



Post Clinic Comments, Interpretations, Corrections, and Case Plays
By Art Hyland, Secretary Rules Editor, NCAA Men's Basketball Rules Committee
November 1, 2019

The last of the NCAA Officiating Clinics was held on October 20, 2019. In addition, all officials must have completed the rules exam by October 28, 2019. Finally, all coaches must watch the NCAA Rules Video by November 4, 2019. The following comments, interpretations, corrections, and play situations are intended to clarify the rules issues which have arisen over the course of the last few weeks.

Rule Book Corrections

1. Shot-Clock Reset (Rule 2-11.6.d.4) – This rule is in effect any time possession of the ball is awarded to the offensive team in the front court as a result of a held ball or following any other situation such as a monitor review of a BI/GT play when the arrow is used to award team possession in its front court.
2. End of Period Free Throws (Rule 5-7.6.a) – The 2019-20 NCAA Men's Rules Book now requires all end of game shots to be reviewed and all free throws shot regardless of the score of the game. In general, if the foul occurs after zeroes on the game clock, there are no free throws awarded. The exception to the rule is when there are zeroes on the game clock when the ball is released, and the defense fouls the airborne shooter with zeroes on the game clock. In this case, the shooter is still in the act of shooting which began before zeroes on the game clock. Therefore, assess the foul and shoot the free throws.

The other exception to this rule is Rule 5-7.6.a which requires all technical fouls assessed after zeroes on the game clock to be administered as if they were part of the preceding period when there is no way to determine whether there will be an extra period until the free throws are shot.

3. Appendix V, Page 117 under "NCAA" column, for "Player Participates After Disqualification/Ejection" Men – "Noncontact Flagrant 2" should read "Class B technical".

Case Book Corrections

1. A. R. 67 – CHANGE the second "A1" to "B1".
2. A. R. 79 – ADD to the Ruling at the end of the first paragraph, "and also a loose ball foul".
3. A. R. 94 – In Ruling 2, CHANGE "20" to "30".
4. A. R. 95 – In Ruling 3 DELETE after "reset to" . . . either 30 seconds or 20 seconds depending on which team is entitled to the alternating possession arrow." and REPLACE with "to 30 seconds".
5. A. R. 229 – In the play situation "s9unds" should be "sounds".

6. A. R. 260 – Ruling 2 – ADD at the end of the Ruling, “Exception: Airborne shooter”.
7. A. R. 272 – Correct as written. See also Appendix V, Page 117 including F2 charged to the head coach. Should read “Class B technical charged to the head coach”.
8. A. R. 277 – Ruling – DELETE “at the division line” and REPLACE with “at a designated spot using the procedures in Rule 7-3.2”.

Comments, Rule Interpretations, and Play Situations

1. Leg tights – Per Rule 1-23.2, leg tights must be two-legged and of equal length. Players cannot participate with illegal leg tights.
2. Granting Coach Requested Timeouts – Per Rule 5-14.1.a, head coaches may request and be granted a timeout in the last two minutes of the second period or the last two minutes of any overtime period when a player of the coach’s team has control of the ball. In order to administer these timeout requests correctly, officials must first check the status of the ball to be sure that a player of that team has control of the ball. Be patient! Do not just blow your whistle because a timeout request has been made. Do not blow your whistle during loose ball scrums on the floor until you are sure of player control.
3. Shot-Clock Resets (Rule 2-11.6) – Once a field goal attempt has hit the rim, the shot-clock should be reset to 30 seconds. If the offensive team regains possession of the ball in their front court, the shot-clock operator should then reset the shot clock to 20 seconds. Also, when shooting free throws, the shot clock should be set initially to 30 seconds and then reset to 20 seconds if the offense obtains possession in the front court after a missed free throw.

Also, if there is a free throw attempt with less than 30 seconds remaining on the game clock (from :20 to :29 only), the shot-clock operator should reset the shot clock to 20 seconds rather than shut it off. If the offense retains possession after a missed free throw, the shot clock is accurate. If the defense gains possession, the shot-clock operator should turn the shot clock off.

