**1/6/22 – Shot-Clock LED Lights and Zeroes on the Game Clock (Rule 1-19.4).**

It has come to the attention of the NCAA Women's Basketball Rules Committee that there are a number of institutions whose shot clock lights activate when time expires on the game clock, which is in violation of Rule 1-19.4. By rule, while LED lights on the shot clock are permissible, they shall only be activated for a shot-clock violation. This rule has been in effect since the 2006-07 basketball season. When the game clock expires, only the red light behind the backboard visible through the 24-inch-by-18-inch rectangle painted on the backboard or red LED lights placed around the backboard shall activate.

It may be possible, depending upon the institution’s equipment, to correct this simply by disconnecting the shot-clock lights or changing a setting on the shot clock. But the committee also recognizes that it could create an extreme burden for other institutions to immediately rectify this particular violation in a timely and cost-effective manner. It is for that reason that those institutions whose shot clock lights are not in compliance with Rule 1-19.4 will be granted a waiver for the remainder of the 2021-22 season. This waiver only applies to the issue of red LED lights on the shot clock which activate when the game clock expires and does not apply to any other illegality of the shot clock.

Any institution utilizing this waiver must inform the game officials and the opposing team before the start of competition.

Institutions will be expected to comply with all shot clock and red LED light rules for the start of the 2022-23 season.

**12/8/21 – Timeout Followed by a Coaches’ Appeal (Rules 5-14.1.d and .e and 11-4.1).**

The question has come up in anticipation of situations involving conferences that will be experimenting with the transmission of live video to the bench area for coaching purposes and coaches’ appeals. For example, the officials rule a restricted-area blocking foul on A1 and Team A’s head coach calls a timeout to view the play and then decide whether they wish to appeal the ruling. The purpose of this technology is to provide coaching staffs with the ability to instruct their student-athletes. These situations could also occur in facilities with video boards, and it is expected that the coach will convey their desire to appeal immediately after the foul. When the coach requests a timeout, they should be asked if they intend to appeal the ruling prior to the
start of the timeout. Once the timeout is started, it is now too late to appeal the ruling.

When a coaches’ appeal does not result in a change to the original ruling, the team is charged a timeout (see Rule 5-14.15 for the type of timeout charged). The team that is charged a timeout is entitled to the entire length of the timeout. This information was not properly conveyed during the virtual clinics and, going forward, these timeouts shall be the length charged. When a team’s appeal that results in a replay review creates an electronic-media timeout and the appeal is not sustained (it is “lost”), the team’s charged timeout will run concurrently with the electronic-media timeout.

The new rules for replay-triggered media timeouts treat the replay review the same as a team-called timeout regardless of whether the replay review is triggered by the officials’ decision to use replay or a coach’s appeal that involves replay. When it occurs before the quarter’s electronic-media timeout, it triggers that timeout and when it is the first replay review in the second half it triggers the second half’s “floating” electronic-media timeout.

When replay triggers the electronic-media timeout, the “timing” of the timeout does not begin until both head coaches have been notified of the results of the replay review. Media entities are not prohibited from going to commercial break during the replay review, and in many games, they have been doing so. After being notified of the results of the review, coaches often make substitutions well before the warning horn prior to the end of the timeout. In order to balance the needs of the media entity, both coaches, and pace of play, officials may resume play before the expiration of the “timed” media timeout when both head coaches are ready to play, and the TOC/timer has indicated that media has taken their allotted time.

**Play:** The length of the electronic-media timeout per the agreement is 90 seconds. The officials use of replay takes 120 seconds. After the officials have notified both head coaches of the results of the replay review, the TOC/timer starts timing the 90 seconds for the electronic-media timeout. After 15 seconds, both head coaches inform the officials they are ready to play, and the TOC/timer indicates that media is back from their break and is ready to resume play.

**Ruling:** The officials may resume play once both coaches and the TOC/timer indicate they are all ready for play. If either coach wishes to use the “timed” 90 seconds following the announcement of the results, officials may not resume play until that head coach is ready or after the second horn.

10/18/21 – Scoring/Try for Goal (Rule 5-1.19).
Rule 5-1.19 prohibits a player from gaining control of the ball and attempting a try for goal when play is resumed by a throw-in or a free throw with 3/10ths of a second or less remaining in a quarter or overtime. With the change to A.R. 5 making it permissible for institutions to have shot clocks that display tenths of a second, when the shot clock displays 3/10ths of a second in the same situations, a player will also be prohibited from controlling the ball and attempting a try. The player may only tap for goal.
**10/18/21 – Starting Game and Shot Clocks (Rule 5-10.2.d).**
Similar to the rule that applies to the game clock with less than one minute remaining in a quarter or overtime, when an institution has a shot clock that displays tenths of a second and the shot clock displays less than 5 seconds (tenths of a second are now displayed), when the ball is legally touched inbounds following a throw-in or missed free throw and an official immediately signals to stop the clock, a minimum of 3/10ths (.3) of a second must expire on the shot clock.

**10/18/21 – 10-Second Backcourt (Rule 9-10).**
It is possible for a team to have control in their backcourt and the 10 second backcourt count start from a point other than 30 seconds. The team may have had frontcourt status and the ball is subsequently deflected by the defense into the offense’s backcourt. When an offensive player touches the ball in their backcourt, a new 10 second count begins. It is then possible, in games when the shot clock displays tenths of a second, for the tenth second to come at a time the clock displays tenths of a second. In these games, the tenth second occurs with zero tenths displaying on the shot clock.

**Play:** In a game with a shot clock that displays tenths of a second, A1, located in their frontcourt, passes the ball to A2 and the ball is deflected by B1 into Team A’s backcourt. A2 touches the ball in the backcourt with 13 seconds on the shot clock. Team A remains in continuous control of the ball in their backcourt and the official rules a backcourt violation with the shot clock displaying (a) 3.0 seconds, (b) 2.9 seconds, or (c) 3.1 seconds.

**Ruling:** In (a) and (b), a 10-second violation has occurred. Play resumes with a throw-in by Team B at a designated spot nearest to the location of the violation. In (c), an inadvertent whistle has occurred. Team A is awarded the ball at the point of interruption and the 10-second count is reset as an inadvertent whistle is not one of the four exceptions for not resetting the count.