

4.3 Tournament Selection

The following are selection criteria for the 2008-09 NCAA Division I Women's Basketball Tournament.

Eligibility.

To be eligible for nomination an official must complete the following requirements:

1. Register on time and attend one of the regional officiating clinics in its entirety.
2. Complete and sign the release form to authorize the NCAA's contracted agency to conduct a background check.
3. Submit a completed sports wagering questionnaire.
4. Successfully pass the preseason online test.
5. Officiate a minimum of 25 collegiate women's games during the season, including a minimum of 20 Division I women's basketball games which can include work during a conference tournament.
6. Agree to refrain from entering into any other officiating agreement the day preceding the competition to which they have been assigned.

Selection Index Tool.

The national coordinator and the Division I women's basketball committee utilize a numeric system to assist in the selection of eligible officials into the NCAA Division I championship. The numeric index is the mathematical sum of six weighted factors:

1. Ranking by the nominating committee.
2. Total number of regular-season assignments received from the nominating conference.
3. Conference tournament games worked in the nominating conference (finals, semifinals and quarterfinals).
4. Ranking by the regional advisor.
5. Highest preseason test score recorded.
6. Previous year's NCAA tournament game(s) worked (first, second, regional standby, regional semifinal, regional final, national standby, national semifinal, national final).

Notification of Game Assignments.

Officials are informed of the game they will be working upon arrival at the site. Committee members notify the officials as to



the specific game assignment and crew members at the official's meeting held prior to the competition.

Advancement of Officials.

The Division I women's basketball committee selects the 96 officials who will work first-round games, as well as the 56 officials who will remain on site to work second-round games. Subsequent rounds are not pre-assigned and officials are selected based on their individual performance in a previous round.



4.4 2008-09 Women's Basketball Rules Differences



ITEM	NFHS	NCAA Women
Closely-guarded	Holding or dribbling in frontcourt at 6-foot distance	Holding only, front/back court, 3-foot distance
Coaching Box: Size Loss of Use	State option, 14-foot box maximum If coach is charged with any technical foul	Extends from 28-foot mark to end line No rule
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four – technical foul	One warning for each delay-of-game situation; subsequent delay for that situation – technical foul
Disqualification/Ejection Player Participates after DQ	Direct technical foul charged to head coach	Flagrant technical foul charged to offender
Fighting	Ejection	Ejection. One game suspension followed by season suspension – team and coaches
Free-Throw Restrictions - Violation	Restrictions end when ball touches ring, backboard or free throw ends	Restrictions end on release of the ball
Goaltending	Player touches the ball during a try/tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight	Same as NFHS and includes a ball that contacts the backboard when it is entirely above the ring level is considered to be on its downward flight
Officials on Court	Fifteen minutes before start	On floor at 15 min.; may leave at 10 min. and must return at 3 min.
Player Out of Bounds	Violation called as soon as player leaves the court for an unauthorized reason	Violation called when player returns and is first to touch ball inbounds
Shot Clock	No rule	30 seconds
Stop Clock	No rule	After made basket with 59.9 seconds or less in second half or overtime
Substitutions	Bleeding player directed to leave game (may remain with timeout) Player with lost/irritated contacts may remain in the game	Player with blood or lost/irritated contact may stay in game if ready to play within 20 seconds
Team-control Fouls	Ball awarded out of bounds (no bonus free throws) when foul committed by any player of the team in control	Same as NFHS, except team control exists during a throw-in
Resuming Play	Throw-in to offended team opposite table	Point of interruption, except excessive timeout and flagrant – point of interruption with loss of ball
Ten-second Rule	Must advance from backcourt	No rule
Time-out(s) Excessive Number & Length Reduction Request	Technical foul Three 60-second and two 30-second time-outs per game Reduced if both teams are ready Recognized when a player is in control	Two shots and loss of ball Media – Four 30-second and one 60-second Non-Media – Four 75-second and two 30-second Reduced if calling team notifies official (non-media) Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt
TV Replay Monitor	Not permitted	Permitted for specific situations
Unconscious Player	No return without physician's (MD or DO) authorization	No rule

4.4





ITEM	NFHS	NCAA Women
Uniforms		
Color of Jersey	Home shall wear white and visitor contrasting dark	Home shall wear light and visitor contrasting dark, except altered by mutual consent
Color/Style of Number	Same required on front and back	Not required
Lettering	Plane of horizontal letters may not overlap with plane of numbers, must be 1 inch from outside edge of numbers at any point	Must be 1 inch from outside edge of numbers at any point
Worn	Jerseys designed to be worn outside the game pants permitted; jerseys/pants may not be removed within visual confines of playing area	Jerseys worn outside the game pants prohibited; no rule regarding removal
Penalty for illegal jersey/number	Direct technical foul charged to head coach	Administrative technical foul
Undershirt	Individual player must have same length sleeves	No unaltered sleeves, no cut-off sleeves or necklines; sleeves must be same length and may not extend below the elbow
Videotape	Illegal to use during the game or intermission for coaching	Illegal only at courtside

NOTE: These differences do not include court markings; equipment; length of periods, game and overtime; officials' signals and mechanics, etc.

August 27, 2008

4.4



4.5 Standby Procedures

NCAA DIVISION I WOMEN'S BASKETBALL CHAMPIONSHIP

Standby Official

RESPONSIBILITIES

The standby official shall be in full officiating uniform, including whistle and jacket and prepared to enter the contest to officiate, if needed.

1. Supplies needed. NCAA Standby Forms (2), pencil/pen, NCAA Rulebook, stopwatch (supplied by tournament manager).
2. Officials' pregame meeting. Attend the officials' pregame meeting.
3. Position at scorer's table. Sit between the scoreboard clock operator and the timeout coordinator and advise game officials of any mistake or malfunction concerning the game clock and/or 30-second clock as soon as possible and be responsible for the stopwatch that will be supplied by the tournament manager.
4. Complete forms. During the course of the game:
 - a. Standby Official Form — Document information noted.
 - b. Post-Game Video Tape Breakdown Review Form — Note the half, time on the clock and brief description of plays the crew may want to review in the locker room after the game.



