



2008-09 NCAA Men's Basketball

REMINDERS

12/5/08

Prepared by Ed Bilik, Men's Secretary-Rules Editor

1. When the ball is live, and the coach is completely and clearly outside the coaching box, the issuance of a warning or the assessment of a CLASS B technical foul after a warning shall occur when the Team in control withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position.
2. Rule 9-2.g states: "Players not in a legal marked lane space shall remain behind the free throw line extended and behind the three-point field goal line until the ball strikes the ring, flange, or backboard or until the free throw ends."

THE MENS' THREE POINT FIELD GOAL LINE IS TWENTY FEET NINE INCHES FROM THE BASKET.

3. A player who strikes the ball with his fist and the violation occurs with:
 - a. 15 seconds or more remaining, the shot clock shall be stopped and time continued without a reset.
 - b. 14 seconds or less remaining, the shot clock shall be stopped and set to 15 seconds.
4. A team member dunking or attempting to dunk a dead ball before or during the game or during any intermission shall be assessed a CLASS B technical foul (10-6.1.e). No warning is to be issued for this infraction of the Rule.



VIA ELECTRONIC MAIL

MEMORANDUM

December 12, 2008

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TO: NCAA Divisions I, II and III Coordinators of Men's Basketball Officials.

FROM: John W. Adams
National Coordinator of Men's Basketball Officiating.

SUBJECT: Bulletin No. 1 and December 9, 2008, Teleconference Follow-Up.

Because of the importance of this information, we appreciate your consideration and effort in providing this bulletin directly to all officials and head coaches in your conference. We believe that providing this information to each institution demonstrates a continuing commitment to maintaining and improving the officiating in every game. Thank you in advance for your cooperation.

This information will also be available on the NCAA section of the Excel Sports Officiating Web site at www.eofficials.com.

1. To date, the regional observers and I have attended over 100 games in person and viewed another 40-50 on TV. I am disturbed by the number of times the regional advisors and I have witnessed a misunderstanding of the rules, or a misapplication of the rules. There is NO EXCUSE for not knowing the rules. I urge each coordinator to implement an improvement program, as soon as possible, and tie having a thorough knowledge of the rules and eliminating mistakes during games to a league driven accountability program. I will be communicating with league coordinators when misapplication of the rules are identified.
2. The content of in-season email messages from me to league coordinators was reviewed. It was stressed that these memos are written in such a fashion, that they may be forwarded directly to the officials working games in the various leagues and conferences. These memos are posted on the eofficials.com Web site.
3. The coordinators were informed that the online officials evaluation form, used by the regional advisors and me, will be posted to the eofficials.com.
4. The lead official MUST get to the strong or ball side of the court as quickly as possible in order to get in good position to see the play start develop and finish. There have been numerous observations of lead officials getting settled in on the base line and not moving as ball moves from side to side on the court. Good positioning enhances our chances to get the plays right.

