

2011-12 & 2012-13 Women's Basketball Rules Changes (Approved May 23, 2011)

Note: All rules changes listed below have been approved for use in the 2011-12 and 2012-13 seasons, with the exception of the restricted area arc requirement for Divisions II and III. The restricted area arc is required for Division I institutions beginning with the 2011-12 season, and for Division II and Division III institutions beginning with the 2012-13 season.

Subject	Rule	Page	Proposal, Rationale
Alterable rules	Preface	23	Omit Rule 1, Section 17 from the list of alterable rules. Rationale: The rules regarding the scoreboard and game clock display are now mandatory.
Three-point line	1-7	31	Move the three-point line from its current distance of 19' 9" to 20' 9" (the current distance in men's basketball). Rationale: Two lines are causing confusion and data indicates that a majority of three-point shots are being taken from behind the men's line and the shooting percentage of those shots is higher than those taken from behind the women's line only.
Shadow lines	1-3.4	29	In the event shadow lines are utilized (center circle and division line), they must be clearly discernable and distinguishable. 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. back court violations).
Free-throw lane	1-6.3	31	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. Rationale: The previous rule required that the lane be one color. This change will permit more design freedom in the lane area.
Restricted area arc	New - will be located in Rule 1		Add a restricted area arc three (3) feet from the center of the basket. (Required for Division I institutions beginning with the 2011-12 season; required for Division II and Division III institutions beginning with the 2012-13 season) Rationale: The arc will mark the area under the basket where a secondary defender is not permitted to establish a legal guarding position.
Officials' jurisdiction	2-4.3	40	Officials' jurisdiction begins 15 minutes before the game. One official must remain on the floor once jurisdiction begins.

			<p>Rationale: Requires at least one official to remain on the court once jurisdiction begins should an incident occur.</p>
Officials' duties	2-7.10	41	<p>Visibly count seconds to administer the free throw.</p> <p>Rationale: To show how much time a free throw shooter has to release the ball.</p>
Timeout administration	2-10.10; 4-17	44, 66	<p>If a team is not ready to play when the second horn sounds to end 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: Currently, too many teams are not ready to play when the timeout ends. This area of our game should move more quickly than it does currently.</p>
Correctable error appeal	2-12.6	49	<p>An appeal for a correctable error may be made by a head coach, table official (includes an approved standby official) or game official. This appeal must be honored and reviewed by the official.</p> <p>Rationale: This is typically how the rule is administered. This is simply a rule clarification.</p>
Use of courtside monitors	2-13.2.d	50	<p>Officials are permitted to review the monitor for a foul to ensure that there was/was not elbow contact above the shoulders of an opponent.</p> <p>Rationale: To ensure that the correct penalty is applied.</p>
Use of courtside monitors	2-13.2.d	50	<p>When a coach requests a review of the monitor to determine whether a Flagrant 1 foul (formerly called an intentional foul) for elbow contact or a Flagrant 2 (formerly called a Flagrant foul) occurred and no such foul occurred, then that team will be charged a timeout. The official must inform the coach that he/she will review the monitor for these fouls, but when the official does not see a Flagrant 1 foul for elbow contact or a Flagrant 2, a timeout will be charged.</p> <p>Rationale: Requests to review the monitor for flagrant fouls involving elbow contact were being honored and no such fouls were being discovered. The time taken for the monitor review was being used as a timeout.</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, then the five players from the previous period shall begin the next period.</p> <p>Rationale: Clarifies that players or a team representative shall confirm with the scorer's table the starting</p>

			lineup for the second half or any extra period. When no one reports, the players from the previous period are expected to begin the subsequent period.
Uniform	3-5.5	57	Add to the list of permitted items in the neutral zone, a colored neckline trim not to exceed 1 inch in width. Rationale: There is no reason to restrict the color of the neckline trim when it enters the neutral zone.
Uniform	3-5.5.c	58	Permit logos in the currently designated shoulder panel. Increase the shoulder panel by one inch so that it measures 5 inches from the top of the shoulder. This rule change would remove any reference to the apex of the neckline. 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 adds one inch to the area where logos are permitted and has no negative repercussions.
Uniform	3-5.5.c	58	Permit commemorative/memorial logos on socks. Rationale: Teams can add the sock as a place to display a commemorative/memorial logo. Currently it is only permitted in the shoulder panel which is already crowded with other patches.
Uniform	3-8	59	Permit institution/conference logos on game shorts. Rationale: This is currently being permitted and we need to specifically address it in the rules to omit ambiguity.
Fouls	4-29.2	71	Eliminate the use of the term ‘intentional foul’ and replace it with ‘Flagrant 1’. A foul involving elbow contact above the shoulders of an opponent and everything currently located under the intentional foul rule will now be located under the term Flagrant 1 and will continue to carry a penalty of two free throws and the ball. The current term of ‘Flagrant foul’ will be replaced with the term ‘Flagrant 2’ and will continue to carry a penalty of ejection of the offender, two free throws and the ball to the offended team. Rationale: To remove the misconception that intent had to be part of these fouls in order for them to be penalized.
Length of periods	5-6 (Note)	91	Increase the length of halftime intermission by 5 minutes for all NCAA tournament games. Rationale: The current rule allows for this during the NCAA Division I regional finals, national semifinals and championship games. This change will make the length of halftime consistent for all NCAA tournament games.

Media timeout formats	5-13.10	97-98	<p>Permit all games to use the electronic-media timeout format regardless of whether there is paid advertising present.</p> <p>Rationale: Eliminate inconsistencies in the timeout formats.</p>
Free throw positions during attempt	8-1.4.b	111	<p>Players are permitted to occupy any (legal) vacant lane space designated for opponents when the opponent is not in that space, excluding the bottom two spaces.</p> <p>Rationale: Allow more opportunity for players to occupy vacant spaces.</p>
Secondary defender/legal guarding position under the basket	10-1.12	124	<p>A secondary defender shall not establish initial legal guarding position under the basket when playing 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 for goal. (Under the basket is defined as three feet from the center of the basket).</p> <p>Rationale: To eliminate collisions involving players trying to take charges under the basket.</p>
Double fouls	10-1, Penalty b	125	<p>When there is a double foul involving a common foul and either a Flagrant 1 or Flagrant 2 foul, both fouls will be penalized before going to the point of interruption. For example, a common foul is called on Team A and a Flagrant 1 on Team B. Under previous rules, these fouls would offset and no free throws would be shot. With this rules change, both fouls will be penalized and the ball will go to the team offended by the Flagrant 1 or 2 foul. Any two fouls of the same type will continue to offset.</p> <p>Rationale: In rare cases when this happens, the rule does not seem to properly penalize more serious fouls.</p>
Administrative technical fouls	10-2 Penalty	127	<p>Administrative technical fouls shall not count toward the team foul count.</p> <p>Rationale: Administrative technical fouls are primarily assessed for administrative errors and should not count toward the bonus.</p>
Administrative technical fouls	10-2.2.a Penalty	127	<p>The penalties for Administrative technical fouls when both teams fail to submit player names, numbers and starters before the 10-minute mark prior to the game starting will offset each other.</p> <p>Rationale: Avoid shooting any free throws before the game begins when both teams fail to submit player names, numbers and starters before the 10-minute mark before the game.</p>
Player/substitute technical fouls	10-3.1.c	130	<p>The penalty for all non-flagrant contact during a dead ball shall be two free throws and the ball awarded to the offended team regardless of whether the contact involved an elbow above the shoulders of an opponent.</p> <p>Rationale: To carry a more severe penalty for rough or unsportsmanlike play when the ball is dead.</p>