North Atlantic Conference
Men’s and Women’s Basketball Guidelines
2017-2018
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More detailed information on Instant Replay and Media Timeouts available at the very end of this document!
GENERAL PLAYING GUIDELINES

- Scheduling/Support Guidelines:
  - Start times/Scheduling:
    - Start times for mid-week and Friday weekday basketball doubleheader games are recommended to be 5:30/7:30 p.m. Start times for Saturday doubleheaders following a Friday night contest, should be 1:00 p.m. and 3:00 p.m. (3/11) unless mutually agreed upon by all four institutions involved in weekend play.
    - Each team shall play twice per season, once at home and once away with order of the location alternating yearly unless changes in membership dictate otherwise.
    - NCAA guidelines for OT rules will apply.
  - Back-to-Back Games:
    - Host team should wear their home (white) uniforms on the first day of competition and their away (dark) on the second day of competition of back-to-back play. Visitors should do the reverse.
    - Game times should allow for a minimum rest period of 17 hours (as per change for preferred time from 3/11) between back-to-back weekend games unless mutually agreed upon by all institutions involved in weekend play.
  - For Men’s and Women’s Double Headers:
    - In 2017-18, the Women will play the first game and the Men will play the second game. In 2018-19, the Men will play the first game and the Women will play the second game.
    - 20 minutes will be put on the clock between games of the doubleheader.
      - The clock will start once both teams have cleared the floor and the floor has been swept.
      - The second game will not begin prior to the published game time.
  - Cancellations/Rescheduling:
    - Conference members must make conference games their first priority at all times. All cancelled games should be made up if at all possible. When weather dictates schedule changes for back-to-back conference play, all teams involved in that weekend should be consulted. All changes must be communicated to the conference office.
    - Once a visiting team has left campus en route to the competition site, every possible attempt will be made to complete the contest to avoid repeat travel.
  - Travel Support:
    - Lodging-The host institution shall assist all NAC institutions by providing a list of hotel accommodations in the area.
  - Conference Scouting Policy:
    - It is permissible to share scouting information on conference
members with other conference members. It is impermissible to share any information, beyond video, on conference members with non-conference institutions.

- **Home Team Responsibilities:**
  
  - Setting competition times/sites-i.e. if a venue is not playable, if there are two games, etc.
  - Providing a court that meets minimum NCAA regulation standards.
  - Providing a certified athletic trainer at each contest.
    - All visiting teams must provide their own training supplies.
  - Providing game personnel including: 3 officials, official scorer, official timer, shot clock operator, stat keeper, crowd control, etc.
  - Providing event programs including at minimum the lineups for each team.
  - Providing locker rooms for the visiting team at all games.
  - All home games should be supervised by an athletic administrator/site director who is responsible for sportsmanship/behavior of fans.
  - If at an off-campus venue, the home team is responsible for having a game administrator present at least one hour prior to the contest to greet the visiting team.
  - Announcing the below NCAA sportsmanship advisory prior to each game:

    The NCAA and the North Atlantic Conference promote good sportsmanship by the student-athletes, coaches and spectators at today’s/tonight’s contest. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from (site of competition). Any spectators that enter the playing area during a contest, will be removed from (site of competition).

- **Pre-Game Protocol:**

  - Five minutes prior to the scheduled start time, all team members and coaches will line up on their respective foul lines facing each other. While they are lining up, the conference sportsmanship statement will be read. The National Anthem will follow. When it ends, the teams will meet at center court and shake hands with a member from the opposing team. Both teams will then return to their bench areas for the introduction of starters. It should be noted; this protocol will be followed for both contests of a double header, with the exception of the playing of the anthem which will only occur prior to the first contest of a doubleheader.
• **Instant Replay Option (5/2015):**
  
  o As permitted by Rule 11 of the Basketball Rules, when proper equipment is available, institutions may choose to utilize instant replay for conference games.
  o Assignors should be notified if instant replay will be utilized two days prior to the scheduled game to inform assigned officials. Assignors will be requested to provide detailed information regarding this Rule for coaches and officials to refer to during the contest.
  o Visiting teams must be notified prior to Tip-Off if this option will be utilized.