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5. There has been very inconsistent refereeing of illegal screens. While there has been some improvement we have a long way to go. Special attention must be paid to "blind" or back screens. These screens, by definition, are set out of the field of vision of the person being screened and the screener in these cases must position himself at least one stride from the player he is screening. When an illegal screen hinders the rhythm, speed, balance, or quickness of the player being screened, a foul must be called.
6. Good job so far on palming, two hands on the dribbler absolute and protecting the shooter. The regional advisors and I have seen real improvement in these areas.
7. Freedom of movement is our overriding Focus Point for 2008-2009. Remember, if illegal contact interrupts the rhythm, speed, balance or quickness of the impeded player, it is a foul.
8. We have a long way to go with traveling. The regional advisors and I have seen little improvement to date. Officials must know the traveling rule and the jump stop rule. The trail official can help officiate possible traveling violations in the low post, by making position adjustments so he can get a good look at the post player's pivot foot. Very often this will require an official to move a few steps toward the center of the playing floor.
9. Officials are doing a good job with rough play in the low post. The practice of verbally warning players away from illegal contact is a good one and should continue. When illegal contact occurs, call the first foul. Don't let those match-ups deteriorate into wrestling matches.
10. After made baskets, the new trail official must "stay behind" to referee the throw in and then trail the dribbler up the floor until he can take a normal position as the trail (or now possibly center) official in the front court. It is unacceptable mechanic to referee the throw in after a made basket from a position on the playing court in front of the thrower-in.
11. Too many straight line situations are developing. Again, officials must constantly make position adjustments to see the whole play, start, develop and finish.
12. The following are play situations that the regional advisors have witnessed and asked me to address.
 - A. A1 is in control of the ball in the front court with the shot clock running. A1 passes the ball to A2 who does not catch the pass but rather B1 deflects it and B2 catches the deflection as he is falling out of bounds, throws the ball back on the court where A1 catches it. This play calls for a reset of the shot clock since B2 caught and controlled B1's deflection. Officials must be aware of the game clock and shot clock at all times.
 - B. A1 passes to A2. The pass is deflected and a scramble for the loose ball ensues. A3 fouls B1 before control has been reestablished. This is a team control foul by A3 and B1 is not entitled to free throws unless the foul is intentional or flagrant. When a flagrant personal foul occurs, the player charged with the flagrant foul is ejected and must leave the court and stay in his locker room until the game is over. The offended player is awarded 2 free throws, and the offended team is awarded the ball at the spot closest to the foul for a throw in. If the officiating crew uses the courtside monitor to determine if a flagrant foul has oc-

- curred, and decides that it did, the penalty is exactly the same except that the offended team is awarded the ball at the spot where the ball was when play stopped to review the play on the monitor. This is NOT a point of interruption situation.
- C. When a flagrant technical foul is assessed, the player committing the foul is ejected and must go to his locker room until the game is over, the offended team is awarded 2 free throws which any member of the offended team may shoot, and the offended team is awarded the ball at the division line for a throw in.
13. The NCAA which owns the officials Web site, has hired an intern to secure, edit and upload video clips of various plays that will be used as coaching tools on the Web site. Look for plays to appear on the Web site on a regular basis. If you have plays you think should be posted on the Web site, e-mail them to me at jwasports1@aol.com.
14. The next in-season teleconference is scheduled for Tuesday, January 13 at 11 a.m. Eastern time.

Interpretations

Rule 2-13.5 – Fighting/Use of Available Equipment

The officials are required to use available equipment (video replay) to determine whether a fight occurred and the individuals who participated or left the bench area. Situations have occurred where the officials have failed to observe a fight. The following interpretations address the statute of limitations which is to be used in reviewing the monitor to determine when this failure has taken place. A plausible reason must exist that suggests the possibility of a fight before the statute of limitations is applied.

Interpretation 1: A FIGHT OCCURS WHILE THE GAME CLOCK IS STOPPED.

When the officials fail to observe the act and the monitor is used to view the act, the fight must have occurred within the following statute of limitation in order to be penalized;

When the game clock has been properly started, during the first dead ball, but before that ball becomes live.

Note:

When it is determined that a fight did occur, within the prescribed statute of limitation, with the game clock stopped and the ball dead, a flagrant technical foul shall be assessed (Rule 10-5.1.i and 10-5.2.g). The player shall be ejected (10-5, Ejection) and is subject to suspension. The foul counts toward the team foul total (10-5, Penalty). Two free throws shall be awarded to any member of the offended team (10-5 and 10-6, Penalty). Play shall be resumed by awarding the ball to the offended team for a throw-in at a designated spot at the division line on either side of the playing court (10-5, Resumption of Play).

When it is determined that a fight did occur, within the prescribed statute of limitation, with the game clock stopped and the ball live, a flagrant personal foul shall be assessed (Rule 10-1.13). The

player shall be ejected, (10-1, Penalty e.2.a) and is subject to suspension. The foul counts toward the team foul total (10-1, Penalty, Section 1). Two free throws shall be awarded to the offended player, (10-1, Penalty e.2). Play shall be resumed by awarding the ball to the offended team where play was stopped to review the fight.

When it is determined that a fight did not occur or did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act.

Interpretation 2: A FIGHT OCCURS WHILE THE GAME CLOCK IS RUNNING AND THE BALL IS DEAD.

