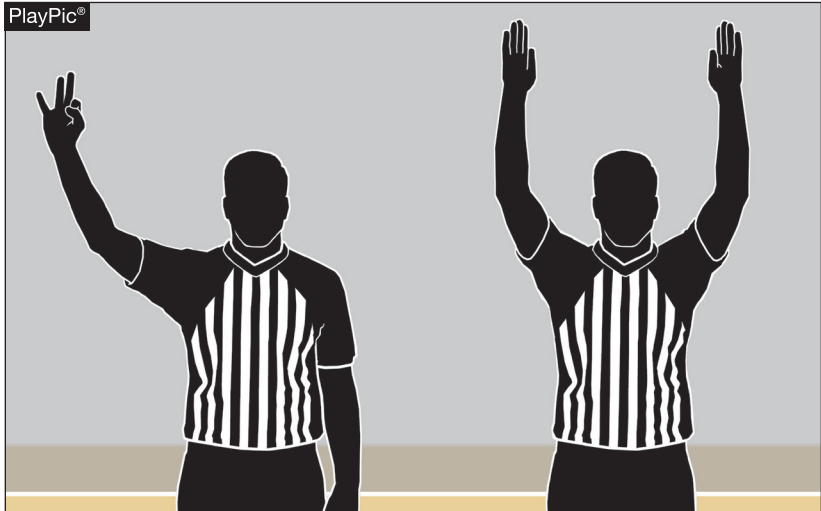


Section 25

Three-Point Field Goal

Article 1. Three-Point Mechanics, Signals and Rule

A. When a three-point attempt is anticipated the officials should adjust their positions to clearly judge the attempt.



Three-Point Field Goal Signal

Note 1: Do not turn back on players and court when signaling!

Note 2: Officials should anticipate a quick fast break immediately after a successful three-point try and be ready to officiate the following play.

B. For a successful three-point field goal, the player must have been airborne or have one or both feet on the floor beyond the three-point line when the shot is attempted. Touching the line places the shooter in the two point area. There is no relation to the plane regarding the position of the shooter.

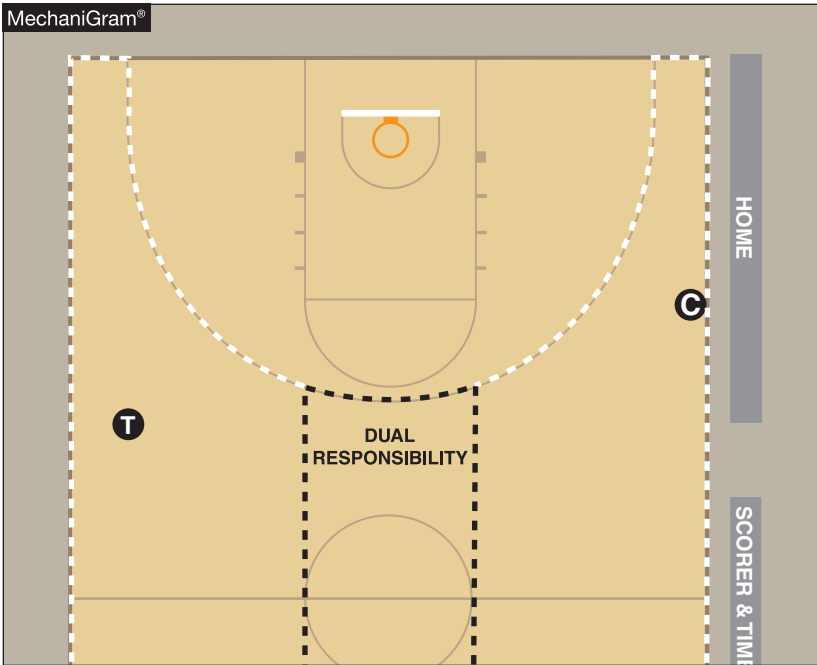
C. When a player attempts a three-point field goal, the official whose area the player is in will signal by extending one arm at head level with three fingers extended (2 o'clock or 10 o'clock).

Article 2. Three-Point Area of Responsibility

A. If the three-point attempt is successful the covering official will signal by fully extending both arms above his/her head.

B. When T signals a successful three-point attempt, C must mirror the signal when the C sees the attempt. When C signals a successful three-point attempt, T must mirror the signal when T sees the attempt.

C. L will have responsibility to assist on a three-point try on a fast break in transition, when C and T cannot get into a position to see the try.



Section 26

Shot-Clock Procedures

Article 1. Signals After Stopping the Clock

A. If the clock is to be reset, T shall signal the clock to be reset. If the clock is to reset following a dead ball, the same procedure will be followed. If T is the administering official and can not be readily seen by the shot-clock operator, the tableside official shall signal the clock is to be reset. If the clock is to be reset, the signal shall be a whirling motion of the hand and arm with a pointed index finger on the extended arm, followed by a pointing motion with the hand and arm in the direction of the offensive team's basket. While clock(s) awareness is the responsibility of all officials, it is the primary responsibility of the T official to check the shot/game clock.

B. Officials share the responsibility for shot-clock violations.

C. On a shot-clock violation, the calling official taps the top of his head with an open palm and then signals the proper direction.

D. At all times the official administering the throw-in should check the shot-clock to insure that it is set correctly.

E. On a kicking violation, stop the clock and show PlayPic B to the scorers table if the shot clock is below 20 seconds. If the shot clock is 20 seconds or greater, the time remaining will be left on the shot clock.

Official's Signals - Shot Clock



20-Second Reset



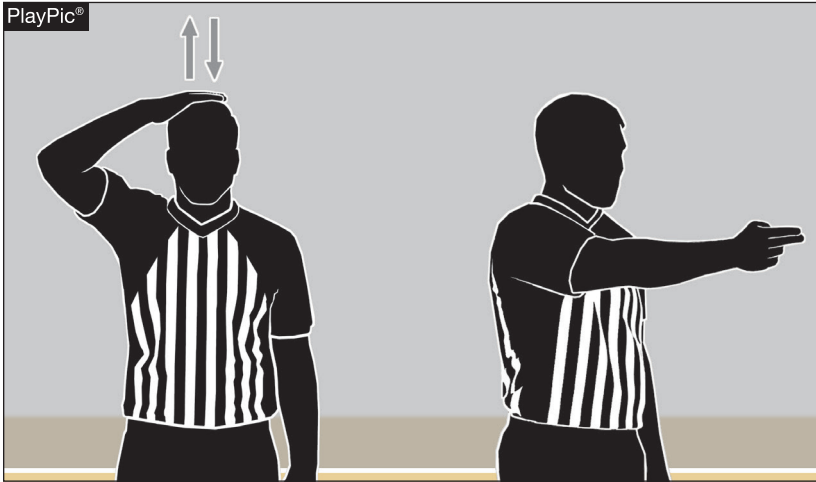
Points toward goal of team that gets possession.

Note: Give the reset signal, as shown in PlayPic A, followed by the proper indication of direction — This signal (PlayPic A) should not be used if a kicking violation has occurred.



Shot-Clock Violation After Stopping the Clock

When a shot-clock violation occurs, the calling official will tap the top of his/her head with an open palm and follow with an indication of the proper direction.



Article 2. Shot Clock Nearing Expiration

A. When the shot clock is nearing 10 seconds, the center or trail, whichever is the off-ball official, should point to the shot clock indicating that the shot clock is nearing expiration.

B. The on-ball official should not take his focus off the active matchup.

C. This signal will aid the crew as they prepare to officiate “shot-clock release” plays.



Shot Clock Near Expiration

Article 3. Duties of the Shot-Clock Operator:

A. The shot-clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game clock. The shot clock shall be used the entire game, including all overtime periods.

B. The shot clock starts simultaneously with the game clock on throw-ins when a player touches the ball. **Exceptions:** Jump balls and possession occurring after a rebounded free throw, in which case the shot clock will start when a player gains control. A team is in control when holding, passing or dribbling a live ball in bounds. Team control ends when there is a try for field goal, an opponent gains possession, or the ball becomes dead.

C. There are 4 scenarios involving shot clock resets (see rule 2-11.6 for all applicable rules):

1. No reset.
2. 20-second reset.
3. 20-second reset or time remaining, whichever is greater.
4. 30-second reset.

D. If during any period there are less than 30 seconds remaining, the official game clock should be used. The shot clock shall not function at this time.

E. The R shall have the authority to reset the shot-clock to cover any unusual situations not covered specifically under the rules.

Article 4. Location of Shot Clocks:

A. 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.

B. 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.

C. An alternate timing device shall be available when a visible shot clock malfunctions. If no visible replacement shot clock is available, 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.

D. LED lights located around the shot clock may be used, but the lights shall only be activated for a shot-clock violation.



Article 5. Shot-Clock Situations:

- A. Shot hits rim, horn, ignore horn, new shot-clock period to either team on possession (30 seconds for defense; 20 seconds for offense).
- B. Shot hits rim, no horn, play continues with new shot clock period to either team on possession (30 seconds for defense; 20 seconds for offense).
- C. Shot misses rim, horn, violation, ball to Team B at endline (30 seconds).
- D. Shot misses rim, no horn, Team A regains possession, clock continues to run.
- E. Shot misses rim, no horn, Team B gains possession, new shot-clock period (30 seconds).
- F. Shot, horn, shot made, count basket, play continues (30 seconds).
- G. Shot, horn, hits rim, no violation, new shot-clock period to either team on possession (30 seconds for defense; 20 seconds for offense).
- H. Shot, horn, misses rim, violation, ball to Team B at endline (30 seconds).
- I. Shot, horn, inadvertent whistle, made basket, count basket (30 seconds).
- J. Shot, horn, inadvertent whistle, ball hits rim, blow whistle, alternating-possession arrow (30 seconds).
- K. Shot, horn, inadvertent whistle, ball misses rim, blow whistle, alternating- possession arrow (30 seconds).
- L. Shot, horn, blocked by B1, ball does not hit rim, violation, ball to B, new shot-clock period (30 seconds).
- M. Shot, blocked by B1, horn, ball does not hit rim, violation, ball to B, new shot-clock period (30 seconds).
- N. Shot, horn, blocked by B1 out of bounds, violation, ball to B at **spot where ball went out of bounds** with new shot clock period (30 seconds).
- O. Shot, blocked by B1 out of bounds, team A gets ball at out-of-bounds spot with no new shot clock period (time remaining).
- P. Shot, blocked by B1 out of bounds, horn, then ball hits out of bounds, violation, ball to B at out-of-bounds spot. (Penalize shot-clock violation, 30 seconds).
- Q. Shot, blocked by B1, possession gained by B, horn, disregard violation,



B had ball before horn sounded, continue play with new shot-clock period (30 seconds).