- c. Complete and submit Technical Foul Form.
5. Assist game officials. If asked by the game officials, be prepared to advise them of or assist them with:
 - a. The number of the player who committed a foul or was fouled;
 - b. Substitutions – who entered or left the game;
 - c. Monitor review - be prepared to facilitate getting audio and video feeds from the television truck for monitor review;
 - d. Pertinent information concerning any matter of officiating and/or rules interpretations (e.g., three-point shot, last-second shot, ball not passing through the basket, scoring mistakes, participants in a fighting situation, bench personnel who enter the court during a fighting situation, etc.).
6. Television timeouts. Notify the timeout coordinator when the game officials have signaled that the timeout has begun. This notification shall be the standby official's only involvement in the coordination of television timeouts.
7. Referee directions. Follow any other directions by the referee of the officiating crew.
8. Start time of following game. Instruct the clock operator to stay at the scorer's table after the first game of the session until the basketball committee member has determined the start time of the second game and the clock has been started.



**NCAA DIVISION I WOMEN'S BASKETBALL CHAMPIONSHIP
STANDBY OFFICIAL FORM**

Home Team: _____ Uniform Color: _____

Player #	Fouls	Team Fouls – First Half
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	1 ___ 2 ___ 3 ___ 4 ___ 5 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	6 ___ 7 ___ 8 ___ 9 ___ 10 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	Team Fouls – Second Half
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	1 ___ 2 ___ 3 ___ 4 ___ 5 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	6 ___ 7 ___ 8 ___ 9 ___ 10 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	Timeouts
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	Full ___ Full ___ Full ___ Full ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	30 ___ 30 ___ 30 ___ 30 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	

Visiting Team: _____ Uniform Color: _____

Player #	Fouls	Team Fouls – First Half
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	1 ___ 2 ___ 3 ___ 4 ___ 5 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	6 ___ 7 ___ 8 ___ 9 ___ 10 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	Team Fouls – Second Half
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	1 ___ 2 ___ 3 ___ 4 ___ 5 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	6 ___ 7 ___ 8 ___ 9 ___ 10 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	Timeouts
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	Full _____
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	30 ___ 30 ___ 30 ___ 30 ___
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	
_____	1 ___ 2 ___ 3 ___ 4 ___ 5 ___	

Media Timeouts First Half Second Half 1st Called ___
 16 ___ 12 ___ 8 ___ 4 ___ 16 ___ 12 ___ 8 ___ 4 ___

Possession Arrow

4.5



4.6 Correctable Error Procedures

The following information is intended to help officials better understand correctable errors, as well as, when and how to correct them. It is most important to note that not all errors in a game are correctable. Officials make errors and the errors we can correct, within the rules, are listed below. In addition, knowing dead-ball and live-ball periods are critical to knowing if and when a correctable error can be corrected.

I. **WHAT** to correct:

- A. Failing to award a merited free throw (2-12.1.a)
- B. Awarding an unmerited free throw (2-12.1.b)
- C. Permitting a wrong player to attempt a free throw (2-12.1.c)
- D. Permitting a player to attempt a free throw at the wrong basket (2-12.1.d)
- E. Erroneously counting or canceling a score (2-12.1.e)

Note: The monitor may only be used to assess whether correctable errors 2-12.1 c, d, or e need to be rectified. (2-13.2)

II. **WHEN** to correct:

- A. These errors occur under one of two conditions. First condition – when the game clock is stopped (errors a-d). An official must recognize these errors during the first dead ball **after the game clock has been properly started**. Second condition – when the game clock is running (error e). When the error is made while the game clock is running and the ball is dead, it must be recognized by an official before the second live ball to be correctable. (2-12.2)

- B. Understanding live ball and dead ball (6-1.4; 6-5.1)

1. The ball becomes LIVE when:



- a. On a jump ball, the ball leaves the official's hand.
 - b. On a throw in, the ball is placed at the disposal of the thrower-in.
 - c. On a free throw, the ball is placed at the disposal of the free-throws.
2. The ball shall become DEAD or remain dead when:
- a. Any goal is made.
 - b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
 - c. A held ball occurs or the ball lodges on a basket support.
 - d. An official blows the whistle.
 - e. Time expires for a half or extra period.
3. **REMEMBER**, understanding the definitions of live/dead ball are critical. Equally important to understand is that for the purpose of correctable errors, live-ball and dead-ball periods are predicated on when the clock was properly started. The time frame for correcting errors starts when the game clock starts. For instance, if the error pertains to free throws (errors a-d) and the clock is stopped to award free throws (unmerited, at the wrong basket, or to the wrong player), the error is still being committing while the free throws are being administering. These errors may be corrected anytime before the game clock starts and until the first dead ball **AFTER THE CLOCK HAS BEEN PROPERLY STARTED.**

Just because handing the ball to a free throw shooter is, by definition, a live ball, it does not mean the correctable error time frame begins with that live ball. As mentioned earlier, **live-ball and dead-ball periods, for the purposes of correctable errors, are predicated on when the clock was properly started.** Knowing and understanding the difference between



a live and dead ball with the clock running or stopped is critical. Please see the examples below for further explanation.

III. HOW to correct:

Errors committed when the ball is dead and the clock is stopped:

A. Failing to award a merited free throw (2-12.1.a)

Play: A1 is fouled and should be awarded a bonus but instead is awarded the ball out of bounds. Team A completes the throw-in and scores a field goal.

Sequence of events:

1. A1 is fouled.
2. Error= A1 is not awarded free throws
3. First live ball= ball is put at the disposal of Team A for a throw-in
4. First dead ball after clock is properly started= ball passes through the net on the made basket by Team A
****ERROR MUST BE CORRECTED NOW – BEFORE TEAM B GETS THE BALL FOR A THROW-IN (Team B getting the ball after the made basket would be the second live ball)**

Correction:

The field goal by Team A shall count. A1 shall be awarded his or her merited free throw(s) and play shall resume at the point of interruption which was the made basket by A1. The ball shall be awarded to the team not credited with the score and they are permitted to run the end line (2-12.5).