• **Media Timeouts (Regular Season):**
  
  o Media timeouts should not be used by any institution throughout the regular season. (2017)

• **Official Conference Ball:**
  
  o Wilson Solution Wide Channel

• **Film Exchange Policy**
  
  o The men’s and women’s basketball film exchange will be an open library for the 2017-18 season through Krossover.
  o There is a 24 hour deadline for all games (home and away non-conference/tournament games). For away non-conference/tournament games, the 24 hours will start once a team has returned to campus.
  o Hosts are not required to provide a DVD copy after the game.
  o Protocol for filming games:
    ▪ Audio should be used.
    ▪ Show scoreboard at the start of the half, each timeout and any extended deadball situation (injury, etc.).
    ▪ Film must include all action during the game, including foul shots and out-of-bounds plays.
    ▪ A fine of $25.00 shall be placed on an institution each time they do not follow through with the film exchange policy.
      • If there are any technical issues with film for home games, coaches must email their peers and the conference office prior to the 24 hour deadline. If there are issues “beyond the institution’s control,” fines may be waived.
      • If there are any issues with away non-conference film (obtaining film/compatible film with Krossover), coaches must email their peers and conference office prior to the 24 hour deadline for fines to be waived (if available, coaches should share a link of film if provided and non-compatible with Krossover).
• Dissemination of scouting information on member institutions to non-conference institutions is not permitted beyond video (phone, e-mail, written materials, etc.). It is permissible to share scouting information about conference opponents with other conference members.

• Awards:
  o It is the responsibility of each institution to submit nominations for their student-athletes for weekly (SID) and annual awards (Coaches) through the NAC website.
  o Weekly awards will begin the Monday following the first week of competition in which at least half of the member schools have competed. Weekly honors will conclude the Monday following the NAC Championship. Weekly nominations are due Monday at 10:00 a.m. and winners will be selected by the conference staff. The following weekly awards will be selected for both Men’s and Women’s Basketball:
    ▪ Player of the Week
    ▪ Rookie of the Week
  o Nominations for annual awards will be submitted by conference coaches through the conclusion of regular season conference play. Annual awards will be selected through a vote by conference coaches and will be announced prior to the NAC Championship game. Both Men’s and Women’s Basketball will select the following annual awards:
    ▪ Player of the Year
    ▪ Defensive Player of the Year
    ▪ Rookie of the Year
    ▪ Coach of the Year
    ▪ Sportsmanship Team
    ▪ Senior Scholar Athlete of the Year
    ▪ All-Conference First and Second Team
  o All Conference First and Second Team
    ▪ The top 5 players will be named to the first team. The next 5 players will be named to the second team.
    ▪ Coaches may nominate up to five players from their own team regardless of position using the All-Conference Team form. Only Conference statistics will be included on the ballot.
  o Regional and National Award Voting
    ▪ Coaches are strongly encouraged to become members of their respective coaching groups and to nominate worthy players and teams for award consideration. Participation in the voting process is strongly encouraged to increase the potential for the recognition of NAC student-athletes on the regional and national stages.
• **Sports Information:**

  o Maintaining an accurate schedule, including non-conference contests and notifying the conference office when there are postponements and cancelations.
  o Maintaining an accurate stat roster on the NAC website.
  o Submitting the score of all home contests and away non-conference contests to the Conference through the NAC website as soon as contests are complete.
  o Sending packed stat game file to the visitor and uploading the file to both the NAC website and the NCAA statistics and score reporting site following the contest.
  o Submitting nominations for weekly honors and recaps through the NAC website.
  o Assisting in the submission of nominations and votes for annual awards through the NAC website.
At the direction of the North Atlantic Conference Presidents and with the support of the Directors of Athletics, the conference embraces the theme "Creating an Atmosphere of Respect" for each of our sports. The ultimate goal for the NAC is to create an atmosphere that places the highest regard for exemplary behavior of all participants, coaches, administrators, fans and officials. The Basketball community has agreed to a set of behavioral expectations for coaches and student-athletes.