When the official(s) fail to observe the act and the monitor is used to view the act, the statute of limitation to penalize the fight shall be before the second live ball when the game clock continues to run.

Note:

When it is determined that a fight did occur within the prescribed statute of limitation, with the game clock running, a flagrant personal foul shall be assessed (Rule 10-1.13) since the ball was live. The player shall be ejected (10 -1, Penalty e.2.a) and is subject to suspension. The foul counts toward the team foul total (10-Penalty, Section 1). Two free throws shall be awarded to the offended player (10-1, Penalty e). Play shall be resumed by awarding the ball to the offended team where play was stopped to review the fight.

When it is determined that a fight did not occur or did not occur within the prescribed time frame, play shall be resumed where the stoppage occurred to review the act.

Plays and Rulings

Play 1

The game clock is stopped because of a violation by Team A. A-1 punches B-1:

- (1) before the ball is placed at Team B's disposal for a throw-in
- (2) after the ball is placed at Team B's disposal for a throw-in

The officials fail to observe the punch thrown by A-1. B-2 in-bounds the ball with a pass to B-3 who commits a traveling violation. During the dead ball period created by B-3's traveling violation, the referee notices that B-1 is bleeding. The officials go to the monitor to determine if a fight occurred.

Ruling

The officials were correct in using the monitor to determine if a fight occurred. B-2's pass properly started the game clock which was stopped because of Team A's initial violation. The statute of li-

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mitation to determine if a fight occurred would be during the first dead ball, which was created by B-3's traveling violation, but before that ball became live.

In (1), the ball was not placed at the disposal of Team B for a throw-in. The situation was, the game clock was stopped and the ball was dead. In this case, when it was determined that a punch was thrown, A-1 shall be assessed a flagrant technical foul. A-1 shall be ejected and is subject to suspension. The foul counts toward the team foul total. Two free throws shall be awarded to any member of the offended team. Play shall resume by awarding the ball to Team B for a throw-in at a designated spot at the division line on either side of the playing court.

In (2), the ball was at Team B's disposal for a throw-in. In this situation, the game clock was stopped but the ball was live. In this case, when it was determined that a punch was thrown, A-1 shall be assessed a flagrant personal foul. A-1 shall be ejected and is subject to suspension. The foul counts toward the team foul total. Two free throws shall be awarded to the offended player (B-1). Play shall be resumed by awarding the ball to the offended team where the play was stopped to review the punch.

Play 2

Team A is in control of the ball in their front court with the game clock running. B-1 intercepts a pass and advances the ball up-court. Behind the play, A-2 flagrantly fouls B-2. The officials fail to observe the act. Team B scores a field goal and team A makes a throw-in from the end of the court where the goal was made. After the throw-in,

- (1) A-1 commits a violation, or
- (2) A-1 successfully scores a goal.

Immediately after the dead ball caused by the violation or successful score, the referee notices that B-2 is bleeding. The officials decide to use the monitor to determine if a fight caused the bleeding.

Ruling

The officials are correct to view the monitor to determine if a fight occurred. With the game clock running, the statute of limitation to determine if a fight occurred was before the second live ball when the clock continues to run. B-1's successful field goal created the first live ball as the ball became dead immediately after the score. After B-1's goal, the game clock continued to run. When the clock continues to run, a fight may be penalized up until the second live ball. In this case, the second live ball was created by (1) A-1's violation or (2) A-1's successful goal.

The situation was the game clock was running and the ball was live. In such a situation, when it was determined that a flagrant foul was deemed to be a fight, A-2 shall be assessed a flagrant personal foul. A-2 shall be ejected and is subject to suspension foul counts toward team foul total. Two free throws shall be awarded to the offended player (B-2). Play resumes where the play was stopped to review the act.

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When it was deemed that the foul was not a fight but a flagrant act, a flagrant personal foul shall be assessed. The foul counts toward the team foul total. Two free throws shall be awarded to the offended player. The player shall be ejected but is not subject to suspension. Play shall resume where the stoppage occurred to review the act.