R. Shot, blocked by B1, horn, then B gains possession, violation, ball to B at endline closest to ball when horn sounded. (Penalize shot-clock violation, (30 seconds).

S. Shot, blocked by B1, possession gained by A, shot clock continues running.

T. Shot, blocked by B1, horn, ball misses rim, possession by A, violation, ball to B at endline (30 seconds).

U. A1 shoots, :02 on shot clock, blocked by B2 sending ball into B's frontcourt, as B2 moves to recover ball, the shot-clock horn sounds; violation, ball to B out of bounds at spot closest to where ball was when whistle blown, using procedure in rule 7-3.2 (penalize shot-clock violation, (20 seconds).

V. Pass by A1, ball deflected by B1, hits rim, no reset, play continues.

W. Pass by A1, ball deflected by A2, hits rim, no reset, play continues.

X. A1 shoots an air ball, A2 taps ball that hits rim, reset on possession (a tap is considered a try for goal in this situation). (30 seconds for defense; 20 seconds for offense.)

Y. A1 shoots, blocked by B1, horn, B1 fouls A1 on the shot, ball does not hit rim, penalized foul, disregard shot-clock violation.

Z. A1 shoots, blocked by B1 and B1 fouls A1, horn, ball does not hit the rim, penalize foul (disregard shot-clock violation).

Article 6. Shot-Clock Operator Errors

A. A1 shoots with three seconds on shot clock, ball misses rim, time expires on shot clock, A2 gets rebound. **Ruling:** Call shot-clock violation. Ball goes to team B at endline (30 seconds).

B. Officials may use the monitor to correct timing mistakes involving the shot-clock operator.

C. Team A runs offense 10 seconds. Timer officially stops play and informs an official that an error has been made by resetting the shot clock. **Ruling:** If the official does not have actual knowledge about the game clock, the shot-clock violation will be penalized and no adjustment to game clock will be made.



Article 7. Shot-Clock Instant-Replay Usage

A. Rule 11-2.1.b.4 states in part that officials may use instant replay to “determine if the ball was released on a try for goal before the sounding of the shot-clock horn when the try is successful.” This rule can result in an instant-replay review in several distinct situations. First, if the official waits until the try is successful and then blows his whistle immediately, he may use instant replay to determine if the ball was released prior to the sounding of the shot-clock horn. Second, if the official blows his whistle immediately following the release of the ball for the try because he believes there was a shot-clock violation and the shot is unsuccessful, the ball becomes dead and the violation must stand without further review. However, if the try is successful, the ball also becomes dead when the try in flight ends and the official may use instant replay to determine if the try was released prior to the sounding of the shot-clock horn.

B. This does not alter any other provisions of Rule 11-2.1.b.4 including the statute of limitations for the review or the ability to use instant replay on an unsuccessful try.

C. If a foul and shot-clock violation (release) occur at approximately the same time, officials may use instant replay to determine which occurred first (Rule 11-2.1.b.4).



Section 27

Timeouts and Substitutions

Article 1. Signals

The calling official should give an initial signal that a timeout will occur. The calling official will then wait until both teams are at or near their bench area. The calling official will then signal a timeout (30 second, full or media), indicate the jersey color of the team and the number of the player or head coach making the request. Lastly, notify the timer to start a timeout clock. Officials should be patient in administering the timeout procedures.

Article 2.

After the completion of a timeout, notify the head coach, if the last timeout has been used.

Article 3.

The signal to indicate a media timeout shall be the same as the stop-the-clock signal, then pointing with full and direction signal to the scorer's table.

Article 4.

The official nearest the ball, gets the ball and holds the position, except if on the tableside nearer the scorer or team benches move straight out on the floor. The official who recognizes the timeout request shall report the information to the scorer and then assume a position on the far lane line at the neutral zone marks. When possible, the official who administers the throw-in should move out on the floor to provide an appropriate distance away from fans. Officials should refrain from having conversations with fans, administrators, cheer groups, etc., during timeouts. Officials should present neutrality at all times (see MechaniGram A).

Note: Both officials at the neutral-zone mark, are in position to recognize substitutions and furnish information desired by the team. If activities on the court make it necessary, officials may move to the endline. When a timeout is called just prior to administering a free throw, the administering official will take correct position on the court (see MechaniGram B).

Article 5. Beckoning Substitutes to Enter Court:

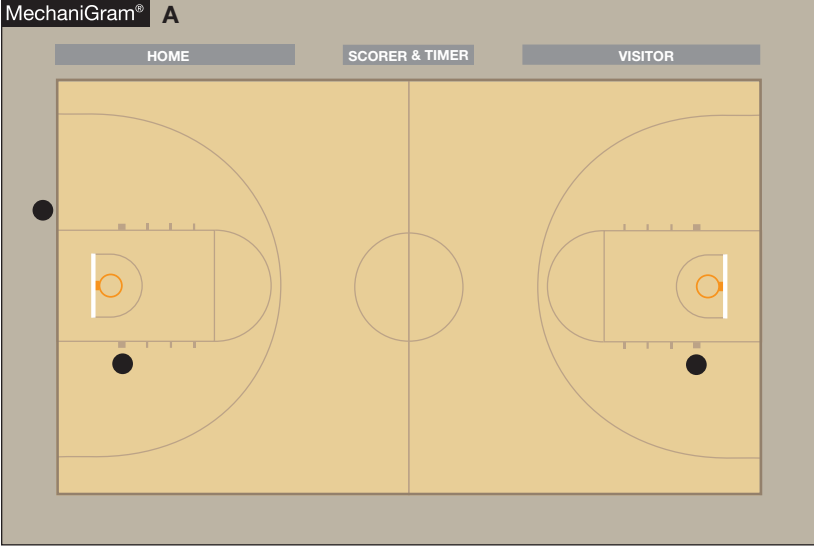
Before beckoning substitutes on to the court, official(s) should insure the ball is not about to become live and the substitute has reported to the scorer and is ready to enter.



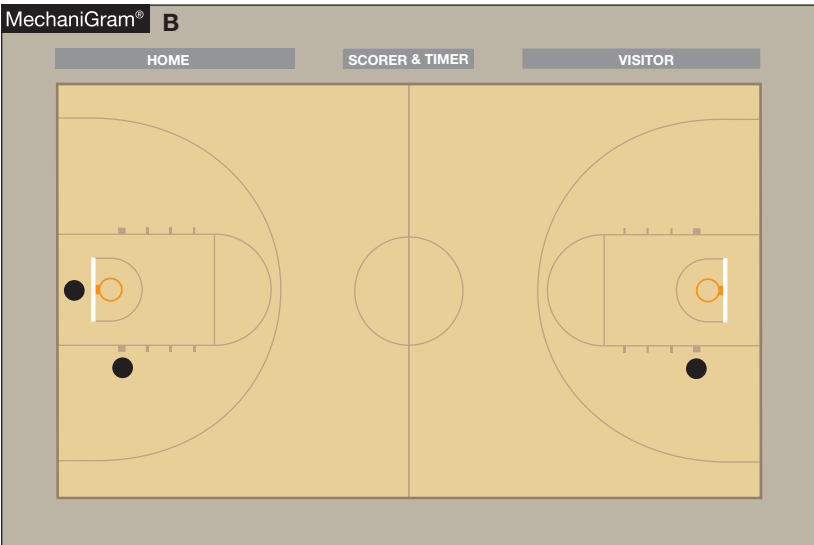
Article 6. Timeout Positions

A. At the first signal, the responsible official will move toward the bench raising one finger and audibly indicating that the players are to return to the court, then moving to position for the next play.

Full Timeout and 30-Second Timeout Positions



Full Timeout and 30-Second Timeout Prior to Free Throw



B. If free throws are to follow a timeout, the administering official shall take a position within the restricted area — indicating a free throw is to follow the timeout.

C. When the second signal sounds, the administering official shall sound the whistle, hand the ball to a player or place the ball on the floor and begin the five-second count. **Note:** If play is to be resumed by a free throw, follow the prescribed free-throw mechanics.

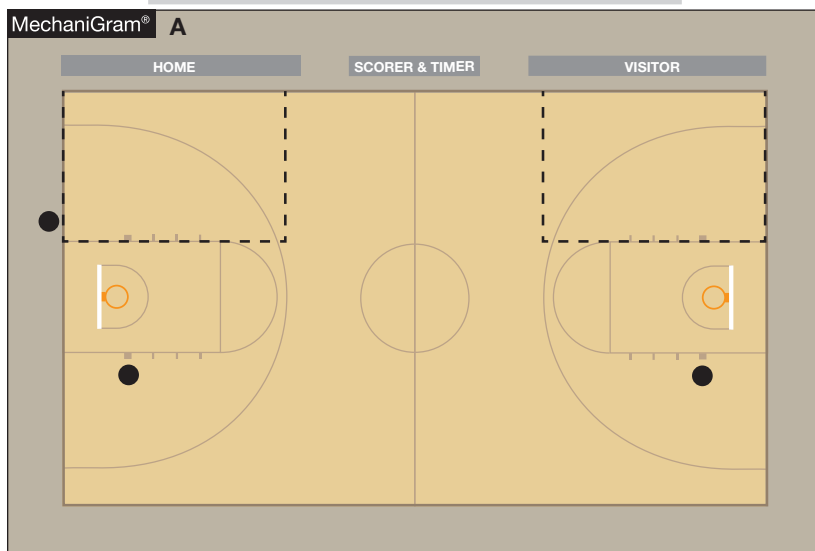
D. Officials shall see that each team has five players on the court. The official responsible for putting the ball in play shall be responsible for counting the players on both teams. The administering official shall sound the whistle after a charged timeout. (Also, after an injury or commercial timeout or an unusual delay). The off officials will have secondary responsibility for counting the players.

Article 7. Team Location During Timeouts:

A. Rule 5-14.2 says: “During any timeout, 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.

B. Officials are encouraged to direct teams to this area (MechaniGram A) during all timeouts.

Full Timeout and 30-Second Timeout Positions



Article 8. Timeout Procedures:

A. The timeout must be requested by a player on the court (live ball), any player while his team has the ball during a throw-in or his coach, and/or by the head coach (dead ball only). **Exception:** Head coach may call a live-ball timeout during the last two minutes of the game, if his team has control/possession.