Behavioral Objectives for “Creating an atmosphere of respect” Initiative

- All conference members will show respect for the opponent, teammates, coaches, officials, and the game.
- Conference members will establish high expectations for all remembering that all individuals must represent their team, institution and conference well.
- Coaches will interact with game officials in a respectful manner. The goal of the conference will be to avoid technical fouls being issued to coaches during the season.
- Men's and Women's Basketball Coaches will engage in the process by "Creating an atmosphere of respect" and adhering to basic behaviors that are expected of all conference members. In turn, they will share this information with their respective teams and set the highest of expectations for achieving program objectives.
- A conference pre-game protocol was accepted. Prior to the start of the game, all team members and coaches will line up on their respective foul lines facing each other. While they are lining up, the conference sportsmanship statement will be read. The National Anthem will follow. When it ends, the teams will meet at center court and shake hands with a member from the opposing team. Both teams will then return to their bench areas for the introduction of starters. It should be noted; this protocol will be followed for both contests of a double header, but the anthem will only be played for the first game.
- Following each NAC Conference Game, visiting coaches and event managers will have the option to provide feedback on the behavior of other coaches, student-athletes and fans through the use of an evaluation tool aimed not at punitive action but on the enhancement of all NAC programs. To access the online form, go to www.nacathletics.com, select Inside the NAC and from Member Services, click on Contest Feedback form. The Commissioner will follow up with appropriate individuals on all feedback submitted.

NAC Expectations for Good Sportsmanship (from NAC Bylaws):

- Observing and supporting the rules of the game.
- Promoting the spirit as well as the letter of the rules.
- Placing fairness first as a goal in all competition.
- Taking personal responsibility for high standards of play and conduct.
- Showing civility toward competitors, coaches and officials.
- Playing cleanly while playing hard.
- Showing maturity and integrity in conduct on and off the field of play.
- Being a gracious competitor and accepting both wins and losses with dignity.

We all benefit by “Creating an Atmosphere of Respect.”
CHAMPIONSHIP GUIDELINES

- 2018 North Atlantic Conference Championship Date and Format:
  - Coaches Chair: Men: Miles Smith, Johnson State
    Women: Jamie Beaudoin, UMaine-Farmington
  - Coaches Vice Chairs: Men: Geoff Hensley, Thomas
    Women: Sean Lynch, Lyndon
  - Sport Liaisons: Men: Frank Pergolizzi, Husson
    Women: Shanda Ness, Thomas
  - Last play date: Saturday, February 17, 2018
  - Seeding will take place following the completion of all conference games.
  - Format will be as follows:
    - Top SIX teams qualify for tournament.
    - **Quarterfinals**: Tuesday, February 20, 2018, at higher seeded institutions, with a game time of 5:30 p.m.
      - Top 2 teams receive bye.
      - Pairings: #6 @ #3 and #5 @ #4
      - **Quarterfinals - 2 Tournament Contests at one site**:
        - If one traveling team is out of region (i.e. Vermont or New Hampshire traveling to Maine or the reverse), the out of region team will play in the first contest.
        - If both teams are in region or both teams are out of region, the rotation will follow the order of play rotation for that year (Women first and Men second).
    - **Semifinals and Finals** will be a final four format and are held on Friday, February 23, and Saturday, February 24, 2018, at the site of the highest seed.
      - The No. 1 seed will have the opportunity to decide if they will play in the first or the second semifinal game. This must be determined on the **Sunday, February 18, 2018** coaches’ conference call. (added 3/2009). Women's Call - 4:00 p.m.
        - Men's Call - 5:00 p.m. If one school is hosting both tournaments, the calls will be combined at 4:00 p.m.
      - If 2 games are to be played on Friday, game times will be 6:00 p.m. and 8:00 p.m.
      - If 4 games are played at one site on Friday, game times will be 1:00 p.m./3:00 p.m. (Women), and 6:00 p.m./8:00 p.m. (Men).
      - The Championship final on Saturday will be at 2:00 p.m. if 1 game at site, and 2:00 p.m. (Women) and 4:30 p.m. (Men) if 2 games at site.
  - Hosting:
    - Higher seeds in all rounds of Championship play have the opportunity to host, if they meet the following criteria:
      - Court must meet minimum NCAA Standards (94’ X 50’).
Viewing capacity for 400 people.

- The lower seeded team will be allocated seating for up to one third of the seating capacity of the facility based on the anticipated attendance. The host institution’s staff will determine the location of the seating.

- Bench capacity for 18.
- Adequate Parking.
- Adequate Security and Crowd Control.
- Official scorer’s table on the sideline.
- Visible score board and game clock (with a 10th of a second display).
- Visible shot clock (recessed with lights).
- 2 NCAA regulation balls (Wilson Solution Wide Channel) must be provided by host institution.
- Adequate and trained Stat Crew.

Institutions should meet all guidelines to host conference championships.

Any institution that does not exactly meet the standards, but wishes to host, may submit request w/hosting form to Commissioner of Championships prior to August meeting of the Athletic Directors Council.