B. Awarding an unmerited free throw (2-12.1.b)

Play: A1 is fouled and awarded a one and one before the bonus is in effect. A1 makes the first free throw but misses the second. As a result, the game clock starts, Team B scores a field goal.

Sequence of events:

1. A1 is fouled.



2. Error= A1 is awarded a one-and-one before they are eligible for the bonus.
3. Live ball= ball is put at the disposal of Team A for the first free throws.
(Although this is technically the first live ball, it is ignored, as it relates to the correctable error time frame, because the clock hasn't started)
4. First live ball after clock is properly started= Team B's rebound.
5. First dead ball after clock is properly started = ball passes through the net on the made basket by Team B.
****ERROR MUST BE CORRECTED NOW – BEFORE TEAM A GETS THE BALL FOR A THROW-IN (Team A getting the ball after the made basket would be the second live ball)**

Correction:

The made free throw is cancelled (2-12.4). Score the basket for Team B and award the ball out of bounds to Team A on Team B's end line, which was the point of interruption (2-12.5). Team A is permitted to run the endline.

C. Permitting a wrong player to attempt a free throw

Play: A1 is fouled and A2 is erroneously awarded the free throws and makes both of them. Team B completes a throw-in and is subsequently called for a travel violation.

Sequence of events:

1. A1 is fouled.
2. Error= A2 is erroneously awarded the free throws.
3. First live ball= ball is at the disposal of Team B for a throw-in.
4. First dead ball after clock is properly started= travel violation.
****ERROR MUST BE CORRECTED NOW – BEFORE TEAM A GETS THE BALL FOR A THROW-IN (Placing the ball at the disposal of Team A for the throw-in would be the second live ball)**

Correction:



The successful free throws by A2 are cancelled (2-12.4). The correct player, A1, shall be awarded the free throws with no players on the lane. Play shall resume at the point of interruption by awarding the ball to Team A nearest to where Team B's violation occurred (2-12.5).

D. Permitting a player to attempt a free throw at the wrong basket

Play: A1 is fouled and is allowed to shoot her free throws at Team B's basket. She makes both free throws and B1 inbounds the ball to B3 who is immediately fouled by A2. Team B is in the bonus.

Sequence of events:

1. A1 is fouled.
2. Error= A1 is allowed to shoot her free throws at Team B's basket.
3. First live ball= is at the disposal of Team B for a throw-in.
4. First dead ball after clock is properly started= foul called on A2

****ERROR MUST BE CORRECTED NOW – BEFORE TEAM B GETS THE BALL FOR AWARDED FREE THROWS (Placing the ball at the disposal of Team B for free throws would be the second live ball)**

Correction:

The free throws by A1 which were shot at the wrong basket shall be cancelled (2-12.4). A1 shall be allowed to shoot her free throws at her basket with no players on the lane. Play shall resume at the point of interruption, which is the awarding of free throws to Team B (2-12.5).

Errors committed when the game clock is running:

E. Erroneously counting or canceling a score

Play: A1 attempts a 3-point try for goal, which is successful, and the official awards two points. After the made basket, Team B in-bounds the ball and scores.

Sequence of events:



1. A1 scores.
2. Error= official awards two points on a made three point basket.
3. First live ball while the game clock is running= the ball at the disposal of Team B for a throw-in after the made basket by A1.
4. First dead ball while the game clock is running= ball passes through the net on the made basket by Team B. ****ERROR MUST BE CORRECTED NOW – BEFORE TEAM A GETS THE BALL FOR A THROW-IN (Team A getting the ball after the made basket would be the second live ball)**

Correction:

Three points shall be awarded to Team A. As a result of Team B's goal, play shall resume at the point of interruption which is awarding the ball to Team A at the end line for a throw-in. Team A may run the end line.

IV. WHERE to put the ball in play after a correction:

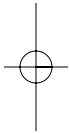
When an error is corrected, play shall be resumed from the point of interruption to correct the error, **UNLESS** the correction involves awarding merited free throw(s) and there has been NO change of team possession since the error was made. In that case, play shall resume as after any normal free throw. (2-12.5)

V. WHO can request a correction and HOW to administer the request:

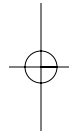
The following persons may recognize an error and take procedural steps to correct the error **provided it is still correctable:**

- A. Official (on the floor): When the correctable error is recognized by the official, the official should stop play and correct the error. It is preferred that play is stopped once the ball becomes dead. The officials shall correct the error and resume play at the point of interruption unless play is to be resumed as after any normal free throw. (Rule 2-12.5; 2-12.6)





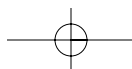
4.6



- B. Official (at the table): When the correctable error is recognized by a table official, the scorer or timer should immediately signal the floor officials once the ball becomes dead. The officials shall correct the error and resume play at the point of interruption unless play is to be resumed as after any normal free throw. (Rule 2-12.5; 2-12.6)
- C. Coach: The coach may appeal for an error to be corrected by the official (2-12.6). The coach should approach the table and request the table officials to notify the floor officials at the next dead ball that he or she wants an error to be corrected. Once the ball is dead, the horn shall be sounded and the floor officials shall be informed of the coach's appeal. When the error is correctable, it shall be corrected and play shall resume immediately at the point of interruption. However, when the error is not or is no longer correctable, a timeout shall be charged to the coach's team. If any portion of the timeout remains after the review of the appeal for the correctable error has been conducted, the team is entitled to use it. After the use of the timeout, play shall resume immediately. If the review requires a full timeout or more, play shall resume immediately.

A coach is permitted to make an appeal to the floor official when that official is accessible to the bench area. In such a case, the previously stated recommended procedure shall be followed.

- D. Player: When there is player control, any player of that team may request a timeout to have the error recognized by the officials (2-12.6). A player may also make an appeal for a correction during the first dead ball period and before it becomes live. When the appeal by the player is correctable, no timeout shall be charged. However, when the error is not or is no longer correctable, a timeout shall be charged.



