NCAA Playing Rules

Artificial Noisemakers in Sports for which the NCAA Writes Rules

(Updated September 2019)

**Baseball.** All music, chants or crowd-cuing messages must stop when the batter enters the dirt circle. Music, noise and cheers, as well as use of the LED/Matrix boards, may be used the following times:

1. Before the start of the game;
2. Between innings;
3. During pitching changes;
4. As the batter is heading towards the batter’s box; and
5. After the game.

Audio (music, organists, etc.) may not be played in a manner that may incite spectators to react in a negative fashion to umpires’ decisions or to visiting players.

**Basketball, Men’s.** The playing of musical instruments, amplified music, canned music or artificial noisemakers while the game is in progress shall be prohibited, except during timeouts, intermissions and instant replay review by an official.

**Basketball, Women’s.** For women’s basketball, bands/amplified music are permitted to play or be played during any dead ball.

**Bowling.** Noise caused by artificial noisemakers, such as whistles or air horns, is not permitted in the competition, noncompetition or other designated spectator/crowd areas.

**Football.** Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals. No one in the team area or coaching box may use any artificial sound amplification to communicate with players on the field.

**Ice Hockey.** Spectators are not permitted to use artificial noisemakers, air horns or electronic amplifiers while the game is in progress. The band(s) shall not be allowed to play while the game is in progress.

**Men’s Lacrosse.** School bands or other organized groups that use artificial means to create noise must be situated in the stands on their respective team’s half of the field.

**Women’s Lacrosse.** No reference to artificial noisemakers.

**Soccer.** It is permissible for bands to play at any time during the game. It is permissible for musical instruments and artificial noisemakers to be used at any time during the game.

**Softball.** Objects used to make noise or amplify sound to show support, approval or opposition to playing action, other than body parts, are considered artificial noisemakers. It is not permissible to use equipment to make noise (for example, banging on a bench/bucket with equipment, shoes, or hands, banging bats and balls, etc.). The use of artificial noisemakers, musical instruments air horns and electronic amplifiers by student-athletes and team personnel is prohibited in team areas. For the purpose of this rule, the field, bullpens and dugouts are considered team areas. Spectators shall not use artificial noisemakers, air horns and electronic amplifiers

**Swimming.** The referee shall prohibit the use of any bells, sirens, horns, or other artificial noisemakers during the meet.

**Volleyball.** Noise caused by artificial noisemakers, such as whistles or air horns, is not permitted in the playing and spectator areas. Cheerleaders may use non-electronic megaphones in a non-disruptive manner. Fans are permitted to use non-electronic megaphones for voice amplification only. Bands may not play during a rally. Bands and sound systems should cease when the first referee prepares to authorize the service. Use of electronic sound systems by event management when the ball is out of play is permissible.

**Wrestling.** Home game management shall see that recorded music not be played, bands not perform and artificial noisemakers not be used during wrestling action.

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