- These requests will then be voted on during Aug. meeting.
- Host institution may request permission to use off-site gym to meet host requirements for championship play.
- If higher seed is unable to host, the next highest seed will have the opportunity to host.

**Coaches Meeting:**

- Coaches will participate in a Pre-Tournament teleconference on Sunday, February 18, 2018, with the women at 4:00 p.m. and the men at 5:00 p.m. If one school is hosting both tournaments, the calls will be combined at 4:00 p.m. The Sport Liaison and Conference Commissioner will facilitate this meeting. All coaches are invited to participate; attendance is mandatory for coaches of teams participating in the tournament. When there is a conflict with a scheduled contest, the Athletic Director or another institutional representative may serve as a substitute for the coach. An Administrator representative from host institutions is expected to participate on the call.
- A Conference call of all coaches will be scheduled following the season at which point basketball issues and ideas will be discussed. The Sport Chairperson will be responsible for scheduling the call and will work with the conference office on the call agenda.
- For all sport conference calls, all future Agenda items must be submitted two weeks prior to call so that these can be distributed to all coaches and AD’s prior to conference call. (November 2010)

**Seedings/Format:**

- The Conference Commissioner and Associate Commissioner will seed teams following the last NAC competition date using results provided by the
institution through the Conference website. Tiebreaking results will be shared with the conference coaches. The following criteria will be used to seed teams:

- Conference winning % - must have completed 2/3 of conference games to be eligible. Contests against institutions failing to meet this requirement will not be counted as conference contests for purposes of seeding.

  o In case of a tie, the following tie-break procedures will be followed:
    - Head-to-head result (two-way tie).
    - In ties among three or more schools or when head-to-head results between two teams are equal, the following criteria will be applied, in order, until a team is (or teams are) separated. At that point, the process begins anew, (returning to the first criteria) with the remaining teams.
      - Best record among tied teams. The conference will only examine records of tied teams in conference contests with each other.
      - Comparison of results against conference opponents one team at a time starting with the highest ranked team and continuing in downward rank order until the tie is broken.
      - Comparison of results against non-conference common opponents. During this step, non-conference games with conference opponents will not be considered.
      - Comparison of winning percentage vs. NCAA Division III opponents with .500+ winning. (added 3/2009)
      - Overall winning percentage.
      - Coin toss.

- Uniforms:

  o The higher seed will be the home team during all rounds of championship play and will wear home uniforms.
  o Color of uniforms may be changed to accommodate teams playing back-to-back if agreed upon by both athletic directors.

- Officials:

  o It is the responsibility of the conference office to secure officials for all rounds of tournament play.
  o It is the responsibility of the host institution to pay officials for all rounds of tournament play.
  o The same official may not be used for more than one contest in the semifinal and final rounds of the championship.
  o All games are to have three officials.
• **Pre-game announcement:**
  
  o The standard conference announcement regarding good sportsmanship (shown above on page 5) must be read before each game.

• **Athletic Training:**
  
  o Certified on-site training personnel must be available one and a half hours before game time and one half hour post-game.
  o Supplies to be provided by each institution.
  o Access to emergency transport required.

• **Locker rooms:**
  
  o Must accommodate two teams/game.
  o If only two available, game times should reflect needs.
  o Chalk Talk board should be available for each team.

• **Bathroom Facilities:**
  
  o Must be adequate, in close proximity to playing venue, and meet ADA requirements.

• **Contest Management:**
  
  o Site Director
  o Security/crowd control
  o Stat personnel
  o Official timer/clock operator
  o Shot clock operator
  o Official PA announcer
  o Official Videotape Personnel
  o A video from the semifinal contest must be made available to competing teams after the contest.
  o Student or Staff hosts to show teams to locker rooms and other parts of the athletic facility.

• **Pre-Game Meeting:**
  
  o A mandatory pre-game meeting will take place prior to each round of championship play with the officials, head coaches and host administrator to discuss overtime, rules, etc.
• **Instant Replay:** (added 5/2015)
  o If equipment is available for instant replay at both sites of competition (men and women), this option will be utilized for semifinal and final rounds of the NAC Tournament. (January 2018)
    ▪ Please see the Instant Replay information at the end of this document.

• **Media Timeouts:** (voted on April 2015)
  o Media Timeout option, consistent with NCAA first round protocol, may be used for all rounds of tournament play if equipment is available.
    ▪ Please see the Media Timeout information at the end of this document.