B. The player/or head coach requesting the timeout will indicate that the player/or head coach desires a 30-second timeout (as opposed to a full timeout) by placing the tips of the fingers of each hand on each of his/hers shoulders.

C. The game official who grants the timeout request will use the same signal (see B above) to inform the official scorer and timer that a 30-second timeout has been granted. The official also will verbally inform the scorer of the number and uniform color of the player or head coach who requested the timeout.

D. The two officials not granting the timeout will move toward the center circle to prevent any midcourt-crossover issues between teams.

E. Once a 30-second timeout is granted to a team in either half of the game, the game officials shall not ignore any subsequent request for a 30-second timeout by the same team during that same half of play.

F. A team which makes an excessive 30-second timeout request, which is granted, will be charged with a full timeout.

G. The 30 seconds will begin when the game official indicates to the scorer that both teams are in the vicinity of their respective benches. Officials are encouraged not to rush the beginning of the timeout process. It is better to allow the teams to get to and in their huddle before signaling to the scorer. The timer shall sound a 15-second warning. At the conclusion of 30 seconds, the timer's signal shall sound indicating the timeout has ended. Both teams must immediately leave their bench area when the signal ending the 30-second timeout has sounded and take their positions to resume play. Any undue delay in players resuming positions on the court shall result in a warning to the head coach (report warning to official scorer). If the same team delays after a timeout again, a class B technical foul will be assessed to the head coach of the delaying team.

H. In games with an electronic media timeout format, when a 30-second timeout is granted within 30 seconds of a scheduled media timeout, the 30-second timeout will become the media timeout.

I. If a team granted a 30-second timeout wants to convert it into a regular timeout, the team may request a regular timeout during the duration of the 30-second timeout. Once a 30-second timeout is converted to a regular timeout (which shall be charged against a team's allotted four timeouts per game or against a team's allotted two timeouts in games with electronic media timeouts).

J. During a 30-second timeout, players must stand inside the boundary line.

K. Neither team may substitute players after the 15-second warning horn.



Section 28

Intermission

A. R should check with scorer for fouls, score and settle any differences which may exist. The official score book must remain at the scorer's table during the entire halftime intermission.

B. R shall determine which team is to have possession arrow to start the second half and have the possession indicator set properly. After the players have left the floor, the R will have the timer start the halftime clock.

C. R should arrange with timers to have both teams and the officials warned at proper time before the start of the second half. Officials should be aware of the time so they can report to the court on time.

D. Officials shall assemble on the court nearest the exit to the official's dressing room and leave the floor together.

E. Officials shall return to the playing floor four minutes before time to start the second half. Assume same positions as pregame. R check with scorers' for proper substitutions. With one minute left in the intermission assume a position off court in front of the scorer's table facing the playing floor.

F. To start the second half, officials should assume the same relative positions as at the start of the game. The R shall award the ball to the team due possession at the division-line extended on the side opposite the scorer's table. In televised games notify the head coaches if there will be a commercial break prior to the start of the second half.



Section 29

End of Second Half

A. Officials shall use available monitor replay equipment when there is a reading of zeroes on the game clock (or should have been zeroes on the game clock) at the end of any period, after a call has been made on the floor and there has been a successful shot attempt.

At the end of a game when a winner has been decided, the officials shall still use available monitor equipment to confirm whether the successful goal should count. This is being done to ensure the game concludes with the correct score and statistics. In this instance, officials should not delay the end-of-game protocol (i.e. handshakes, etc.).

B. R checks with the official scorer. When the three officials leave the playing court at the end of the game, the officials' jurisdiction ends and the final score is approved.

C. Officials shall assemble on the court nearest the exit to the official's dressing room and leave the court together.

C. Officials should neither seek nor avoid coaches, nor permit them to enter their dressing room. They should refrain from any discussion regarding judgement during the game. Only the R may issue a clarification of rules statement to the home SID, game administrator or their designated representative.

D. Officials should prepare and email required reports promptly.

E. Discuss any controversial calls and unusual play situations.



Section 30

Overtime

A. R should inform captains, coaches, scorer's and the shot-clock operator of proper procedures.

B. After intermission the R or his designee will toss the ball to start the overtime. Officials should proceed in accordance with prescribed rules pertaining to overtime periods.

C. Officials shall use available monitor replay equipment when there is a reading of zeroes on the game clock (or should have been zeroes on the game clock) at the end of any period, after a call has been made on the floor and there has been a successful shot attempt.

At the end of a game when a winner has been decided, the officials shall still use available monitor equipment to confirm whether the successful goal should count. This is being done to ensure the game concludes with the correct score and statistics. In this instance, officials should not delay the end-of-game protocol (i.e. handshakes, etc.).



Section 31

The Monitor

Knowing as much as possible about the tableside monitor, inspecting it and communicating with any TV producers prior to the game will facilitate the use of the monitor during the game.

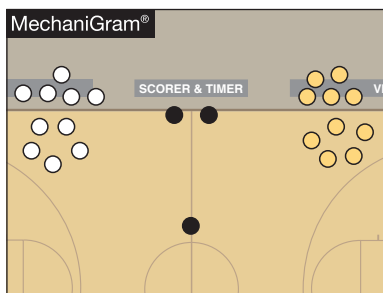
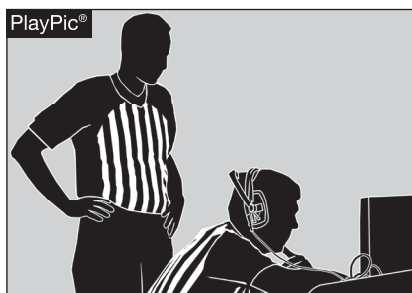
At about the 13-minute mark, the referee should check the location of the monitor, make sure all functions are operating correctly, place the headset on and communicate directly with the producer.

If possible, the referee should locate the cameras that are operating and define the number of looks that the crew can expect on any specific play. If and when they have to use the monitor, the official should talk directly to the producer and tell him or her exactly what he is looking for in the play and/or to show every replay angle available. That will speed up the process. If the tableside monitor is small and the picture is less than clear, try using the TV talent's monitor, if available.

At no time should all three officials be congregating at the monitor. It is imperative that one official position himself to monitor the players and bench personnel of both teams during the review. It is strongly recommended, however, that all three officials confer following a monitor review, before issuing a ruling based on the review.

When possible:

1. Inform coaches and media what you are going to monitor to review.
2. Inform coaches and media the results of the monitor review.



At no time should all three officials congregate at the monitor. One official should keep an eye on the players and bench personnel of both teams during the review.

Article 1. Timeliness of Instant Replay

When officials go to the monitor to review plays, they must be cognizant of the amount of time spent reviewing the play. The purpose of reviewing plays is always to get the play right. Officials should always remember that “indisputable evidence” is needed to overturn a call. As it relates to the time at the monitor, the chart below should be prevalent in an official’s mind.

Officials must be aware of the desire of the stakeholders of the game to have fewer stoppages and more timely reviews.

“Indisputable evidence” is used to describe something that is so obviously true that there is no room for question or debate.

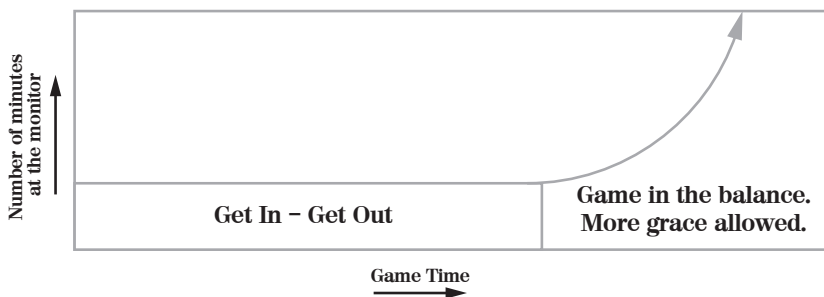
The results of a monitor review are:

Confirmed — The original call was correct.

Stands — Not enough evidence to overturn.

Reversed — The original call was incorrect.

Time at the Monitor



Article 2. Instant Replay — Stoppages and Reviews for 10ths of a Second

The impact of the number of stoppages and monitor reviews and the length of those reviews is having a negative impact on our game. The stakeholders of the game desire to have more flow at the end of our games.

Rules without a Monitor:

Rule 5-12.1 allows referees to correct a timing mistake “when an obvious timing mistake has occurred ...”

Rule 5-12.2 allows officials to correct a timing mistake “when the referee blows the whistle to signal the game clock be stopped and has definite knowledge that time has elapsed before the game clock stopped.

If the game is inside the last shot clock period, officials should correct all timing mistakes that they are aware of and have definite knowledge. If



the game is not inside the last shot clock period, the game should only be stopped when there is definite knowledge of a legitimate timing mistake.

Rules with a Monitor:

Rule 11-2.1.c.1 allows officials under the voluntary use rules to use the monitor “to determine whether a timing mistake occurred in starting or stopping the game clock.”

Rule 11-2.1.d allows officials under the voluntary use rules to use the monitor to “determine the correct time to be placed back on the game clock when a referee blows the whistle, signals for the game clock to be stopped, and in his judgment time has elapsed before the game clock stopped.

All of the above rules are intended to make sure the games are fairly and correctly adjudicated. However, officials have now moved to a point where they are stopping the game to put 1 or 2 10ths of a second back on the game clock as a matter of practice in the last 59.9 of the game. This is occurring, not withstanding that, it is extremely difficult for officials to see that kind of timing issue with the naked eye.

Therefore, if the game is inside the last shot clock period, officials should correct all timing mistakes that they are aware of “and in his judgment time has elapsed before the game clock properly stopped.” If the game is not inside the last shot clock period, officials should be cautious about stopping the game for an indiscernible timing issue.



Section 32

Player-Ejection Procedures

A. NCAA basketball rules regarding fighting shall be followed to the letter.

B. If a fight occurs, the R shall contact the coordinator/supervisor who assigned the game to apprise them of player ejections. Make sure players and coaches are told by the R the ejection during the game was for fighting.

C. The coordinator/supervisor shall advise the conference commissioner or designated conference representative of the player ejection(s).

D. The conference commissioner/designated representative shall contact the following individuals:

1. The director of athletics of their conference members whose player(s) was involved; and,

2. If the other team's player(s) was involved, that team's conference commissioner shall be contacted or if the player(s) represents an independent institution, the director of athletics should be notified.

