

2011-12 and 2012-13 NCAA Men's Basketball Rules Changes (Approved May 23, 2011)

Note: All rules listed below have been approved for use in the 2011-12 and 2012-13 seasons. The lone exception is for Division II and III institutions, the 3-foot restricted area arc will not go into effect until the 2012-13 season (Rule 4-35.7).

Subject	Rule	PG	Proposal, Rationale
Alterable Rules	Preface	23	<p>Omit Rule 1, Section 17 from the list of alterable rules.</p> <p>Rationale: The rules regarding the scoreboard and game clock display are now mandatory.</p>
Shadow lines	1-3.4	29	<p>In the event shadow lines are utilized (center circle and division line), they must be clearly discernable and distinguishable.</p> <p>Rationale: More courts are being designed that use shadow lines for the division line and center circle. These lines have a direct impact on the game and must be clearly visible to players and officials for critical calls (e.g., backcourt violations).</p>
Free throw lane: Color requirement	1-6.3	31	<p>It is highly recommended that the free throw lane be one color. It is permissible for the free throw lane to be more than one color. However, the lane lines and restricted area arc must be clear and discernable.</p> <p>Rationale: The previous rule required that the lane be one color. Some courts in use violate this rule without penalty and as long as the lane lines and arc are clear, there is no other practical reason for the lane to be restricted to one color.</p>
Official's jurisdiction	2-4.3		<p>Official's jurisdiction begins 30 min. before game. At least one official is to arrive on the floor 30 minutes before the start of the game. At least one official must remain on the floor once jurisdiction begins.</p> <p>Rationale: Allows officials to return to the locker room during warm-ups as long as at least one official remains on the court after jurisdiction has started.</p>
Timeout administration, penalty for non-compliance	2-10.10; 4-17	44, 66	<p>If a team is not ready to play at the second horn during a timeout, officials are instructed to formally warn that team on the first offense. On the second and subsequent offenses, the official shall make the ball ready for play (e.g., put the ball on the floor and begin the count).</p> <p>Rationale: The committee believes the administration of timeouts is an area that should move more quickly than it does currently. Adding a formal warning, similar to the coaching box, will assist.</p>

Shot clock status in simultaneous possession situations	2-11.7.i		<p>The shot clock will not reset after an unsuccessful try that does not contact the ring or flange and is simultaneously held by opponents and the alternating-possession arrow favors the throw-in team.</p> <p>Rationale: In the rare case that this occurs, this makes this play consistent with other alternating possession/shot clock situations.</p>
Flagrant 2 Fouls: Coach Request for Review	2-13	48	<p>Flagrant 2 fouls will be added to the list of items that a head coach may request to be reviewed. If the review does not indicate that a flagrant foul occurred, the head coach shall be charged with a timeout.</p> <p>Rationale: This is typically how this rule is administered.</p>
Correctable error appeal	2-12.6	49	<p>An appeal for a correctable error may be made by a head coach, player, table official (includes an approved standby official) or game official.</p> <p>Rationale: This is typically how this rule is administered.</p>
Reporting of substitutions between halves	3-4.2	54	<p>Substitutions between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than before the warning horn. When the substitute is not reported before the final horn to end the intermission, those who were players from the previous period shall begin the period.</p> <p>Rationale: Clarifies that players or a team representative need to confirm with the scorer's table the starting lineup for the second half.</p>
Uniform	3-5.5	57	<p>Add to the list of permitted items in the neutral zone, a colored neckline trim not to exceed 1 inch in width.</p> <p>Rationale: There is no reason to restrict the color of the neckline trim when it enters the neutral zone.</p>
Uniform	3-5.5.c	58	<p>Permit logos in the currently designated shoulder panel which is defined as 5 inches from the top of the shoulder and remove any reference to the apex of the neckline.</p> <p>Rationale: Makes the location consistent since the apex of the necklines can vary depending on the style of the uniform making it hard to judge where the apex actually is. Also, this rules change would give a team the same amount of area for logos when the neckline is circular. This is an easy change to make and has no</p>

			negative repercussions.
Uniform	3-8	59	Permit institution/conference logos on game shorts. Rationale: The rules do not address this issue currently.
Fouls	4-29.2	71	Eliminate the use of an intentional foul and replace it with “Flagrant 1”. Flagrant 1 will carry a penalty of two shots and the ball; Flagrant 2 will be two shots, the ball and ejection of the offender. Rationale: To remove the concept of intent from these rules.
Restricted area arc	4-35.7	76	Add a restricted area arc three (3) feet from the center of the basket. In this area, the secondary defender is not considered to be a legal defender for the purpose of drawing a charge. Rationale: The experimentation was successful and the arc will limit the number of block/charge plays near the basket.
Bleeding player	5-10.8.b		In situations where a player is bleeding or has blood on the uniform, team personnel will be allowed 20 seconds to remedy situation before player must leave the game. Rationale: Allows medical personnel time to assess and treat a player without forcing the player to leave the game. Previous rule automatically removed the player.
Media timeout formats	5-13.10	97-98	All games will be allowed to use the electronic-media timeout format regardless of whether there is paid advertising present. Rationale: Eliminate inconsistencies in the timeout formats. Many conferences have requested the ability to make a consistent policy for conference games.
Double fouls	10-1, Penalty b	125	When there is a double foul situation involving fouls of differing severity, both will be enforced. For example, a common foul is called on Team A and a Flagrant 1 on Team B. Under previous rules, these fouls would offset. In this proposal, both fouls will be enforced. Any two fouls of the same type will continue to offset.

			Rationale: In the rare case that this occurs, current rules do not properly penalize more serious fouls.
Flagrant fouls	10-1.13; 4-36.7; 9-13	124, 78, 121	Two types of flagrant fouls will be established, depending on the severity/type of action. Flagrant 1 would be the same as the current intentional foul. Flagrant 2 would be the same as the current flagrant foul. Rationale: Clarifies the penalty structure and removes “intentional” from the rules.
Administrative technical	10-2 .1.b	127	Made the penalty for not having the proper game-clock display, red/LED light and mounted shot clock an administrative technical foul. Rationale: All institutions need to be in compliance with these rules and the penalty is now in place for those that do not comply.
Administrative technical – penalty administration	10-2.2.a Penalty	127	Allow for offsetting penalties for administrative technical fouls when both teams are not in compliance with roster and lineup requirements. Rationale: In the rare case this happens, there is no need to shoot free throws before the game starts.