• **Game Programs:**
  o Game programs should include:
    ▪ Name of all competing institutions
    ▪ Complete roster of teams participating at specific site
    ▪ Institutional synopsis of participating teams
    ▪ NAC history/information etc.
    ▪ Previous year’s tournament information including the previous sports champions
    ▪ NAC/NCAA Sportsmanship expectations
    ▪ NAC logo
    ▪ School logos
    ▪ Wilson logo (sponsor)
    ▪ Award Guys logo (sponsor)

• **Championship Awards:**
  o Awards must be presented by a Conference Representative, the Sport Chairperson, the Athletic Director of host institution or other host institution representative. A script will be distributed to the host for awards ceremony.
  o Awards will be presented after championship contest. All-Tournament team members from previous games should be mentioned during the presentation.
  o Awards should be displayed prior to championship game if possible.
  o It is the responsibility of the conference office to order plaques and to have them delivered to the host institution in a timely manner.
  o All-Tournament Team will be named for each championship.
    ▪ 3rd and 4th place teams receive one selection each
    ▪ 2nd place team receives two selections
    ▪ Champion received two selections plus an MVP selection
• **Host site SID/Site director:**
  
  o Entering contests into NAC Scoreboard and confirm game times.
  o Providing programs for all tournament contests.
  o Maintaining contest scores on the NAC website.
  o Providing updates on social media platforms using institution and conference handles and conference hashtags.
  o Submitting the final score to the Conference through the NAC website.
  o Sending packed stat game file to the visitor and uploading the file to the NAC website following the contest.
  o Share neutral game summary and box score with opponent, conference office and media outlets following all hosted contests (media outlets must be provided to host institution in advance).
  o Taking a digital Championship Team Photo and sending it to the conference office with the neutral contest story. Photo should also be shared with championship team.

• **Overtime:**
  
  o Follow NCAA rules. These rules are to be discussed in the mandatory pre-game meeting with officials, head coaches and host administrator.

• **Weather:**
  
  o If the inclement weather occurs and games cannot be rescheduled by the day prior to the semifinals and the quarterfinals cannot be played, the higher seeds will automatically advance to the semifinals. The decision to postpone/cancel must be made by Host AD, traveling AD and conference commissioner. A rain or snow date will be built into the championship dates, should inclement weather continue, the top seed will be declared the conference champion for the NCAA selections of the AQ’s.

• **Tickets/Concessions:**
  
  o Ticket sales and concessions are optional.
  o The lower seeded team will be allocated seating for up to one third of the seating capacity of the facility based on the anticipated attendance. The host institution’s staff will determine the location of the seating.
  o If a gate is charged, institutions are permitted to charge the same prices they utilized during the regular season.
  o If a gate is being charged, all institutions must be notified in advance and complementary tickets for each tournament participant must be provided.
  o # of complementary tickets will be limited to two institutional representatives and two/roster member.
RULE 11

Instant Replay

Section 1. Games With Replay/Television Equipment

Art. 1. Courtside replay equipment, videotape or television monitoring must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), in order to be used by game officials. An on-screen game clock display on the monitor may be used only when the display is synchronized with the official game clock. In order for an official to change or reverse a call made on the floor, the official must first find that the monitor review reveals by indisputable evidence that the call on the floor was incorrect.

Art. 2. In games with a tenth-of-a-second game clock display and where an official courtside monitor is used, the reading of zeroes on the game clock is to be used to determine whether a try for goal, a shot-clock violation or a foul occurred before or after the expiration of time in any period. When the game clock is not visible, the officials shall verify the original call with the use of the red/LED light(s). When the red/LED light(s) are not visible, the sounding of the game-clock horn shall be utilized. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 3. In games when an official uses instant replay to review whether a shot-clock violation occurred as in Rule 11-2.1.e.1, the official shall determine whether a violation occurred by the sounding of the shot-clock horn. If the shot-clock horn is not audible, the official shall use the reading of zeroes on the shot clock to determine whether a violation occurred. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 4. The officials shall not use such available equipment for judgment calls such as:

a. Determine whether a foul occurred. (Exceptions: An unsportsmanlike foul or a contact disqualifying foul.)

b. Determine whether basket interference or goaltending occurred.

c. Determine whether a violation occurred except in Rules 11-2.1.e and 11-3.1.a.2.