E. Player ejection procedures should be handled expeditiously, as eligibility of the player(s) involved could be impacted if a second flight occurs.

F. Notification Procedures:

1. The conference commissioner/designated representative shall notify the athletic director and the coach of the team whose player was ejected. Call the institution and follow with written notification.

2. Notify the NCAA - director of basketball operations, only if the resultant one game suspension or permanent suspension would take effect for a team that advances to the NCAA tournament.

G. Related Consideration:

Institutional and conference policy will dictate if a suspended player is permitted to attend a game in which the player is suspended. If the suspended player does attend the game, the suspended player is not allowed to sit on the team bench.



Section 33

Suggestions to Coaches and Administrators

Article 1.

See that a good ball is available for the game. If a used ball is provided, see that it is cleaned and in good condition. Inflate and check the pressure and from 6 feet above the floor, the height of the bounce (49"-54"). The ball should be tested on the playing court, several hours prior to the game time. Recommended that the warm-up balls provided are the same manufacturer and model as the game ball.

Article 2.

See that court is properly marked and of a consistent surface, so student-athlete safety is not compromised. Temporary decals can create a difference on the floor that may cause players to lose their footing. If space out of bounds is limited, a broken line should be painted three feet inside the boundary lines. Baskets should be level, nets in good condition and the backboards clean. Where safety is a factor, adequate mats and padding should be provided. Limit lines are required by rule six feet outside the endlines.

Article 3.

Check proper provisions for the scoring of the game. This includes the appointment and training of a competent scorer. Provision should also be made for a good scoreboard. Provide a signaling device including an arrow to indicate direction when a held ball is declared and a bonus indicator. Only the official scorer shall wear a black and white striped garment. All assigned table personnel shall conduct themselves within the rules code at all times. It is recommended that the official Scorer be seated next to the official Timer.

Article 4.

Check over the provisions for timing of the games. Secure and train a competent adult timer. Provide the timer (clock, electric preferred, a stop watch for timing timeout periods). See that an appropriate signal device is provided for signaling the end of each period (no gun).



Article 5.

Check operation of game and shot clock.

Article 6.

Instruct public address announcer to speak in a professional manner at all times.

Article 7.

Check uniforms of players. In all games teams should wear clearly contrasting uniforms with legal numbers. Enforce the rule regarding undergarments.

Article 8.

Provide for team players numerals of contrasting colors and of proper size, at least four inches high on front and six inches high on back of jersey. **Note:** Numbers 1 and 2 may be used by players. Players most often used should be given single-digit numbers. Use no digit greater than 5 nor any three number combination. 0 and 00 are legal numbers. Teams must choose between players numbers 0 or 00. Rosters cannot include both numbers. For the convenience of the spectators, a player should use the same number on both light and dark uniforms throughout the season. Shirts are required to be of the same solid color, both back and front. Undershirts, if worn, must be of the same basic color as the game shirts with no decorations or logos. Sleeves of undershirts shall be unaltered (no cut-off sleeves or necklines) and shall be of the same length.

Article 9.

Instruct players regarding proper procedure on substitutions. Substitutes may enter only after being beckoned into the game by an official.

Article 10.

Provide separate dressing rooms (and showers) for competing teams. The dressing rooms provided should be near enough to the playing floor to be convenient as a conference room between halves. Supply visiting team with key for this room. Coaches are busy and the manager should look after some of these details.



Article 11.

Arrange for a dressing room (soap, towels, shower, black board, chalk, and eraser) for officials. Provide separate dressing rooms for women officials. This should be away from entrances used by spectators and should be at a location removed from that used by players and coaches. See that officials are provided with a key so that they may use the room between halves and change promptly after the game. The home management should provide security for the officials coming to and returning from the court. Refreshments should be provided. The privacy of the officials is the responsibility of the home team.

Article 12.

Arrange for proper education of cheerleaders, team mascots, ball people, other floor personnel and bands. These people are a vital part of game management, but at no time should they interfere with the duties and responsibilities of the officials. Many times the acts, words or deeds of these people can be most disconcerting.

Article 13.

Arrange for proper education and control of spectators. Remarks to players may make a game hard to control. Abusive and insulting remarks to officials make it difficult to secure and retain competent officials. Pregame education and obvious support of officials in their decisions are two possibilities.

Article 14.

Arrange and follow a definite time schedule for games. If a double header game is scheduled, due allowance should be made and the time set accordingly, so that the varsity game may start at the scheduled time.

Article 15.

Arrange for proper education of the band, informing them of the rules prohibiting their playing while play is in progress.



Section 34

Appendices

Appendix 1: Electronic Timing Systems

I. Officials

1. The belt pack must be placed on the waistband of the pants where it is easily accessible by hand. Left or right hip is recommended depending on which hand you prefer to use when starting the clock.
2. Place the microphone cord inside your shirt. Be sure to pull enough cord to match the length of your lanyard.
3. Attach the microphone to the microphone holder on your lanyard.
4. Check your equipment when on the playing court, not in the locker room. Officials should go to scorer's table at approximately 14 minutes to "synch" the timing packs with the electronic timing system.
5. The start button is on the belt pack. It is a little raised button. You must press the button firmly to start the clock. To stop the clock, blow the whistle sharply.

All officials should start the clock:

- To start the game when the ball is legally tapped by one of the jumpers.
- On all throw-ins, when the ball is legally touched by one of the players on the playing court.
- When the ball is legally touched by a player on the court after the last missed free throw attempt.
- Do not talk to anyone with the whistle in your mouth.

II. Timers

It is important to *start and stop* the game clock as you would do in any game. You are assisting the game officials on the floor, and you are the backup in case the belt pack fails to operate properly. That means *every time* the whistle blows, you must stop the clock.

Do not forget to stop the game clock in the last minute of the 2nd half and in the last minute of any overtime periods after every made field goal.



Appendix 2: NCAA Division I Men's Basketball Conference Office Directory

Conference: **American Athletic**

Name: Mike Eades
Conference City/State: Providence, RI
Phone: (304) 952-1440
Email: eades10@hotmail.com

Conference: **America East**

Name: Jim Haney
Conference City/State: Boston, MA
Phone: (610) 428-0388
Email: haney@americaeast.com

Conference: **Atlantic Coast**

Name: Bryan Kersey
Conference City/State: Greensboro, NC
Phone: (336) 501-7407
Email: bkersey@theacc.org

Conference: **ASUN**

Name: Mike Eades
Conference City/State: Macon, GA
Phone: (304) 952-1440
Email: eades10@hotmail.com

Conference: **Atlantic 10**

Name: Bryan Kersey
Conference City/State:
Newport News, VA
Phone: (336) 501-7407
Email: bkersey@theacc.org

Conference: **Big East**

Name: John Cahill
Conference City/State: New York, NY
Phone: (518) 424-2744
Email: jcahill1@nycap.rr.com

Conference: **Big Sky**

Name: Bobby Dibler
Conference City/State: Ogden, UT
Phone: (915) 525-5220
Email: diblerb@sbcglobal.net

Conference: **Big South**

Name: Bryan Kersey
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Phone: (336) 501-7407
Email: bkersey@theacc.org

Conference: **Big 10**

Name: Rick Boyages
Conference City/State: Rosemont, IL
Phone: (614) 208-8767
Email: rboyages@bigten.org

Conference: **Big 12**

Name: Curtis Shaw
Conference City/State: Irving, TX
Phone: (941) 685-7649
Email: user211715@aol.com

Conference: **Big West**

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Phone: (915) 525-5220
Email: diblerb@sbcglobal.net

Conference: **Colonial Athletic**

Name: John Cahill
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Email: jcahill1@nycap.rr.com

Conference: **Conference USA**

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Phone: (941) 685-7649
Email: user211715@aol.com

Conference: **Horizon**

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Phone: (317) 237-5622
Email: tmkbbofficials@gmail.com

Conference: **Ivy League**

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Phone: (917) 693-7749
Email: gprager44@aol.com

Conference: **Metro Atlantic Athletic**

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Phone: (317) 237-5622
Email: tmkbbofficials@gmail.com



Conference: **Mid-American**

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Conference: **Mid-Eastern**

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Conference: **Missouri Valley**

Name: Eddie Jackson
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Email: jackson10@aol.com

Conference: **Mountain West**

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Email: diblerb@sbcglobal.net

Conference: **Northeast**

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Conference: **Ohio Valley**

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Conference: **Pac-12**

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Conference: **Patriot League**

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Conference: **Southern**

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Conference: **Southland**

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Conference: **Southwestern Atlantic**

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Conference: **Summit League**

Name: Mike Sanzere
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Conference: **West Coast**

Name: Bobby Dibler
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Appendix 3: Game-Clock Timer, Alternating-Possession Arrow, Shot-Clock Operator

GAME-CLOCK TIMER

TIMER must:

1. Have a digital stopwatch available.
2. Notify the official of any timing mistake.

START the clock when an official signals that an inbounds player touches the ball on:

1. The jump ball.
2. Any throw-in.
3. An unsuccessful free throw that will remain live.

STOP the game clock when:

1. An official's whistle sounds.
2. A goal is successful (clears the bottom of the net) in the last 59.9 seconds.

SOUND A WARNING HORN 15 seconds before time expires for:

1. The 15-second time limit to replace a disqualified or injured player.
2. Intermission.
3. Any timeout.

SOUND A FINAL HORN when time expires for:

1. The 15-second time limit to replace a disqualified or injured player.
2. Intermission.
3. Any timeout.

For more information on duties of the timer, see Rule 2-10.

ALTERNATING-POSSESSION ARROW

SET arrow to start the game or any extra period when:

1. A team obtains the initial possession/control of the ball.

SWITCH arrow when:

1. A throw-in ends (an inbounds player touches the ball on throw-in).
2. The throw-in team violates (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:

1. A team fouls on an alternating-possession throw-in.
2. Ball is intentionally kicked or fisted on an alternating-possession throw-in.



For more information on the alternating possession procedure, *see Rule 6-3, and 6-4.*

SHOT-CLOCK OPERATOR

The shot-clock operator shall:

1. Use a 30-second shot clock.
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.
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.
4. Have an alternate timing device available.
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.
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. An intentionally kicked or fisted ball by the defense occurs with 20 seconds or more remaining on the shot clock and the ball is to be inbounded in the backcourt;
 3. A player is injured or loses a contact lens;
 4. A charged or electronic-media time out has concluded;
 5. 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;
 6. 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;
 7. After an inadvertent whistle when there is team control;
 8. 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;
 9. 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

10. 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 .9 or .10 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 and the alternating possession arrow favors the defense for a throw-in in the backcourt;

4. A try for goal strikes the ring or flange and control is gained by the nonshooting 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 should be reset 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 per Rule 2-11.6.c.6; or

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.