4.7 Official's Pregame Conference

2008-09 NCAA Women's Basketball OFFICIALS' PREGAME CONFERENCE

Prepared by Mary Struckhoff, National Coordinator of Women's
Basketball Officiating

1. Review 2008-09 Rules/Mechanics Changes:

- A. **Courtside Monitor** — Must use if a fight occurs.
- B. **Uniforms/Equipment** — a) a back panel shall not exceed below 3" from shoulder seam; b) patches shall not exceed 2 1/4 square inches; c) patches may be located in the side insert, center/apex of neckline on front or back of jersey; d) hair-control devices are any item that goes around entire head subject to restrictions of size, color, logos, must be dominant color of game jersey, white, black or beige, all team members the same, no barrettes, bobby-pins or beads.
- C. **Throw-in Ends** — When a passed ball is legally touched inbounds or when a player who is on the playing court touches and causes the ball to go out-of-bounds.
- D. **Delay of Game** — Warning given if opponent breaks plane on throw-in. Subsequent offender given a player technical foul.
- E. **Rule 10** — Fouls and penalties completely reorganized. All technical fouls count toward some category. The only direct or indirect technical fouls are those assessed to the head coach.
- F. **Legal Guarding Position:** It is no longer considered illegal defense to be under the cylinder/backboard when a dribbler becomes an airborne shooter.
- G. **Mechanics** — a) may use one-minute remaining signal at end of either half; b) hit to head, knee, hook/wrap, kick/trip foul signals added; c) ball may be put on floor if administering official is vacating spot, otherwise hold.

2. 2008-09 Rules Changes:

A. Court and Equipment

1. Restraining Line — Solid line to indicate area where



4.7

non-playing personnel are prohibited.

2. Movable rings — Required in 2009-10.

B. Logos — NCAA, team or conference logos permitted on playing court provided no lines are obscured.

C. Duties of timer Warning horn sounded 15 seconds prior to expiration of time limit for disqualification and injury, blood, lost/displaced/irritated contact period. All warning horns now consistent — 15 seconds remaining in time frame.

D. Uniforms

1. Jerseys – Must be contrasting – home in LIGHT and visitors in DARK. May be altered by mutual agreement.

2. Sleeves – Arm, knee and lower-leg sleeves permitted for medical reason(s). May be verified by coach or team medical personnel (trainer).

3. Logo – Not permitted on undershirt. T-shirt removed from list of items permitting a logo.

E. Goaltending — To be called when entire ball is above ring level on a try and ball has contacted the backboard and then touched by a player.

F. Timeouts — Media timeout format may be used for all NCAA tournament games without presence of paid advertising. Paid advertising must be present to use media timeout format during regular-season.

G. Flagrant Technical Foul Penalty — Play is resumed with a throw-in to offended team at the point of interruption.

3. 2008-09 Points of Emphasis:

A. Contact on/by the Ball Handler/Dribbler

1. We must strive for consistency in making this call from game to game and conference to conference.

2. Defense permitted one “hot-stove” touch. No arm-bars, no continual/continuous contact. No holding, reroutes or impedes with the body.

3. Offense may not extend the arm to create space, back down or charge into legal defense.

4. CALL THESE FOULS!

B. Traveling

1. Find the pivot foot.

2. Replants by perimeter players.

3. Post moves – spin move; step-thru move; repositioning after rebound.



C. Sportsmanship – Player Behavior

1. Rules must be enforced and infractions penalized.
2. Heighten awareness during dead-ball and off-ball situations.
3. Be aware of player behaviors – step in, *don't ignore*.

4. 2008-09 Mechanics Changes & POEs:

A. Mechanics Changes

1. Arm-bar foul signal added.
2. End-of-timeout procedure.
3. Delay-of-game warning procedure.

B. Mechanics Points of Emphasis

1. Heightened awareness.
2. Trail positioning.
3. Signaling and communication.

5. NCAA Officiating Philosophy:

A. Allow freedom of movement: The ball handler/dribbler, cutter or shooter must be permitted to move without being illegally impeded, re-routed or displaced. Speed, quickness, balance and rhythm must be maintained - all displacement is a FOUL!

B. Call obvious fouls and rough play: Illegal contact that is obvious MUST be called regardless of score, time remaining or foul count; OBVIOUS TRUMPS EVERYTHING! Play can be physical/aggressive, but not rough.

C. Incidental contact is not a foul: Know, understand and apply incidental contact principles.

D. Call plays; manage situations: React to what the players give you by making the appropriate call/no-call. Manage dead-ball situations. Cannot manage call selection without manipulating the contest.

6. Tempo/Tone:

- A. From the opening tip - quality calls.
- B. Officials dictate tempo/tone, not players.
- C. All NCAA rules, guidelines and mechanics must be followed — promotes consistency.

7. Game Management:

- A. Review all dead-ball management situations.



- B. Stay with the play after you have called a foul or a violation. Heighten awareness regarding player behavior.
- C. Step in between players and/or address volatile players; issue warnings if necessary.
- D. Do not look away — slow down.
- E. Know team and personal fouls, score and time.
- F. No subs until DQ'd player replaced.

8. Clock Management:

- A. Game clock – starting (C and furthest official on inbound) and stopping.
- B. Shot-clock awareness.

9. Basic Rotation/Floor Coverage (“Go where you need to go to see the play”):

- A. On-/off-ball coverage/areas of intersection.
- B. Referee your new area of responsibility immediately.
- C. Exception: If the C has started the five-second closely guarded count and the L has rotated to the C side, the L needs to continue to referee in the lane until the C stops the five-second count. Be patient in starting the five-second count.
- D. Lead may use accelerated pace in rotation — doesn't have to finish.
- E. All officials in frontcourt before lead rotates.
- F. Lock down near 5 seconds remaining on shot clock.

10. Lead Position:

- A. In transition — wide-angle (2-3 steps inside arc) or close-down (1 step outside lane) position.
- B. Gravitate to close-down position for best looks; facilitate rotations.
- C. “Pinch the paint” — may step into paint-area extended one or two steps on drives from C's side or down middle; primary coverage for C; secondary coverage for L.
- D. Relax in the L and stay in your primary — don't reach, unless OBVIOUS.
- E. Keep the post LEGAL.

11. Center Position:

- A. Drive to basket, referee play all the way to the basket.
- B. Includes primary, secondary and all defenders.
- C. Step on court to get angles; don't get too low (close to endline).