When the act was deemed not to be flagrant, no penalty shall be assessed and play shall be resumed where stoppage occurred to review the act.

Play 3

Team A is in control of the ball in their front court. B-1 intercepts a pass. After the interception, A-3 flagrantly fouls B-3. B-1 advances the ball up-court for a break away lay-up. After B-1's score, A-1 makes a throw-in to A-2 from the end of the court where the goal was made. A-2 is called for a traveling violation. The ball is placed at the disposal of Team B for a throw-in when the official notices that B-3 is bleeding and complaining about A-3's foul. The referee stops play and decides to use the monitor to determine if a fight occurred.

Ruling

When a fight occurs while the game clock is running and the ball is dead and the officials fail to observe the act, the monitor shall be used to review the act. The statute of limitation to penalize the fight was before the second live ball when the clock continues to run.

B-1's break away lay-up created the first live ball as the ball became dead immediately after the score. After B-1's score, the game clock continued to run. After Team A's throw-in, the traveling violation by A-2 created the second live ball. When the ball was placed at Team B's disposal for a throw-in, the statute of limitations was exceeded since a fight can only be penalized before the second live ball.

Reminders

1. Neon, electric or artificially lit signage shall not be positioned on the backboards or backboard supports, nor may they be located near the backboards and/or backboard supports so that the signage affects a player's vision of the basket or backboard or detracts from the visibility of the LED/red light(s) and shot clock. When the signage is improperly positioned or located, the referee shall instruct home contest management to deactivate such signage. (NCAA Memorandum, February 14, 2007, Page No. 4)
2. Substitution(s) shall not be allowed when the game is stopped in the last 59.9 seconds of the second half or any extra period to correct a timing mistake or for an inadvertent whistle.
3. When the ball is live, and the coach is completely and clearly outside the coaching box, the issuance of a warning or the assessment of a CLASS B technical foul after a warning shall

occur when the Team in control withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position.

4. Rule 9-2.g states: "Players not in a legal marked lane space shall remain behind the free throw line extended and behind the three-point field goal line until the ball strikes the ring, flange, or backboard or until the free throw ends."

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 - A. 15 seconds or more remaining, the shot clock shall be stopped and time continued without a reset.
 - B. 14 seconds or less remaining, the shot clock shall be stopped and set to 15 seconds.
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Corrections

2009 NCAA Men's and Women's Basketball Rules Book Corrections

Page	Rule	Correction/Change
48	2-11.7.i	(Women) after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the throw-in team <u>who shot the ball.</u>
72	4-29.3.c.2	Disregard this rule since requesting an excessive timeout is an administrative technical foul and not a CLASS B technical foul.
94	5-11.1	After the mistake of either starting or stopping the game clock, such a mistake shall be corrected during the first dead ball but before the next/ second live ball is touched....
96	5-13.8.e	The extra timeout shall not be granted until after the <u>jump ball be-</u> <u>comes live</u> to begin the extra period.
97	5-13.10.f	
117	9-4.1.a	A violation has not been committed when a player, who steps out of bounds as permitted by Rule 7-5.8.a <u>7-5.6.b</u> ,....
133	10-4.9 Penalty	(Women) Add to the end of the penalty: <u>The head coach is assessed one indirect technical foul for each member of bench personnel who participates in a fight.</u>
161	Timeout Comparison Chart	Electronic Media Timeouts 2 nd Half column The first 30-second timeout called by either team in this half only shall become a media timeout....

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2009 NCAA Men's and Women's Basketball Case Book Corrections

Page	A.R.	Correction/Change
85	216	Delete A.R. 216 and refer to A.R. 212 for the complete play and interpretation.
90	231	RULING: ...When the ball is placed at the disposal of A5 <u>A6</u> for free throw, the game has begun... Any team member is eligible to become a substitute with the exception of A6 <u>A5</u> ,...

JWA/EB:jjr

cc: Athletics Directors of Independent Division I Institutions
NCAA Divisions I, II and III Conference Commissioners
NCAA Division I Men's Basketball Committee
NCAA Men's Basketball Rules Committee
Selected NCAA Staff Members