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.

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

3. 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 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 that contacts the ring or flange or after an unsuccessful free throw that remains in play;

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, Rule 2-11.6.b.2 applies.

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 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 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 & .2 and the defense is awarded the ball for a throw-in in the front court;

7. There is a kicked/fisted ball violation in the backcourt by the defense with 19 seconds or less remaining on the shot clock, or

8. 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 front court

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.

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.

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.

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.



Appendix 4: Alternate Official

RESPONSIBILITIES

The alternate official shall be in full officiating uniform, including whistle and jacket and prepared to enter the contest to officiate, if needed.

The alternate official should:

1. Have the following supplies needed: Alternate Official forms, pencil/pen, NCAA Rules book and stopwatch (provided by the tournament manager).
2. Attend the game officials' pregame conference.
3. Sit between the timeout coordinator and the replay-system technician (or scoreboard-clock operator) and advise game officials of any mistake or malfunction concerning the game clock and/or 30-second clock as soon as possible and be responsible for the stopwatch that will be supplied by the tournament manager. Be prepared to have the timer sound the horn, if the situation allows it.
4. Complete Alternate Official forms during course of the game:
 - a. Alternate Official Form — document information noted.
 - b. Postgame Video Breakdown Form — note the half, time on the clock and brief description of plays the crew may want to review after the game.
 - c. Complete and submit Technical Foul form.
5. Assist game officials. If asked by the game officials, be prepared to advise them of or assist them with:
 - a. The number of the player who committed a foul or was fouled;
 - b. Substitutions – who entered or left the game;
 - c. Pertinent information concerning any matter of officiating and/or rules interpretations (e.g., three-point shot, last-second shot, ball not passing through the basket, scoring mistakes, participants in a fighting situation, bench personnel who enter the court during a fighting situation, etc.).
 - d. Assist in all replay reviews. If available, pay particular attention to the TV coverage feed. If the TV feed is showing a view, angle or pertinent information that is helpful to the play, notify the crew immediately.
6. Act as a member of the officiating crew. When important information needs to be shared with the crew, it is the responsibility of the alternate



official to stand up, which assists in notifying the crew that there is a problem.

7. Notify the timeout coordinator when the game officials have signaled that the timeout has begun. This notification shall be the alternate official's only involvement in the coordination of television timeouts.

8. Instruct the clock operator to stay at the scorer's table after the first game of the afternoon and evening sessions until the basketball committee member has determined the start time of the second game and the clock has been started.

9. Be prepared to assist the game officials, if it is necessary, to review their decision on a last-second try for goal.

10. In all fighting situations, review replays on the television monitor on the official table to determine if additional information about a fighting situation is evident.

11. Follow any other procedures as directed by the referee of the officiating crew.



Appendix 5: NCAA Men's Basketball Shirt

2020-21 NCAA Men's Basketball Rules Book

RULE 2 – Section 1 – Article 2

The officials' uniform shall be black pants and a black & white striped shirt with black side panel and black raglan style sleeves. No variation in the color or style of this uniform is permitted. A USA flag is permitted on the left sleeve located 2" above the solid black sleeve trim (See CCA Mechanics Manual for manufacturers design requirements).

Manufactures Design Requirements:

Approved NCAA Men's Basketball Shirt

Design of the approved NCAA Men's Basketball shirt will be as follows:

The shirt will have 1" black and white stripes with a black side panel, solid black set-in sleeves and solid black raglan style shoulders and back. Vector files for each size will be provided if requested by the manufacturers.

The black and white striping for the front and back of each size shirt will be as follows:

Sizes small thru large – middle stripe will be black with a total of 8 white stripes.

Sizes X-Large thru 3XL – middle stripe will be black with a total of 10 white stripes

Size 4XL – middle stripe will be black with a total of 12 white stripes.

The width of the black side panel will vary based on the size of the shirt.

A white border USA flag is permitted to be placed on the left sleeve 2" above the black 1" wide black rib knit sleeve trim or black self-hem sleeve end.



Appendix 6: NCAA Men's Basketball Warm-up Jacket

Manufactures Design Requirements:

Approved NCAA Men's Warm-up Jacket

Design of the approved NCAA Men's Basketball warm-up jacket are as follows:

The black jacket will have a 2 ½" wide white shoulder and sleeve panel. No emblems are permitted on the jacket. No variation in color or style is permitted.

The jacket will be made to the following specifications:

- Black jacket with set on sleeves
- 2 ½" wide white shoulder and sleeve panels
- 90% Polyester/10% spandex fabric
- Full length front zipper
- 2" wide self-fabric standup collar
- Self-fabric cuffs



An Excel file showing specific design details for each size will be provided if requested by manufacturers.

Section 35

Signals

Starting and Stopping Clock



Start Clock

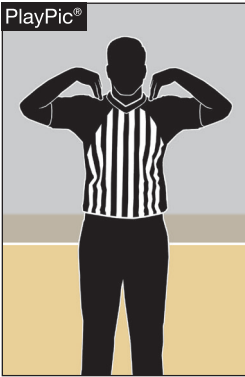


Stop Clock

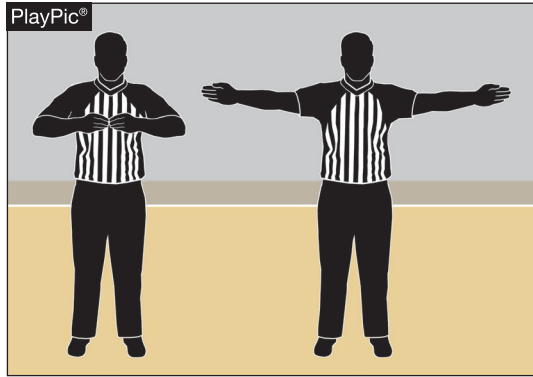


Stop Clock for Foul

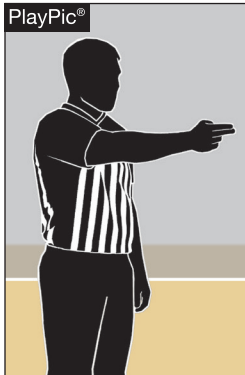
Timeouts



30-Second Timeout



60-Second Timeout

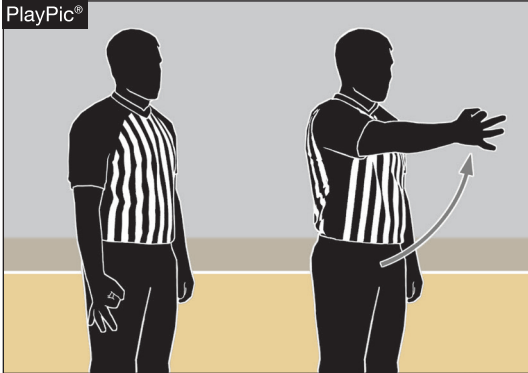


Directional Signal or Media Timeout: Point Toward Table



Shortened timeout has been requested and will occur

Violations



Three-Second Violation



Five-Second Violation



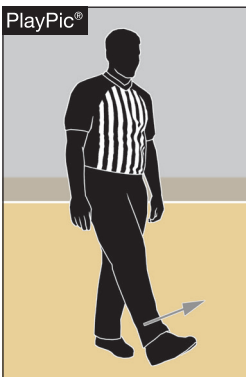
10-Second Violation



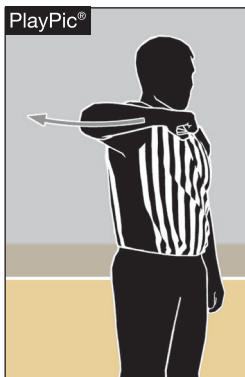
20-Second Reset



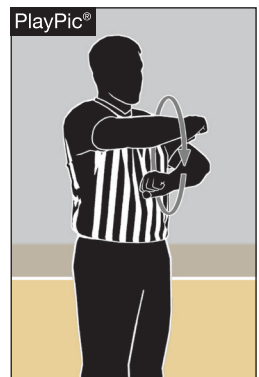
Throw-in Spot or Designated Spot Violation



Kicking Violation



Excessive Swinging of Elbows



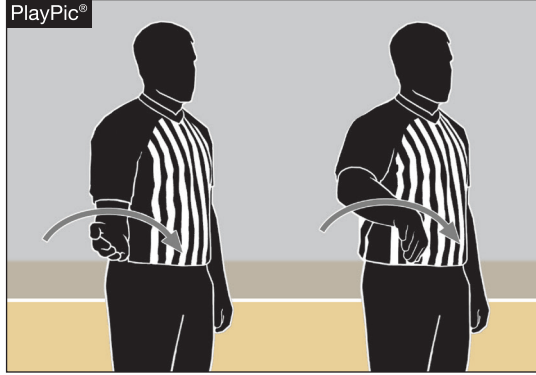
Traveling Violation



Violations



Illegal-Dribble Violation



Over and Back or Palming/Carrying Violation



Shot-Clock Violation



Held Ball

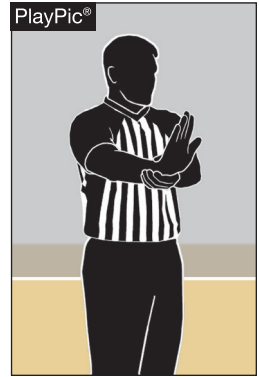
Fouls



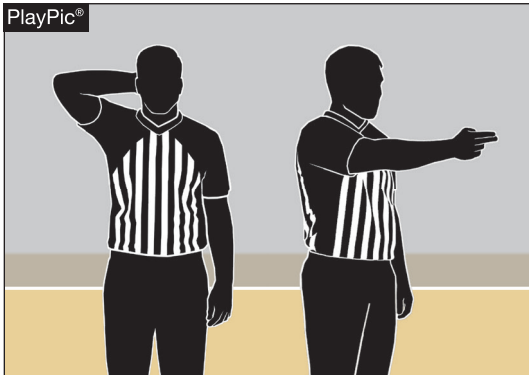
Holding Foul



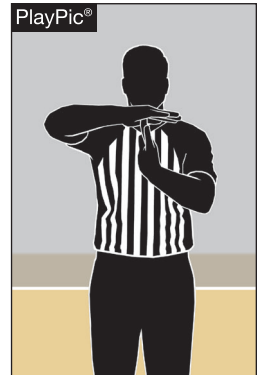
Pushing or Charging Foul



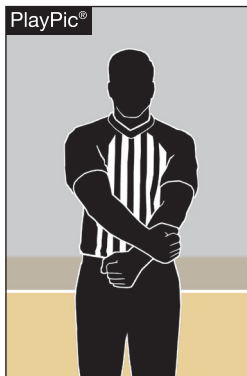
Handchecking Foul



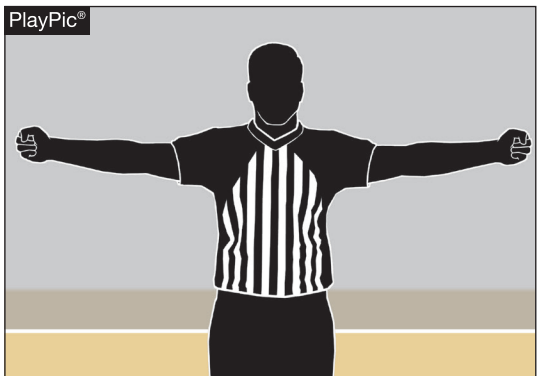
Player-Control Foul/Team-Control Foul Directional Signal