12. Trail Position:

- A. Look into the lane when L picks up ball at the free-throw line extended and below.
- B. Referee where L cannot. Stay wide. If necessary, step onto the court to get an open angle to the play — then go back.
- C. Don't get too far into court; stay out of passing lanes; movement is only a few steps.
- D. FT — At 28'-mark unless players in backcourt.

13. Double Whistles:

- A. Don't assume your partner's call. Confirm/Affirm.
- B. Double whistles belong to primary. Release.
- C. Exceptions: too many in row, redemption, conference rookie-veteran.

14. Communication:

- A. Match-up problems (or any other concerns).
- B. Help calls: out of bounds, 2- vs. 3-point shot, tipped ball, count/cancel score.
- C. Signals: deflections, media.
- D. Shooters.
- E. Double whistles with different calls.
- F. Warnings to coaches.
- G. Partner distracted – ask questions/offer information.
- H. Timeouts: get together, especially late in the game - period-ending situations.
- I. Last-second shot.

15. Challenging Calls/Situations:

- A. Jump ball – No surprises.
- B. Illegal screens — Where are they set.
- C. Traveling — Strive for 100% accuracy.
- D. Out-of-bounds.
- E. Tripping.
- F. Player hit in the face.



- G. Curl play — C and T primarily responsible.
- H. Secondary defenders.

16. Atypical situations:

- A. Double personal/technical fouls; intentional; flagrant; fights.
- B. Consider intentional fouls on fast-break situations.
- C. Always know the status of the ball.

17. Key Points:

- A. Referee the defense — read the offense.
- B. Trouble spots: areas of intersection, off-ball, dead balls.
- C. Referee strong when ball goes away from you.
- D. Patient whistle: blocked shots, rebound situations, calls out of your primary.
- E. Concentrate and focus throughout the entire game.
- F. Call the obvious; get the play right; don't guess – HIGH DEGREE OF CERTAINTY!

18. Crew Discussion:

- A. Rules questions/clarifications.
- B. Previous game situations.
- C. Game intelligence.

19. Conference with Bench Officials:

- A. **General:** Equipment; special court considerations; media present; monitor present; new rules.
- B. **Scorer:** Good eye contact; substitution for disqualified/injured player; give DQ info immediately; confirmation that game is over and there are no problems; info to locker room if T's assessed.
- C. **Timer:** Timeouts, 20-second interval for *bleeding/contact & DQ; last minute of game.
- D. **30-second:** *14 or less - set to 15; slow vs. fast; touch vs. possession; no reset on double foul; crew assistance.

4.8 Table Crew Conference

A. Official Scorer

1. The scorer needs to make good eye contact with the calling official on every foul. Discuss two-hand reporting mechanic.
2. Review the signals that they will give the calling official when they are in the bonus situation or double bonus and stress that it is important to keep giving the signal even after reaching the double-bonus situation.
3. On a disqualified player, the scorer needs to inform the officials as soon as possible.
4. On a technical foul, one of the officials will come to the table to ensure the foul is properly recorded.
5. If a player is ejected for fighting, the scorer will note it on the scorebook and one of the officials will initial it.
6. The official scorer should keep the substitutes seated and not allow them to enter until beckoned by the official.
7. The official scorer is responsible for not allowing subs to re-enter the game without time running off the clock.
8. At the end of the game, the officials will look for the thumbs up approval from the scorer that everything in the book is correct. The official scorer should stand up and make eye contact with the officials. At this time, if there is a problem, the official scorer should notify the officials.
9. If officials must review a last-second field-goal attempt on the replay monitor, the official scorer should be informed of any decisions.



B. Official Timer

1. Find out if there will be media timeouts. Determine when they will be taken and what signal the timer uses to inform the officials.
2. Review the signals for all timeouts.
3. The official timer is responsible to let teams know when there are three minutes remaining on the clock prior to the beginning of the game or second half.
4. The timer should sound two horns on every timeout, one 15 seconds prior to the end of all timeouts and one at the expiration of all timeouts.
5. The official calling the timeout will start the timeout and the 20-second period for replacing a disqualified player by pointing to the timer.
6. For a disqualified or bleeding player, or a lost/displaced contact lens, the timer should give the officials two horns, one at 5 seconds and one at 20 seconds if a substitute has not yet reported.
7. The timer should stop the clock in the last 59.9 seconds of the game after each made basket. The officials will, if possible, remind the timer as the 1:00 mark nears.
8. If there is an error made, the timer should notify the officials at once so that it may be corrected.

4.8

C. Official 30-Second Shot-Clock Operator

1. The shot-clock operator should be cautious in resetting the shot clock. If not sure, she/he should not reset the clock. It is easier to reset the clock, than try to put time back on the clock.

2. Every time the shot-clock operator resets the clock, he/she should know how much time was left on the clock prior to resetting it. If there is an error made, it should be corrected as soon as possible.
3. On an intentionally kicked ball, do not set the shot clock until the officials give the proper signal. If the clock is 14 seconds or lower when the violation occurs, the shot clock will be set to 15 seconds; if 15 seconds or above, the clock will remain as is.
4. On a held-ball situation, do not reset the clock until possession is determined.
5. On a double personal foul, do not reset the clock until the official signals for a reset. If there is team or player control or the offensive team has possession of the ball out of bounds, there will not be a reset and the ball will return to the offense.
6. The shot-clock operator should start the clock on touch, except on a jump ball, free throw or rebound.
7. When the game clock shows less time than the shot clock, the shot-clock operator should turn off the shot clock.



4.9 Courtside Monitor Guidelines

REQUIREMENTS: In order to use replay equipment, videotape or television monitoring equipment, it must be located on a designated court table (i.e., within approximately 3 to 12 feet of the playing court). An on-screen graphic time display on the monitor may be used only when the display is synchronized with the official game clock. It is required that the timer have a stopwatch available at the table for use by the officials.