Section 2. Instant Replay—Voluntary Use (Except Where Noted)

Art. 1. Officials may use such available equipment only in the following situations:

a. Free Throws.

1. Determine who shall attempt a free throw(s) when there is uncertainty.

2. Determine whether a player who was fouled on her unsuccessful field-goal try, at or near the three-point line, shall attempt either two or three free throws.
3. Determine whether the wrong player was permitted to attempt a free throw as per Rule 2-12.1.c.
4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per Rule 2-12.1.d.

b. Scoring.
1. Determine whether a try for goal was a two- or three-point attempt.
   Before the expiration of the statute of limitations prescribed by Rule 2-12.3, the officials must recognize a potential correctable error and signal to the scorer that an instant replay review is required. This review shall take place at the next electronic-media timeout, except after the last electronic-media timeout of the fourth period or the entire extra period during which time the correctable error time frame in Rule 2-12.3 must be used. After the last electronic-media timeout of the first, second and third periods, officials shall conduct the review as soon as the period ends.
2. Prevent or rectify a scoring mistake by the scorer.
3. Determine whether a score was erroneously counted or canceled as per Rule 2-12.1.e.
4. Determine if the ball was released on a successful try for goal before the expiration of the shot-clock period. Any review must occur before the ball becomes live following the successful goal.

c. Timing.
1. Determine whether a timing mistake occurred in starting or stopping the game clock.
   a. After the mistake, such a mistake shall be corrected:
      1. During the first dead ball and before the ball is touched inbounds or out of bounds by a player other than a thrower-in.
      2. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player other than a thrower-in.
   b. When the game clock has malfunctioned, the problem shall be corrected in the period or extra period in which it occurred when the officials have knowledge of the problem.
   c. No timing mistake correction shall be carried over from one period or extra period to another. Such a mistake shall be corrected before the start of intermission.
   d. Determine the correct time to be placed back on the game clock when the official blows the whistle, signals for the game clock to be stopped, and, in the official's judgment, time has elapsed before the game clock stopped. On an out-of-bounds violation, the official shall determine the elapsed time before the game clock stopped from the time the ball actually hit out of bounds.
2. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set or reset the shot clock. The malfunction or mistake may only be corrected in the shot-clock period in which it occurred. When a timing mistake or malfunctioning problem
occurs that gives a team more time than that team is entitled to, any activity after the mistake or malfunction has been committed and until it has been rectified shall be canceled, excluding an unsportsmanlike or disqualifying foul, or any technical foul.

d. Foul.

1. After a call has been made, determine if an unsportsmanlike or contact disqualifying foul occurred. When it is determined that a contact disqualifying foul did not occur but an unsportsmanlike foul or personal foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized. When the review discloses, by indisputable evidence, that there was no contact, the foul call shall be reversed with no foul charged.

a. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead-ball period following the call. When the ball becomes live, there shall be no review of the made call.

2. When officials err and fail to observe the fouls according to Rule 11-2.1.d.1 (this shall not include a personal foul) or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, when the act occurs:

a. When the game clock was stopped, it must be corrected:

1. During the first dead ball after the clock was properly started.

b. When the game clock was running, it must be corrected:

1. During the first dead ball after the clock was properly stopped; or

2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run (or the clock was stopped only because the successful goal was scored with 59.9 seconds or less remaining in the game).

3. When it is determined that an unsportsmanlike or contact disqualifying foul or a fight did occur within the prescribed time frame, the infraction(s) should be penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the unsportsmanlike or contact disqualifying foul or fight. Any previous activity before the monitor review shall not be canceled or nullified. When it is determined that an unsportsmanlike or contact disqualifying foul or a fight did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act.

4. A head coach may request a monitor review to determine if an unsportsmanlike or contact disqualifying foul occurred. When an unsportsmanlike or contact disqualifying foul is not assessed, a timeout shall be charged to that team.

5. After a foul has been called, to determine on whom a foul is to be charged when there is uncertainty.
6. To determine whether a player faked being fouled, but only as part of
a monitor review to determine whether an unsportsmanlike or contact
disqualifying foul occurred. (See Rule 10-12.3.a.8.)

7. In the last two minutes of the fourth period, or last two minutes of
any extra period, to determine the location of the players involved in
a restricted area/low defensive box play. Replay may only be utilized
when a player-control foul is ruled against the offensive player or a
blocking foul for being within the restricted area is ruled against the
secondary defender.

e. Violations.
In the last two minutes of the fourth period and last two minutes of any
extra period, to determine the following:
1. Which team caused the ball to go out of bounds when there is a
deflection involving two or more players.