Technical Foul



Illegal Use of Hands Foul



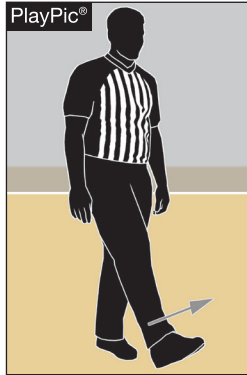
Double Foul



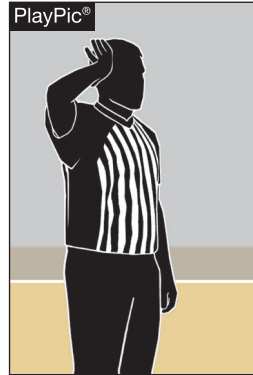
Fouls



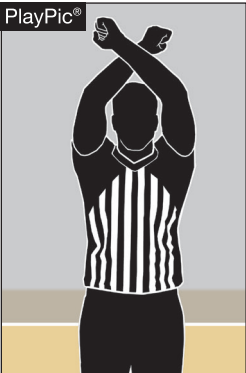
Blocking Foul



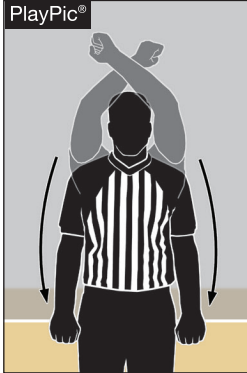
Tripping



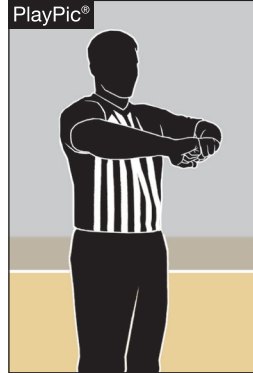
Hit to the Head



Flagrant 1 or 2 Foul



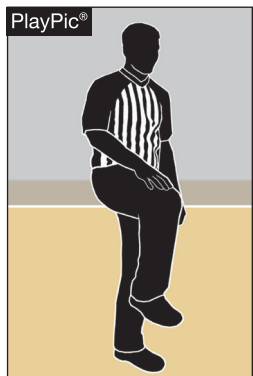
**Excessive-Contact Foul
(Flagrant 1 or 2)**



Chucking



Pinning a Defender

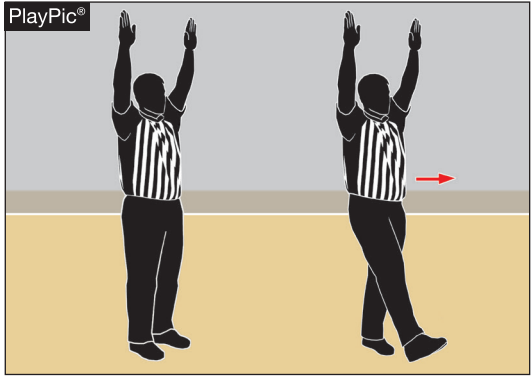


Dislodging with the knee

Fouls



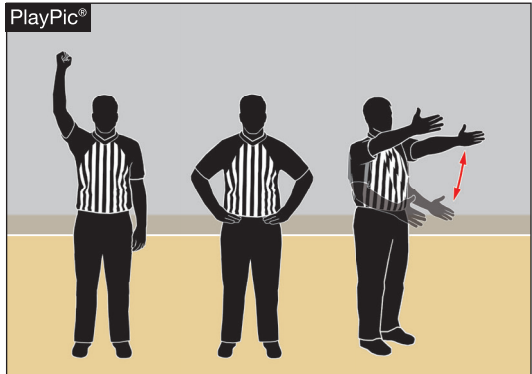
Defensive Foul
"Staying Here"



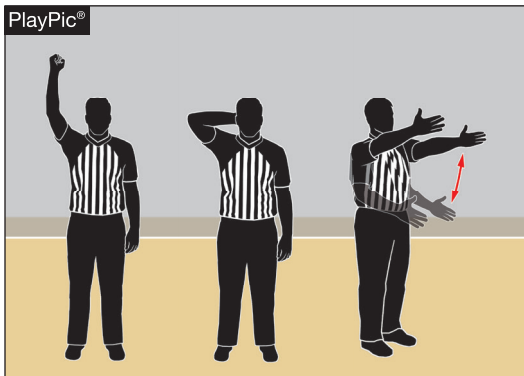
Dislodging with the lower body



Defender Jumped from "A"
to "B"



Defensive Foul
Violation of Vertical Cylinder



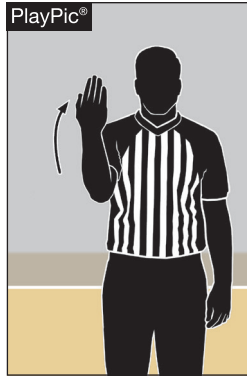
Offensive Foul
Violation of Vertical Cylinder



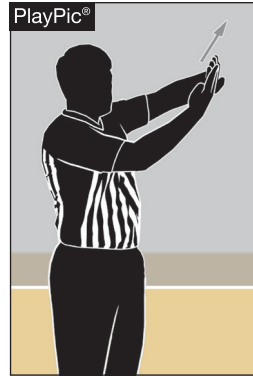
Information



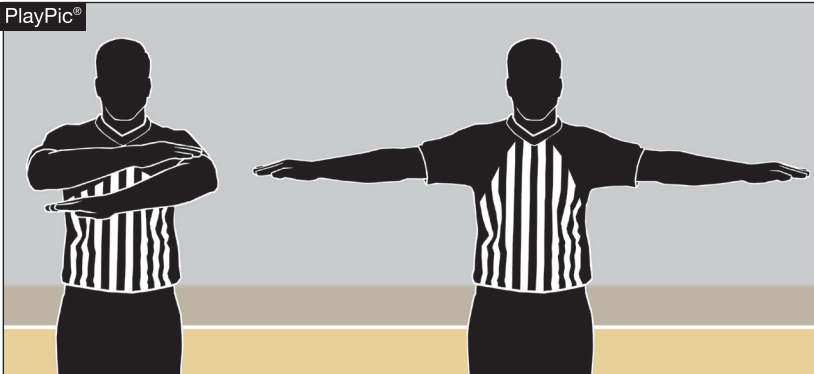
Foul: Optional 'Bird Dog'



