



# **WOMEN'S BASKETBALL**

2022-23 NCAA Women's Basketball

## **RULE INTERPRETATIONS/CLARIFICATIONS**

As of 1/19/2023

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### **1/19/2023 – Timeouts and Coaches Appeals (A.R. 160; Rules 5-14.1.d and .e and 11-4.1).**

Approved Ruling 160 limits the time a head coach possesses to make an appeal of an official's ruling should that head coach request a timeout. The head coach has until the timeout starts to make their appeal; once the timeout begins, no appeal may be made by that head coach. The approved ruling does not address when the opposing coach requests a timeout and how it impacts the ability to appeal a ruling. In situations when Team A may wish to make an appeal and Team B requests a timeout, it is incumbent upon officials to give Team A's head coach the opportunity to decide whether they wish to appeal or not prior to granting Team B's timeout request, particularly since there is the potential for a change of team control because of the replay review. Provided the timeout has not been started, if Team A now appeals the ruling, the timeout is suspended for the replay review. Once the review is completed, Team B may or may not elect to request a timeout. A timeout by Team B does not prevent Team A from making an appeal. Timeouts may not be used to interfere with the appeal process: Team A by extending the time to make an appeal or Team B by shortening the time. When the timeout by Team B has been granted, charged, and started, Team A may still make an appeal provided it is within the timeframe for that type of appeal.

### **11/29/2022 – How a game ends (Rules 5-2, 5-3, 5-4, 5-6.1, 5-9.2, and 5-9.3).**

Under normal circumstances, a game ends when a team has scored more points than its opponent at the end of 40 minutes of play or when overtime is necessary, a team has scored more points than its opponent at the end of any overtime(s) played to break a tie (Rules 5-2, 5-6, and 5-9.2 and .3). The only time that a game may end without playing the prescribed minutes of play is when the referee declares a forfeit. A forfeit may not be declared until all duties have been performed by the officials and the referee has informed the available teams and the official scorer that the game is a forfeit.

The issue of teams walking off the court and returning to their locker room before playing time expires has become a concern. Teams do not have the right to end a game arbitrarily. Officials do not have the authority to stop a game before the expiration of playing time without declaring the game a forfeit or an interrupted game. When a team decides to walk off the court, the referee shall inform the head coach, when conditions permit, that if they do not return in a specified amount of time, the referee will declare the game a forfeit. When a team does not return to the playing court and foul penalties, such as free throws, still need to be administered, the officials shall ensure all fouls are recorded by the scorer, enlist the support of game administration to

ensure the playing court is free from nonplaying personnel before proceeding with the merited free throws with no players in marked lane spaces before declaring a forfeit since all free throws are to be attempted regardless of score (Rule 8-6.2). The offending team need not be present when the free throws are awarded and attempted.

The situation above should not be considered an interrupted game. Instead, a game is interrupted when events beyond the control of the responsible administrative authorities cause the game to be stopped (Rule 5-4). Examples of such events include, but are not limited to, a leak in the roof, a power failure, a court surface that has become slippery due to humidity, etc. In these situations, the game is stopped and continued later from the point of interruption unless the teams agree otherwise or there are applicable league or association rules.

**9/29/22 – Foul by/against a teammate of the shooter and the game clock (Rule 11-3.2.b) CORRECTED.**

Only when using replay to determine when a foul has occurred is the foul considered to have occurred when the illegal contact is observed: (1) When the foul is committed before zeroes on the game clock; (2) when a shot-clock violation occurs before a foul; and now, this season, (3) when a foul is committed by or against a teammate of the shooter whose try is successful (A.R. 28). In the first two scenarios, the game clock is set to the time of the illegal contact and, to be consistent, in this last situation, officials will also set the game clock to the time of the illegal contact and not the official's signal.