4. Pre-Game Responsibilities – Prior to the game, the Referee should inspect the location of all cameras, the nets, and player equipment. The Referee must also determine if the teams have contrasting uniforms and fulfill all other responsibilities under Rule 2-5.
5. Flopping – (Rule 4-10.1.c.4) – Flopping has been added to the list of “Player Delays.” Flopping is faking being fouled or using any tactic which might lead an official to believe mistakenly that a foul has been committed.

Each team will receive only one warning for the Player Delays listed under Rule 4-10.1.c. When a second Player Delay is called against the same team, a Class B technical foul shall be assessed against the player who committed the second delay.

Play – A1 is warned for flopping. Later in the game, A4 attempts to gain an advantage by interfering with the ball after a goal.

Ruling – Assess A4 with a Class B technical foul and resume play at the point of interruption. (Rules 4-10.2 and 4-28)

6. Instant Replay – Off-ball Fouls (Rule 11-2.1.b.5)

a. Games with Instant Replay

Play – A1 is in the act of shooting and

- 1) A2 is called for an illegal screen away from the ball, or
- 2) B2 is called for an off-ball foul against A2.

In both cases the shot is successful. The officials elect to use Instant Replay to determine if the shot should count. What factors should the officials use to determine if the shot should count?

Ruling – In 1, A1 must have released the ball for a try before the foul occurred for the goal to count.

In 2, A1 must have begun the act of shooting before the foul occurred for the goal to count.

b. Games Without Instant Replay

Play – With the same plays as above but in a game without Instant Replay:

Ruling – In 1, A1 must have released the ball for a try before the official blew his whistle and signaled for the goal to count. (Rule 6-5.1.f)

In 2., A1 must have begun the act of shooting before the foul occurred for the goal to count. (Rule 6-6.2)

7. Instant Replay – Cylinder plays and Hook and Hold plays (Rule 11-2.1.d)

After a call for either of these fouls has been made on the floor, officials have four options when using Instant Replay;

- a. Call an F2 foul;
- b. Call an F1 foul;
- c. Call a common foul, or
- d. Determine that there was no foul.

When the officials fail to make a call and elect to use Instant Replay to see if a flagrant foul occurred, they have only three options when reviewing the play:

- a. Call an F2 foul;
- b. Call an F1 foul, or
- c. Stay with a no-call.

The key change in the rule is to permit the officials to get the entire play correct when they have made a call. The officials may not only remove a foul but also assess the foul to the correct player.

8. Instant Replay – Officials may not wear microphones or any other devices during instant replay deliberations which might enable their deliberations to be made public prior to the decision being announced.
9. F1 and F2 fouls (Rule 4-15.2.c) – In determining the type of flagrant foul to be assessed, the official must look at the contact by the offending player and then determine which rule book descriptions best fit the act. To accomplish this, officials must have a working understanding of the differences between an F1 foul and a F2 foul as set forth in the rule book.
10. End of Game Free Throws (Rule 11-3.1) – This rule requires officials to use Instant Replay when there is a reading of zeroes on the game clock at the end of any period in the following circumstances:
 - a. Determine if a successful field goal was released before zeroes on the game clock.
 - b. Determine if a shot-clock violation occurred before the reading of zeroes on the game clock.
 - c. Determine whether a foul occurred before the reading of zeroes on the game clock.

Play – With the score 91-70, A1 drives to the basket, releases the ball for a try with zeroes on the game clock, and then is fouled while returning to the floor. The try is unsuccessful. The officials use Instant Replay to review this play and determine that the foul occurred after zeroes on the game clock but during the shooter's return to the floor.

Ruling – Penalize the foul by awarding 2 free throws since the shooter A1 was an airborne shooter. Regardless of the score, these free throws must be shot. (Rules 4-1 and 11-3.1)

11. Shot-Clock Vendors – We have had several inquiries from institutions requesting advice on updating equipment to adapt to the new shot-clock reset rules. As of now, we are aware of the following vendors that manufacture/repair shot-clocks. These contractors are:
 1. Daktronics – 800 325 8766
 2. Fair Play – 800 462 2716
 3. NEVCO – 800 851 4040
 4. OES – <http://www.oes-scoreboards.com>
 5. Tissot – InGame@NBA.com 201 974 6363

If you have questions about any of the above, please contact me at art.hyland@comcast.net.