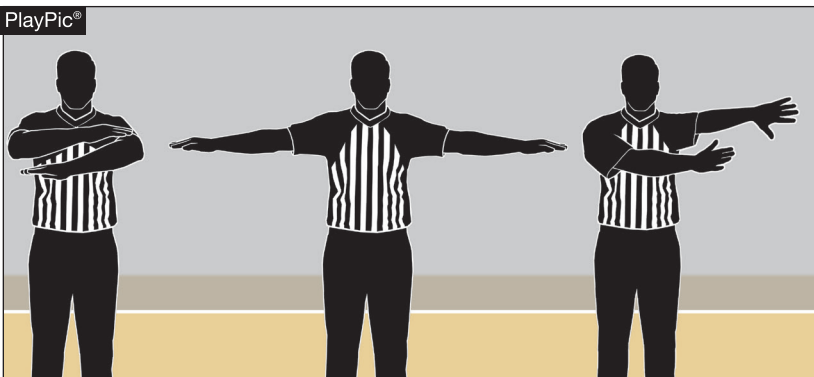
Beckon Substitute



Tipped Ball



No Score



No Shot/Pass Off

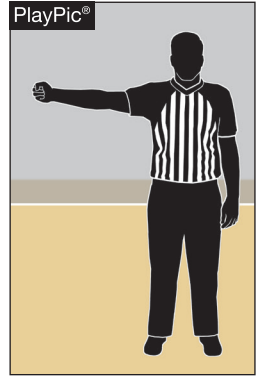
Information



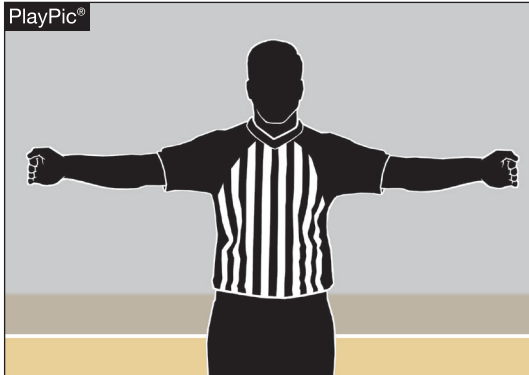
Shot-Clock Reset



Foul Reporting



**Delayed-Dead Ball:
Withheld Whistle**



Not Closely Guarded



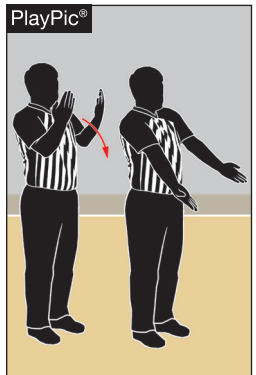
Shot Clock Near Expiration



**Record Game Time "Twirl"
Signal**

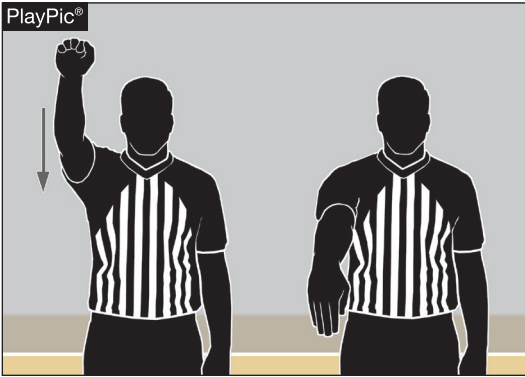


Replay Required

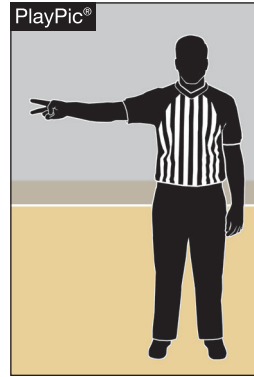


Flopping

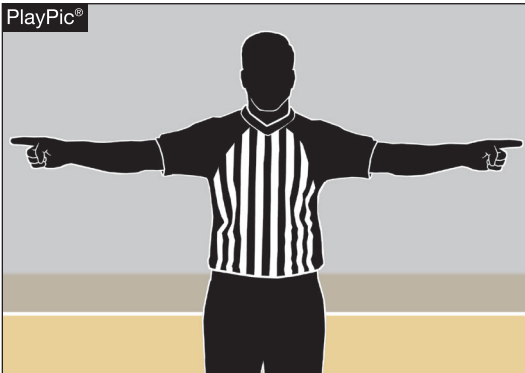
Scoring/Shooting



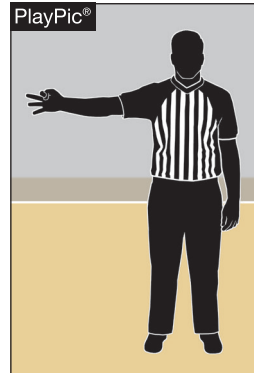
Goal Counts or is Awarded



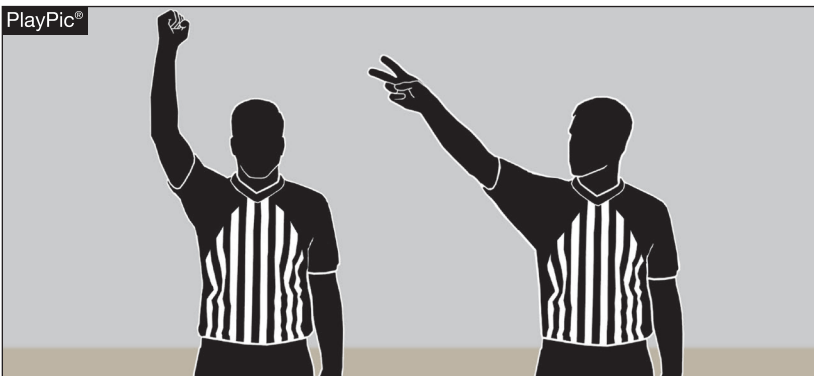
Two Free Throws



Bonus Free Throw

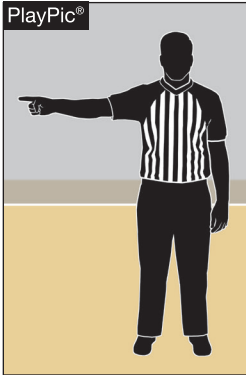


Three Free Throws

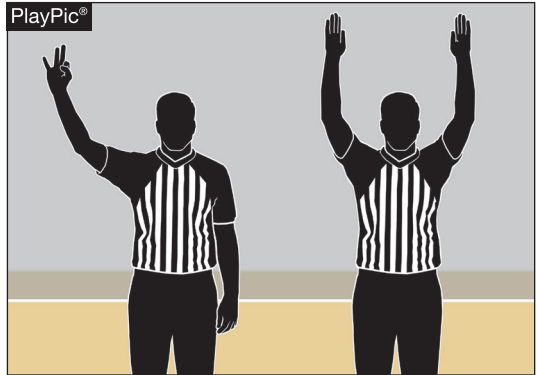


Shooting Foul

Scoring/Shooting

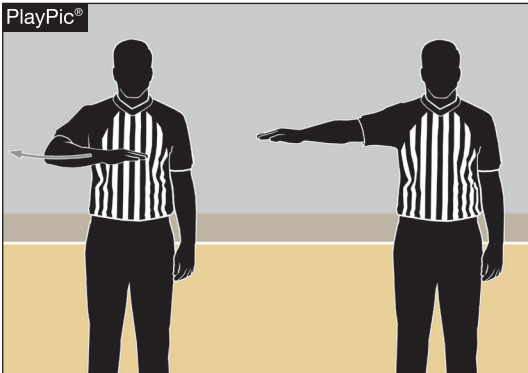


One Free Throw



Three-Point Attempt

Three-Point Successful



Visible Count

2020-21 Major Basketball Rules Differences (Men's and Women's)



ITEM	NFHS	NCAA
Administrative Warnings	Issued for non-major infractions of coaching-box rule, disrespectfully addressing an official, attempting to influence an official's decision, inciting undesirable crowd reactions, entering the court without permission, or standing at the team bench.	Men – Only for the head coach being outside the coaching box. Women – Same as Men plus minor conduct violations of misconduct guidelines by any bench personnel.
Blood/contacts	Player with blood directed to leave game (may remain in game with charged time-out); player with lost/irritated contacts may remain in game with reasonable time to correct.	Men – Player with blood may remain in game if remedied within 20 seconds or after charged timeout. Lost/irritated contact within reasonable time. If timeout becomes media timeout, no charged timeout to team. Women – Player with may remain in game if remedied within 20 seconds or charged timeout to correct blood or contacts.
Bonus free throws One-and-One Bonus Double Bonus Team fouls reset	On the seventh team foul. On the 10th team foul. End of the first half	Men – Same as NFHS. Women – No one-and-one bonus. Men – Same as NFHS. Women – On fifth team foul. Men – Same as NFHS. Women – End of first, second and third periods.
Coaching Box Size Loss of use	State option, 28-foot box maximum. If head coach is charged with a direct or indirect technical foul.	Both – Extends from 38-foot line to end line. Both – no rule.
Delay-of-Game Warnings	One warning for any of the four delay-of-game situations; subsequent delay for any of four results in a technical foul.	Men – No warnings for Administrative technical. One warning for coach delay and one for player delay. then, class B technical. Women – One warning for each delay-ofgame situation; subsequent delay for that situation results in a technical foul.



ITEM	NFHS	NCAA
<p>Disqualification/Ejection Players/Bench Personnel</p> <p>Player Participates After Disqualification/Ejection</p> <p>Replacement Interval</p>	<p>Disqualification – Fifth foul (personal fouls and technical fouls). Ejection – Single flagrant foul; second technical foul.</p> <p>Direct technical foul charged to head coach.</p> <p>15 seconds.</p>	<p>Men – Disqualification – Fifth foul (personal fouls and class A technical fouls) Ejection – Second Class A or third Class B technical foul or single flagrant 2 foul. Women – Disqualification – Same as nfhs, includes intentional fouls. Ejection – single disqualifying foul, second technical foul, second intentional foul or combination of one technical and one intentional foul.</p> <p>Men – noncontact flagrant 2 technical foul charged to player and Class B Technical charged to Head Coach. Women – disqualifying foul charged to offender. Both – 15 seconds.</p>
<p>Double Foul</p>	<p>Point of interruption for all double fouls.</p>	<p>Men – If differing in severity, both penalties are assessed with most severe last Women – Point of interruption for double/ simultaneous personal fouls and fouls of equal gravity by opponents. When penalties are unequal, most severe penalty assessed last.</p>
<p>Fighting</p>	<p>Ejection.</p>	<p>Both – Ejection. One-game suspension followed by season suspension for second offense (team and coaches). Men – Only the head coach may enter court. Women – Same as NFHS.</p>
<p>Fouls Types</p>	<p>Personal (double, false, multiple and simultaneous), Technical (double, false, multiple and simultaneous), Intentional Personal, Intentional Technical, Flagrant Personal and Flagrant Technical fouls.</p>	<p>Men – Personal (double, false, multiple and simultaneous), Technical (administrative, double, false, multiple and simultaneous), Flagrant 1 Personal, Contact Dead-Ball Technical, Flagrant 2 Personal and Flagrant 2 Technical fouls. Women – Personal (double and simultaneous), Intentional, Technical, and Disqualifying fouls.</p>
<p>Count Towards</p>	<p>Personal, Technical and Intentional (personal and technical) fouls count toward team-foul total, disqualification and ejection; and Flagrant (personal and technical) fouls count toward team-foul total and ejection.</p>	<p>Men – personal, class A technical and contact dead-ball technical fouls count toward team-foul total, disqualification and ejection; and flagrant 2 (personal and technical) fouls count toward team-foul total and ejection. Women – personal, intentional, and technical fouls (excluding administrative technicals) count toward team-foul total, disqualification and ejection; and disqualifying fouls count toward team-foul total and ejection.</p>
<p>Free Throw Free-Thrower Injured</p>	<p>Normal substitution permitted.</p>	<p>Men – Substitute or any player shoots free throws when injured player cannot as result of a flagrant foul. If result of blood, only substitute shoots. Otherwise opposing coach selects from four remaining players. Women – Same as NFHS.</p>



ITEM	NFHS	NCAA
Goaltending	Player touches the ball during a try/ tap while it is in its downward flight entirely above the basket-ring level and has the possibility of entering the basket in flight.	Men – Same as NFHS and includes a ball that is touched after it contacts the backboard when any part of the ball is above the basket-ring level – considered to be on its downward flight. Women – Same as Men except ball must be entirely above the basket-ring level.
Game Clock Length of Quarter/Period/Half Length of Extra Period Deflection Under a Minute	Four eight-minute quarters. Four minutes. No rule.	Men – 20-minute halves. Women – Four 10-minute periods. Both – Five minutes. Both – No less than 0.3 seconds must expire when ball is legally touched and the clock is immediately stopped by an official with 59.9 seconds or less left in a period or half.
Stop Clock After successful Field Goal	No rule.	Men – After a made basket with less than one minute in second half or overtime. Women – After a made basket with less than one minute in fourth period or overtime.
Guarding Airborne Defender Exception Closely Guarded Legal Position	No exception. Holding or dribbling. May be established anywhere on the court.	Men – Allowed to move forward when clearly will not make contact on shooter. Women – Same as NFHS. Both – Holding only. Men – Secondary defender may not establish initial legal-guarding position in four-foot restricted area under the basket to draw an offensive foul on ballhandler or a player who released the ball on pass or a try, does not apply when secondary defender establishes legal guarding position, jumps straight up with arms in legal verticality and attempts to block a shot. Women – Same as Men except when the play starts outside the LDB and using a four-foot restricted area.
Maintaining Legal Position	May move laterally or obliquely to maintain position, as long as not toward opponent when contact occurs and may turn or duck to absorb imminent contact.	Men – Same as nfhs except secondary defenders cannot move sideways to maintain on an airborne shooter or passer. Women – Same as nfhs except a defender may not reposition into the path of an airborne player.
Jump Ball	Re-jump must be by players involved before team control is established.	Both – Re-jump by any two players.
Non-Playing Personnel	Not permitted on playing area during a 30-second or less timeout. not permitted to stand in free-throw lane area extended out of bounds.	Both – Permitted on the playing court only during full timeouts, and media timeouts.
Officials on Court – Jurisdiction Begins	15 minutes before start and remain for duration of pregame.	Men – 20 minutes before start. Women – 15 minutes before start. Both – At least one official must remain on the court when team members are present.
Player Out of Bounds	Violation ruled as soon as player leaves the court for an unauthorized reason.	Both – Violation ruled when a player returns and is the first to touch the ball inbounds unless the player's momentum carried them out of bounds.