A. Officials MAY use monitor. Officials **may** use equipment as follows:

1. Free Throws:

- a. Determine who shall attempt a free throw(s) when there is uncertainty.
- b. Determine whether a player who was fouled on her unsuccessful field goal try, at or near the three-point line, shall attempt either two or three free throws.
- c. Determine whether the wrong player was permitted to attempt a free throw as per 2-12.1.c.
- d. Determine whether a player was permitted to attempt a free throw at the wrong basket as per 2-12.1.d.

2. Scoring:

- a. Determine whether a successful try was a two- or three-point goal (this must be done within the correctable error timeframe).
- b. Preventing or rectifying a scoring mistake by the scorer.
- c. Determine whether a score was erroneously counted or cancelled per 2-12.1.e.



3. Timing:

- a. Determine whether the game clock or shot clock malfunctioned. A correction to the game clock must be made in the half or extra period in which it occurred. A correction to the shot clock may be made in the shot-clock period in which it occurred.
- b. Determine whether a timing mistake has occurred in either starting or stopping the game clock. Determination is based on the judgment of the official. Such a mistake shall be corrected during the first dead ball or during the next live ball but before the ball is touched inbounds or out of bounds by a player. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player. No timing mistake correction shall be carried over from one half or extra period to another. Such a mistake shall be corrected before the start of intermission.
- c. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped and in her/his judgment, time has elapsed before the game clock stopped.
- d. Determine whether the shot clock failed to properly start, stop, set or reset or that the shot clock has malfunctioned. Determination is based on the judgment of the official. The mistake or malfunctioning problem may only be corrected in the shot-clock period in which it occurred. Any activity after the mistake or malfunction has been discovered shall be canceled, excluding a flagrant personal foul, intentional personal foul or any technical foul.

B. Officials SHALL use monitor.

1. When there is a reading of zeros on the game clock and



after making a call on the playing court, the officials shall use such available equipment in the following situations.

- a. **Try for goal:** Determine whether a try for field goal entering the basket was released before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of the game (refer to 5-7.2.b). When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
- b. **Shot-clock violation:** Determine whether a shot-clock violation occurred before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of the game.
- c. **Foul:** Determine whether a foul occurred before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game. When it is determined that the foul occurred before the reading of zeros on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.

4.9

- 2.. To determine whether a fight occurred and the individuals who participated or left the bench area.

C. **Determining the expiration of time.**

1. When using the monitor to determine whether a try for goal, shot-clock violation or foul occurred before the

expiration of time in any period, the expiration of time shall be indicated by observing, in order, the following:

- a. The reading of zeros on the game clock.
 - b. The red/LED light(s) when the game clock is not visible.
 - c. The sounding of the game clock horn when neither the game clock or red/LED lights are visible.
2. When definitive information is unattainable with the use of the monitor, the original call stands.

D. Officials SHALL NOT use monitor.

1. The officials *shall not* use such available equipment for judgment calls such as:
 - a. Determine who committed a foul or whether a foul occurred.
 - b. Determine whether basket interference or goaltending occurred.
 - c. Determine whether a violation has occurred.
 - d. Whether the ball was released before the sounding of the shot-clock horn, except as in 2-13.3.b.

4.9

II. Courtside Replay Monitor Protocol

A. Pregame:

1. Availability. When the R arrives at the game site, ascertain if a courtside television monitor is available.
2. Location. When the officials get to the floor, identify the location of the monitor and if a headset is available. Put on the headset and become familiar with how it works.



Ask that a stopwatch be available at the table. Run it once or twice to become familiar with how it works.

3. Communication.

- a. Confer with the person responsible for providing any requested video replay (likely the television producer). Recommended items to discuss with the producer can be found below.
- b. When the officials meet the head coaches before the game-opening jump ball, the referee should inform both coaches that if a review of the monitor is necessary at any time, especially at the end of the game, both coaches shall be responsible for keeping their respective teams at their bench until the situation has been resolved.

B. Referee-Producer Pregame Discussion Items:

- 1. Introductions. Get the producer's first name and make sure he/she knows your name. When dealing with a review of the monitor, it helps to have a friend on the other end of the headset.
- 2. Camera angles. Ask how many camera angles you will have to review. Also, stress the importance of angles that have the game clock (above the backboard) in view. Ask if the clock displayed on-screen is tied to THE game clock or if it is produced by the truck.
- 3. Freeze-frame/slow-motion/zoom. Ask if the replay will have any of these capabilities. You may need them to determine release of a shot or a foot in proximity to the three-point line.
- 4. Time codes. Ask if they have time-code capabilities. If he/she says yes, ask if they are timing every frame of the game. this works similarly to a time display on a DVR/VCR and can assist the crew in determining how much time to add or remove from the game clock. For



example, you can ask the producer to go back to the last throw-in and mark that with the time code. Then ask him/her to stop it at a specific time and ask how long that play took. Thus giving you the amount of time to add/remove from the game clock. A stopwatch serves the same purpose, but the time code may be more accurate, as it is displayed on the screen and tied to action.

5. **Game audio.** Ask the producer if you will have game audio on the replay. You may need this if the clock is not visible and/or you need to *hear* when the whistle blew. Ask him/her if the volume can be increased.
6. **Timing.** Let the producer know that you may need to go back 10 to 15 seconds (or to the last dead ball) before the play actually being reviewed to verify that the game clock is correct. This is especially important to determine if the play occurred in regulation or *after* zeros on the game clock.
7. **Communication.** Ask the producer if microphone lines are open— if you will be able to hear the TV talent and/or if the TV talent will be able to hear you. If you can't hear the talent, let the producer know that he/she may need to convey to you what they are seeing or saying. If the TV talent can hear you, explain what you are looking for — proper rules application can also help the talent understand the situation.

C. Using the Monitor

1. Determine what is being reviewed. The referee should first discuss the situation being reviewed with his/her partners to determine what has transpired, verify the call made on the court, discuss any applicable rules and determine exactly what will be reviewed on the monitor. The table crew and play-by-play personnel may also be consulted to gather any appropriate information.



