



**NCAA MEN'S BASKETBALL INTERPRETATIONS AND CASE PLAYS**  
**By Jeff O'Malley, Secretary-Rules Editor NCAA Men's Basketball Rules Committee**  
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*[Note: Shaded areas indicate new or altered language from the February 16 interpretations and case plays document.]*

Please note the comments, interpretations and case plays that appear below are intended to follow up on the prior interpretations provided this season.

As a friendly reminder, in situations where a coach requests an out of bounds play to be reviewed in the last two minutes of regulation or in the last two minutes of any overtime, if the official reviews the play and the play is upheld the coach is not charged a timeout. This review is not mentioned under Rule 5-16.

Rules Book Correction

- Rule 6-2.2 – The last sentence should read, “The jump ball and all jump ball restrictions for the jumpers shall end when the ball touches the playing court, basket, backboard, **a non-jumper**, an official or when the ball becomes dead.”

Case Book Corrections

- A.R. 13 – In “Ruling” - delete “jewelry or socks” and replace with “jewelry, socks or glove.”
- A.R. 30 – Rules reference should be Rule 2-11.6.9.d.
- A.R. 94 – The “Ruling” should read, “If **B1** is also facing the opponent, **B1** has established legal guarding position...”
- A.R. 190 – Delete entirely.
- A.R. 130 – Rulings 2 and 3 should read as follows:
  - 2: Since the try was released before the expiration of time and since the foul occurred after time expired but while the ball was in flight and A1 was an airborne shooter, A1 shall attempt two free throws even if the first is successful. When both free throws are unsuccessful, the game continues with an extra period(s). **This play is handled the same way in games with or without a courtside monitor.**
  - 3: When the foul occurs after the second half (or any period) has clearly ended, the foul shall be ignored unless the foul was a flagrant 2 or contact dead-ball technical. When the foul was a flagrant 2 or contact dead-ball technical, the offended team shall be awarded two free throws to begin the extra period, and ~~play shall be resumed at the point of interruption, which would be the jump ball to start the extra period. In such cases, the extra~~

period shall begin with the ball awarded to the offended team using the procedures in Rule 7-3.2. **This play is handled the same way in games with or without a courtside monitor.**

### Rules Interpretations

- A. Player Warnings – A Class B technical foul for flopping does not constitute a warning for the other player delays listed in Rule 4-10.1.c. An official must first issue a warning for the delays listed in Rule 4.10.1.c.1-3 before issuing a technical foul any subsequent violation of those acts.
- B. Shot Clocks – In games where the shot clocks show tenths of a second under five seconds, any potential backcourt violation would occur when the tenth of a second for that whole number is ZERO. For example, the ball is inbounded in Team A's backcourt with 14 seconds on the shot clock. A backcourt violation would occur when the shot clock reads 4.0 seconds remaining. If an official blows the whistle and the shot clock reads 4.1 seconds, an inadvertent whistle has occurred, and Team A would receive a new 10-second count. Officials must be deliberate and have a slow, patient whistle in these situations.
- C. Flopping – In situations where a defender flops and play is allowed to continue due to an immediate try for goal or a shot is in the air and the flopping defender then commits a personal foul on the shooter, the defender shall be charge with a personal foul and a Class B technical foul. Administer the Class B technical foul and return to the point of interruption which is shooting the foul shots for the personal foul.

In situations where the defender flops and the offensive team has an immediate scoring opportunity, the officials should signal a flop but withhold the whistle to assess the flopping technical foul until all further immediate scoring opportunities have ceased or the ball is tapped or passed away from the basket.

- D. Celebrations – A.R. 311 addresses bench personnel (players) and/or team followers running onto the floor before time expires to celebrate a potential game winning shot and preventing the ball from being made live or preventing continuous play. In this situation, A.R. 311 and Rule 10-4.2.h supersede Rule 10.4.1.m. If a player(s) run onto the floor before time expires and delay the game as stated above, the team should be assessed with a Class B technical foul that is also charged to the head coach. If it's just team followers running onto the floor and delaying play then it is an Administrative technical foul. Note, in situations when the delay does not interfere with play, it shall be ignored.