Section 3. Instant Replay—Mandatory Use

Art. 1. Officials shall use such available equipment in the following situations:
a. When there is a reading of zeroes on the game clock at the end of any
period, after making a call on the playing court, and when necessary to
determine the outcome of the game in the following situations:
1. Determine whether a try for field goal entering the basket was released
before the reading of zeroes on the game clock. When it is determined
that the try for goal near the end of the fourth period or any extra period
was successful, the official is permitted to put the exact time back on the
game clock as to when the ball passed through the net.
2. Determine whether a shot-clock violation occurred before the reading
of zeroes on the game clock.
3. Determine whether a foul occurred before the reading of zeroes on the
game clock. When it is determined that the foul occurred before the
reading of zeroes on the game clock, the official is permitted to put the
exact time back on the game clock as to when the foul was committed.
b. To determine whether a fight occurred and the individuals who
participated or left the bench area.
RULE 5/ SCORING AND TIMING REGULATIONS

a team more time than that team is entitled to, any activity after the mistake or malfunctioning problem has been committed and until it has been rectified shall be canceled, excluding any unsportsmanlike, disqualifying or technical foul.

Art. 5. When the game clock has malfunctioned, the problem shall be corrected in the period or extra period in which it occurred when the officials have knowledge of the problem.

Section 13. Timeouts

Art. 1. A timeout is a designated allocation of time, varying in length and defined in Rule 5-14, that causes a stoppage in the game.

Art. 2. The electronic-media timeout format consists of a series of timeouts provided to ensure designated time allotments for advertising segments.

Section 14. Timeouts Granted and Charged

Art. 1. A timeout shall be granted and charged after a visual or oral request is made by a player or head coach in .a through .c or the conditions in .d and .e exist:

a. When a player of that team is in control of the ball (this includes throw-ins and free throws) (Exception: Rule 5-15.1.e).

b. When the ball is at the disposal of a player of the team entitled to the ball.

c. When the ball is dead.

d. When the appeal for a correctable error or timing, scoring or alternating-possession mistake is reviewed and the official’s ruling is not reversed.

e. When the appeal to review the monitor for an unsportsmanlike or contact disqualifying foul does not result in an unsportsmanlike or contact disqualifying foul being charged.

When the rulings in Rule 5-14.1.d and .e are not reversed or the time limit for correcting an error, a timing mistake, an alternating-possession mistake or the charging of an unsportsmanlike or contact disqualifying foul has expired, a full timeout or a 30-second timeout when a full timeout is not available shall be charged to the offending team in a game not involving the electronic-media timeout format and either a 30-second or full timeout charged to the offending team in a game involving the electronic-media timeout format. When this timeout is granted at or below the 5-minute mark on the game clock in a game using electronic-media timeouts or the first timeout of the second half, that timeout shall become an electronic-media timeout.

Art. 2. If a timeout is charged to the offensive team during the last 59.9 seconds of the fourth period and/or any extra period and:

a. the ball is out of bounds in the backcourt, except for the correction of a timing or scoring mistake, an inadvertent whistle, a held ball, a technical foul assessed to the team in control, or an injury, blood situation or a lost or displaced lens after the team has advanced the ball, or

b. after securing the ball from a rebound in the backcourt and before any advance of the ball, or
c. after the offensive team secures control of the ball from a change of possession and before any advance of the ball, the team granted the timeout shall have the option of putting the ball back into play by a throw-in in its frontcourt 28 feet from the end line on either side of the playing court, or at the designated spot out of bounds. It is recommended that a 2-inch by 2-inch line, located 28 feet from each endline, be marked on the sideline opposite the benches and extended out of bounds to mark the throw-in spot. The head coach must inform the officials of his/her intent to exercise the option and the location of the throw-in before the timeout is reported to the scorers.

Art. 3. 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.

Art. 4. During a 30-second timeout, players shall stand inside the boundary lines.

Art. 5. A single charged timeout shall not exceed:
   a. 60 seconds for a full timeout.
   b. 30 seconds for a 30-second timeout.

Art. 6. A warning horn to alert teams to prepare to resume play shall be sounded 15 seconds before the expiration of any charged or electronic-media timeout.

Art. 7. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately. (Exception: Rule 4-26.2)

Art. 8. A timeout shall be charged to a team for either length under Rules 5-11.3 and 5-11.4, regardless of the amount of time consumed.