ITEM	NFHS	NCAA
Post Play	An extended arm bar is not allowed.	Men – equal pressure on post player with or without the ball allowed with one forearm. Women – A forearm or one hand is allowed on post player in control of the ball with her back to the basket.
Replaced Team Member	Next opportunity after clock has properly started following his/her replacement.	Men – Can re-enter when opponent commits a violation or foul before the clock has properly started or substitution results from an officiating or scorer's error. Women – Can re-enter when opponent commits a violation or foul before the clock has properly started.
Screener Location Width	No rule. Vertical plane with a stance approximately shoulder width apart.	Both – Screener must be inbounds. Both – Inside of screener's feet no wider than shoulder width.
Shot Clock Reset	No Rule. No Rule.	Both – 30 seconds. Both – No reset on out-of-bounds violations, full reset on change of possession. Men – 20-second reset or time remaining on the shot clock, whichever is greater, on a defensive foul or violation with play to resume in frontcourt. 20-second reset on offensive rebound in the frontcourt. Women – Same as men.
Team Control Definition Loose Ball Free Throws Shot	Team is in control when a player is in control, when a live ball is passed among teammates, during an interrupted dribble, when the ball is at the disposal of a thrower-in. No rule. Never shot on a team-control foul.	Men – Same as NFHS. Women – Same as NFHS. Men – When a player holding dribbling the ball fumbles, a defender bats deflects the ball out of offensive player's control or following a try being released. Women – Same as NFHS. Men – When offended team is in the bonus following a loose-ball foul. Women – Same as NFHS.
Technical Fouls Types	Team, Player, Substitute, Bench	Men – Administrative, Class A and class B technical fouls. Women – Administrative, Player/ Substitute and Bench technical fouls.
Head Coaches	Direct and Indirect Technical fouls Direct and Indirect Technical fouls – Direct for the coach's behavior. indirect for penalty to bench personnel; includes pregame or dead-ball dunking.	Men – Administrative, Class A and Class B, no penalty for pregame or dead-ball dunking. Women – Same as NFHS, except no penalty for pregame/halftime dunking.
One-Shot Technical	No rule.	Men – Administrative (except excessive timeouts and more than five players) and Class B technical fouls. Women – Same as NFHS.
Count Toward	Team-foul total. Disqualification – five personal fouls (all team members). Ejection – two technical fouls (all team personnel).	Men – class A technical fouls count toward team-foul total, disqualification and ejection. class B technical fouls count toward ejection; administrative technical fouls do not count toward team foul totals. Women – same as nfhs, except administrative technical fouls do not count toward team-foul totals. Both – point of interruption, except:



ITEM	NFHS	NCAA
Resuming Play	Throw-in to offended team at division line opposite the scorer's table.	<p>Men – Point of interruption when the ball is in the backcourt and is retained by the offense. When the defense gains possession, use rule 7-3.2. When the ball is in the frontcourt use procedures in rule 7-3.2.</p> <p>Women – Same as NFHS for player/ substitute and bench technical fouls; point of interruption for administrative technical fouls except for excessive timeout – point of interruption to offended team.</p>
Ten-Second Rule Reset	<p>Must advance from backcourt. count starts on player control.</p> <p>Reset on new throw-in.</p>	<p>Both – Must advance from backcourt. count starts on legal touch of a throw-in and on control for rebounds and jump balls.</p> <p>Men – no count reset when defense causes out-of-bounds violation, team in control retains possession after a held ball or a technical foul assessed to the team in control. reset on timeout by team in control.</p> <p>Women – no count reset when defense causes out-of-bounds violation, team in control retains possession after a held ball or an administrative technical foul is assessed to the team in control.</p>
Three-Second Violation	One foot out and one in the air is considered out of the free-throw lane to avoid a three-second violation.	<p>Men – Same as NFHS.</p> <p>Women – Both feet must be placed on the court outside the free-throw lane to avoid a three-second violation.</p>
Throw-in 28-foot line throw-in	No rule.	<p>Men – Same as NFHS.</p> <p>Women – Upon a timeout during the last 59.9 seconds in the fourth or extra period when the ball in the backcourt is out of bounds after a made basket, after securing a rebound (no dribble or pass) or after a change of possession (no dribble or pass), the offense may choose to advance the ball to the frontcourt 28-foot line opposite the table or tableside for ensuing throw-in.</p>
Opponent Crosses Plane	May not cross boundary plane until ball has been released by thrower – violation and team warning, followed by technical foul.	<p>Men – May not cross boundary plane until ball has crossed boundary plane – violation Class B technical foul for repeated violation.</p> <p>Women – May not cross boundary plane until ball has crossed boundary plane - team warning followed by technical foul.</p>
Designated-Spot	Nearest spot of foul/violation when not in the bonus (either on sideline or end line).	<p>Men – Same as NFHS when in backcourt except after change of possession. When in frontcourt after defensive foul violation on same side of court as foul violation either at 28-foot line when above diagonal from corners to intersections of the free-throw line and free-throw lane line (elbows) or three feet from free-throw lane line extended along the end line.</p> <p>Women – Same as NFHS except for a single personal foul or intentionally kicked or fisted ball by the defense in the offensive frontcourt when the throw-in is at the nearest 28-foot mark or lower defensive box mark.</p>



ITEM	NFHS	NCAA
Time-out(s) Excessive	Technical foul.	Men – two shots and point of interruption if in backcourt and closest of four spots if in frontcourt. Women – two shots and possession to opponents.
Number and Length	Three 60-second and two 30-second time-outs.	Men Media – Three 30-second and one 60-second team timeouts. A team granted timeout at or under 30 seconds or an instant replay occurs at or under 30 seconds of media mark or when it created the first stoppage at or below the media mark becomes the media timeout. Men Non-Media – Four 75-second and two 30-second timeouts. Women Media – Three 30-second and one 60-second. A team timeout at any time above the media mark goes to media. The first team-granted timeout of second half goes to media. Women Non-Media – Three 30-second and two 60-second timeouts.
Reduction	Reduced if both teams are ready.	Both – Reduced if granted team notifies official, unless timeout becomes an electronic-media timeout.
Request	Recognized when a player is in control. Player or coach can request.	Both – Same as NFHS, except shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt. Men – coaches shall not be granted a timeout during live-ball play, exception: the coach whose team is in control on a throw-in before the ball is released or in the last two minutes of the second period or the last two minutes of any overtime period. Women – Same as NFHS.
Resuming Play	Resumption-of-play procedure.	Men – Team warning, followed by class A technical foul for repeat of same delay. Women – Team warning, followed by resumption-of-play procedure.
Uniforms Jersey Color Jersey Design Worn Penalty for Illegal Jerseys/ Number Pants/Shorts Undergarments	Home shall wear white and visitor a contrasting dark color. Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso. Jerseys designed to be worn outside the pants permitted; jerseys/pants may not be removed within visual confines of playing area. Direct technical foul charged to head coach. No rule. Black, white, beige or the predominant color of the jersey.	Both – Home shall wear light and visitor a contrasting dark color, except altered by mutual consent. Both – Neutral zone measured five inches from top of shoulder to bottom of jersey and 12 inches in width from center of neckline (front and back); only name/ number and 15 percent tonal color shift permitted in neutral zone; no design restrictions outside neutral zone. Both – Jerseys worn outside the game pants prohibited; no rule regarding removal. Men – Administrative technical foul for illegal number and non-contrasting uniform. Both – the perceptible majority of shorts must be the same color of the neutral zone.



ITEM	NFHS	NCAA
<p>Undershirt</p> <p>Arm sleeves, Headbands/ Wristbands, Leg/Knee Sleeves, Compression Shorts and Tights</p> <p>Teammates Matching</p>	<p>Individual player must have same length sleeves. long sleeves permitted. One visible manufacturer's logo/trademark/ reference is permitted. same color as jersey, if visible.</p> <p>White, black, beige or the predominant color of the jersey.</p> <p>All headbands, wristbands, sleeves and tights worn must be same color.</p>	<p>Men – Same as NFHS but sleeves not to extend below the elbow. no manufacturer's logo permitted. Must be the same color as jersey.</p> <p>Women – Same as NFHS.</p> <p>Both – Arm sleeve - Solid color - White, black, beige or any color contained in game jersey.</p> <p>Men – Leg/Knee sleeve and compression shorts/tights -White, black, beige or the predominant color of the shorts.</p> <p>Men – Headbands/Wristbands - White, black, beige or similar to the dominant color of the game jersey.</p> <p>Women – leg/Knee sleeve, tights or headbands/Wristbands - White, black, beige or any color contained in jersey.</p> <p>Both – Headband and wristbands must match. Arm sleeves do not have to match leg/knee sleeves, nor do they need to match headbands/wristbands.</p>
<p>Video</p>	<p>Legal to use during the game or intermission for coaching.</p>	<p>Illegal to use at courtside.</p>

NOTE: These differences do not include court markings, equipment, officials' signals and mechanics, etc. revised July 2019.



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