2. Players to benches. Each umpire should inform a head coach of the reason for the review and ensure that all players and bench personnel move to their respective bench areas.
3. Timeout or intermission considerations. If it is time for an electronic media timeout, television will likely NOT be able to go to commercial until the monitor review is completed. Don't let them rush you through this procedure! If it is halftime or the end of the game, security personnel should be summoned to assist with maintaining order.
4. Obtain information. Gather and use all information possible that will help resolve the situation. Use game-time references to determine time of possession.
5. Review the play. The monitor shall be turned to face the playing court to prevent fans and unauthorized personnel from having access to the picture. The referee should then put on the headset, when available, review the play and ask the production crew to show the play in question from all possible camera angles. The referee should also ask for game-clock overlay, slow-motion and freeze frames from technicians in the television truck when such views are available. No one else — table personnel, coaches or players — should be near the monitor when the play is being reviewed. Officials should also be aware that television microphones may pick up their conversation.
6. Umpire responsibilities. While the referee is reviewing the play, one other official should also view the monitor with the referee. The third official should be observing the bench areas. If the opinion of the third official is desired, that official should replace the umpire that was reviewing

the play. One official should be free to observe the bench areas.

7. Make a decision. After consulting all necessary resources, the referee shall make the appropriate decision. The decision should also include the correct point from which to resume play and any other rules affected (i.e., if a timeout shall be assessed for a correctable error).
8. Confer with partners. Once a decision is reached, the referee should reconvene with his/her partners and share the decision. This is the last opportunity for the crew to discuss any and all issues.
9. Communicating the decision. The referee will then call both coaches together and inform them of the appropriate decision. If the decision is to count/cancel a goal at/near the expiration of time (first/second half or overtime period) or determine a 2/3-point goal, coaches need not be brought together and informed of the decision. A visual signal at the table communicates the decision. The referee will then inform the public-address announcer of the decision for an announcement.
10. Exiting at halftime/end of game. If it is halftime or the end of the game, the officials shall leave the floor with security personnel after the public-address announcer has been informed. If overtime is to be played after the decision, officials shall remain and perform appropriate overtime duties.



4.10 Mechanics Change Proposal Form



NCAA Women's Basketball 2009 MECHANICS PROPOSAL FORM

To submit a mechanics proposal for consideration, please fill out the following form and send to Mary Struckhoff, NCAA National Coordinator of Women's Basketball Officiating by **February 1st**. Please list the mechanics change you wish to make and provide a brief rationale.

NAME: _____

CONFERENCE/AFFILIATION: _____ DIVISION: _____

DAYTIME PHONE: _____ EVENING PHONE: _____

EMAIL: _____

MECHANICS OR EDITORIAL CHG: _____ MANUAL PAGE & REFERENCE: _____

Suggested Change: TYPE or PRINT exactly as you wish the text to read

Rationale: Be very clear in your explanation

Mary Struckhoff
P.O. Box 690
Indianapolis, IN 46206-6222
Email: mstruckhoff@nfhs.org; Fax: 317.822.5700

4.10



4.11 Rules Change Proposal Form



NCAA Women's Basketball Rules Committee 2009 Rules Proposal Form

To submit a proposal to be considered by the rules committee at its annual meeting in May, please fill out the following form and send to Leslie Danehy by **February 1st**. Please list the rule you wish to revise and provide a brief rationale.

Please submit each proposal on a separate form. Make as many copies of this form as you need.

PROPOSAL: (Rule reference must be provided)

Rule _____ Section _____ Article _____

RATIONALE: (Rationale must be provided for this proposal to receive full consideration)

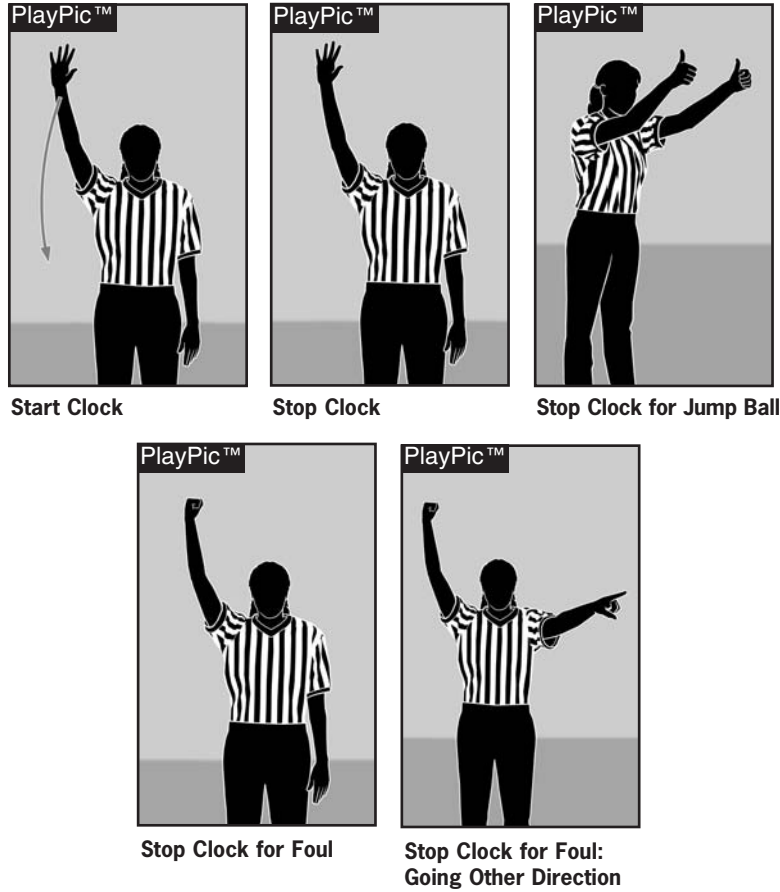
NAME: _____
INSTITUTION: _____ DIVISION: _____

RETURN TO:
Leslie Danehy, Ed.D.
NCAA
P.O. Box 6222
Indianapolis, Indiana 46206-6222
Email: ldanehy@ncaa.org; Fax: 317/917-6800