Art. 9. In games NOT involving the electronic-media timeout format, the timeout format shall be:
   a. Three 30-second timeouts and two full timeouts for each team per regulation game.
   b. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
   c. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Art. 10. In games involving the electronic-media timeout format, the timeout format shall be:
   a. Three 30-second timeouts and one full timeout for each team per regulation game.
   b. The electronic-media timeouts shall occur at or below the 5-minute mark in each period when the game clock is stopped when there has been no team-called timeout that precedes this dead ball.
   c. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement:
1. In any extra period, the first timeout granted to either team may become an electronic-media timeout.

d. When a timeout is granted before the media marks or creates the first dead ball at or below the 5-minute mark in a period, that timeout will become the electronic-media timeout for that period. (Exception: Rule 5-14.10.c.)

e. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.

f. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Note: For NCAA Division I tournament games, the Division I Women's Basketball Committee may make the first team-called timeout in both halves an electronic-media timeout.

Art. 11. In games involving the electronic-media timeout format, when a foul (personal or technical) is committed that causes the ball to become dead at the specified time mark on the game clock for electronic-media timeouts, that electronic-media timeout shall be taken and then the free throw(s) shall be administered after the timeout.

Art. 12. Injury:

a. A timeout may be requested by and granted to a team when that team has an injured player, a player who is bleeding or has a uniform that is saturated with blood, or a player with a lost, displaced or irritated contact lens, and that player desires to remain in the game. When the condition is remedied within a granted timeout, the player is permitted to remain in the game.

b. When a timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a player with a lost, displaced or irritated contact lens, and that timeout:

1. Is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.

2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.

c. Either one 30-second or one full timeout shall be charged in Rule 5-11.2.b, regardless of the amount of time consumed when an injured player remains in the game.

Art. 13. Successive charged timeouts:

a. May be requested by a player or a head coach from the same team.

b. Shall not be granted after the expiration of playing time for the fourth period or after the expiration of any extra period.

c. When granted, players are permitted to sit on their bench only when the request for successive 30-second timeouts has been made in advance of the first timeout.

d. When granted, a warning horn shall be sounded 15 seconds before the expiration of the final timeout.
Art. 14. Shortened timeouts:
   a. The team that requests a timeout may shorten that timeout when the
      captain/head coach notifies the official of the team's intent. (Exception:
The first team-called timeout of the second half or extra period in a game
involving the electronic-media timeout format as in Rule 5-14.10.c.)
   b. When a request is made to shorten any timeout for a substitution(s), the
      signal for shortening a timeout shall be given and play shall be resumed
      immediately.
   c. In games involving the electronic-media timeout format, when a timeout
      has been recognized to be shortened for the sole purpose of making
      substitutions and the timeout is the first timeout granted in that period
      before the media mark or creates the first dead ball at or below the
      5-minute mark in a period, that timeout shall become an electronic-
      media timeout.
   d. When a request has been made to shorten any timeout for a purpose other
      than for substitution(s), a warning horn shall be sounded immediately
      and 15 seconds later another signal shall be sounded to resume play.

Art. 15. In games not involving the electronic-media timeout format, one full
timeout or one 30-second timeout, when the full timeouts have been used, and
in games involving the electronic-media timeout format, either one 30-second
or one full timeout, shall be charged to the team making the appeal in Rule
5-11.5, when no correction is made or when the time limit for correcting an
error under Rule 2-12 has expired.

Art. 16. Cheerleaders and mascots are permitted on the playing court only
during a full timeout, an electronic-media timeout or an intermission.

Art. 17. Bands/amplified music are permitted to play or be played during any
dead ball.

Section 15. Timeouts Not Granted

Art. 1. No timeouts shall be granted:
   a. To the opponents of the throw-in team after the throw-in starts.
   b. During an interrupted dribble.
   c. To a player or head coach when the momentum of an airborne player in
      control of the ball is carrying her out of bounds or into the backcourt.
   d. Unless there is player control by the requesting team. (Exception: Rule
      5-15.1.c)
   e. Until after the jump ball to begin the game ends and either the clock is
      stopped or a player is in control of the ball.
   f. Until the results of an instant replay review have been reported to both
      head coaches when there is a review in the last two minutes of the fourth
      period or the last two minutes of any extra period, when the review may
      result in a change of team control.