- E. End of Shot Clock Period – In order to promote consistency between A.R. 167 and A.R. 349, the *NOTE* in A.R. 349 shall be removed. The application of the *NOTE* in A.R. 349 is inconsistent. Now, A.R. 349 shall be officiated consistently throughout the entire game in line with A.R. 167 and A.R. 349.
- F. Instant Replay – Clarification to A.R. 167 – *NOTE* – In games in which instant replay is used to determine when the foul was committed, the time when the foul was committed is determined by when the illegal contact actually occurred, and the clock should be adjusted to the time of the illegal contact.
- G. Throw-In – During an alternating-possession throw-in, if a warning or foul occurs before the throw-in ends in which the penalty requires play to resume at the point of interruption, the subsequent throw-in is an alternating-possession throw-in.
- Example – A1 has the ball for an alternating possession throw-in. B1 reaches across the boundary line and slaps the ball from A1's hand. Ruling – B1 is administered a Class B technical foul, Team A is awarded one free throw and play is resumed from the point of interruption. The subsequent throw-in is an alternating-possession throw-in governed by Rule 6-3.
- H. Shot Clock – A1 attempts a try for goal. While the try is in the air, A2 and B2 commit a double foul. The arrow favors Team A.
1. The try does not hit the rim,
  2. The try hits the rim.
- In play 1, Team A will retain possession of the ball using the alternating possession procedures. Since there was no team control at the time of the foul, Team A will either have 20 seconds or the remaining time on the shot clock, whichever is greater (Rule 2-11.6.c.3). In play 2, Team A retains possession of the ball under the alternating possession procedures and the shot clock will reset to 20 seconds (Rule 2-11.6.d.4).
- I. Airborne Shooter End of the Period – Near the expiration of time at the end of a period, A1 jumps in air and attempts a try for goal and is fouled. A1's try for goal is released prior to the reading of 0.0 on the game clock but A1 is fouled after 0.0 on the clock but before A1 lands from the try for goal.

**RULING:** Rule 4-1.1 states that "...An airborne shooter retains the status of an airborne shooter until the player has returned to the floor." Furthermore, Rule 5-7.3.c states "Each period shall end when time expires, except...when the foul occurs after time expires but while the ball is in flight during a try, the period shall end when the free throw(s) and all related activity have been completed."

The exception in Rule 5-7.3.c is related to Rule 11-3.1.a.3 and addresses when a foul occurs near the expiration of time on the game clock when the official timer cannot stop the game clock before time expires. Additionally Rule 11-3.1.a.3 does not take into consideration when an airborne shooter has released a try for goal.

While A.R. 130 deals with a game without a courtside monitor, the explanation of Play 2 in this ruling is the appropriate way to adjudicate this play when there is a monitor available or when there is not. "Since the try was released before the expiration of time and since the foul occurred after time expired but while the ball was in flight and A1 was an airborne shooter, A1 shall attempt two free throws."

- J. Basket Interference and Goaltending – A1 is attempting to dunk the basketball. A1 brings the ball into the cylinder above the rim with at least one hand legally contacting the ball. B1 attempts to block the dunk and, while A1 still has at least one hand on the ball in the cylinder, B1 places a hand on ball and blocks the dunk.

**RULING:** This is a legal play. Whether B1 has a hand on the ball before or after it enters the cylinder, as long as A1 has a hand legally in contact with the ball in the cylinder B1 can legally attempt to block the shot. Should the ball leave A1's hand(s) in the cylinder before B1 touches the ball then basket interference has occurred. B1 is still bound by the restrictions of contacting the net as stated in Rule 9-15.2.a.1 and the restrictions of Rules 9-15.2.a.3-5. This is a reviewable play in the last two minutes of the second period or in the last two minutes of any overtime period only when a call of basket interference or goaltending has occurred.

The online version of the NCAA 2022-23 Men's Basketball Rules and Case Books will be updated on RefQuest+ and the NCAA Publications website to reflect these changes promptly. Please feel free to contact me with any questions at [omalley.sre@gmail.com](mailto:omalley.sre@gmail.com).

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