



Rules Interpretations and Play Situations

**By Art Hyland, Secretary Rules Editor, NCAA Men's Basketball Rules Committee
November 11, 2019**

The following interpretations and play situations are effective immediately:

Resetting the Shot-Clock to 20 seconds

1. In the Table Crew Reference Sheet dated October 1, 2019, #5 under "Reset to 20 seconds when" should be amended to indicate that #5 is only in effect when there is no team possession. This will be corrected and reposted on Arbiter on a revised Table Crew Reference Sheet.

Play – In the last two minutes of the second period, A1 attempts a try and while there is no team control, B1 is called for goaltending/basket interference. The officials elect to use Instant Replay and determine that there was no violation. The A. P. arrow favors Team A.

Ruling – award the ball to Team A using the procedures in Rule 7-3.2 and reset the shot-clock to 20 seconds. If there is team control when this violation is called, the A. P. arrow should not be used to determine possession on the next resumption of play. Rule 2-11.6.d.4

2. Rule 2-11.6.c vs. Rule 2-11.6.d – In determining when to apply these rules, a major factor is whether the try hits the ring or flange. All of the subsections of Rule 2-11.6.d require that the shot hit the ring or flange for the rule to be in effect except for 2-11.6.d.4 where possession is awarded by the A. P. arrow. Conversely, Rule 2-11.6.c applies when the shot fails to hit the ring or flange.

Play – A1 is flagrantly fouled in the act of shooting and the shot is unsuccessful and

- 1) strikes the ring or flange, or
- 2) fails to strike the ring or flange, or
- 3) the try is successful.

Ruling – In 1), A1 will shoot two free throws and play shall resume with a throw-in by Team A at a designated spot and the shot-clock shall be reset to 20 seconds. (Rule 2-11.6.d)

In 2), since the shot never contacted the ring or flange, the same procedure should be followed except that the shot-clock shall be reset to 20 seconds or the time remaining, whichever is greater. (Rule 2-11.6.c.1)

In 3), play shall be resumed with a throw-in by Team A using the procedures in Rule 7-3.2 and the shot clock shall be reset to 20 seconds. (Rule 2-11.6.d)

If you have any questions, please email me at art.hyland@comcast.net.