4.12 Official Basketball Signals

Starting and Stopping Clock

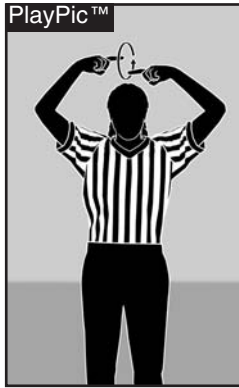


4.12

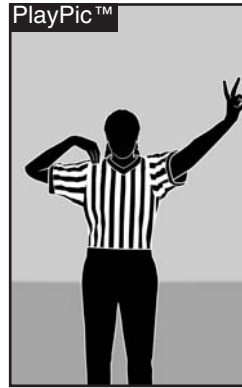
Timeouts



30-Second Timeout



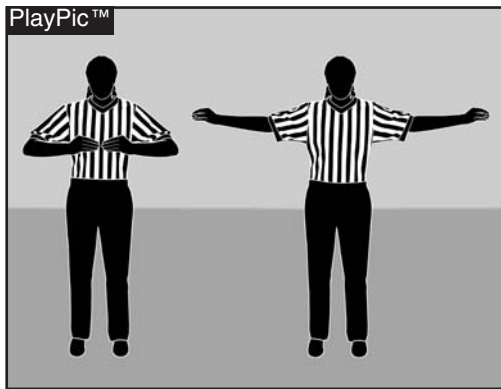
30-Second Timeout for Substitution



Two Consecutive 30-Second Timeouts



60-Second Timeout



Full Timeout



Media Timeout: Point Toward Table

4.12



Violations



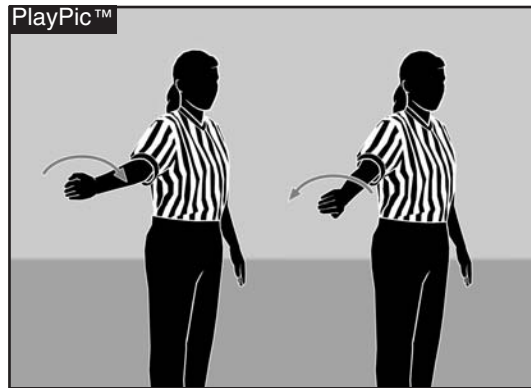
Traveling Violation



Illegal Dribble Violation



Excessive Swinging of Elbows Violation

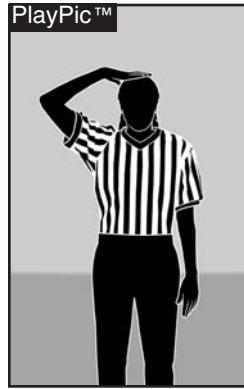


Over and Back or Palming/Carrying Violation

4.12



Violations



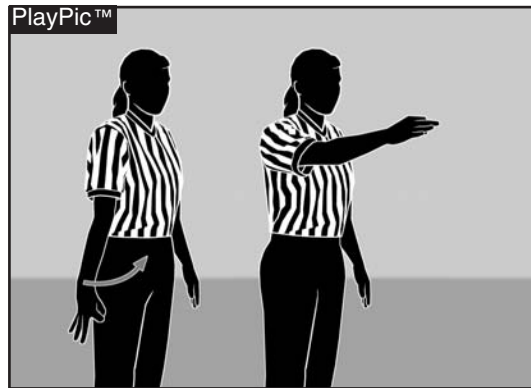
Shot Clock Violation



Five-Second Violation



Kicking Violation

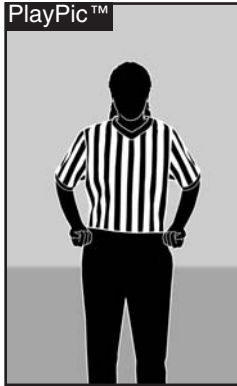


Three-Second Violation

Fouls



Hack/Hit on Arm Foul



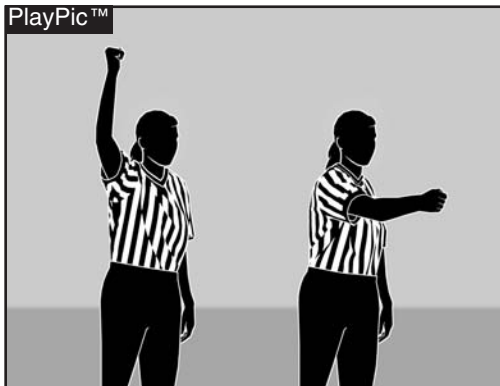
Blocking Foul



Holding Foul



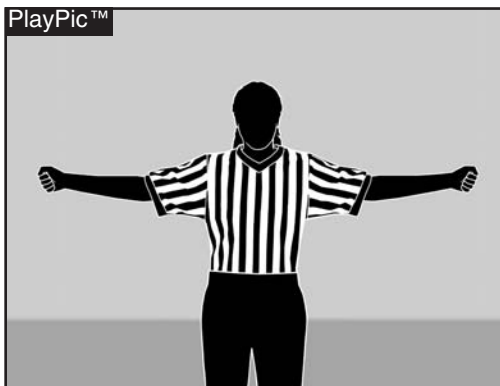
Pushing Foul



Punch: Team Control Foul



Handchecking Foul



Double Foul

4.12



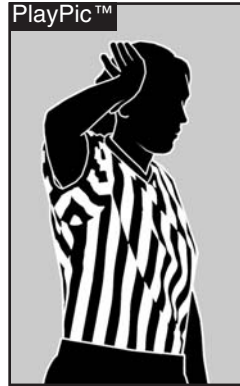
Fouls



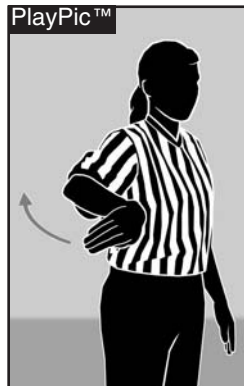
Intentional Foul



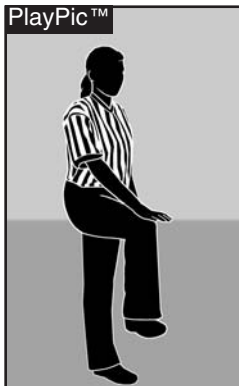
Technical Foul



Hit to the Head



Hook/Wrap



Knee



Kick/Trip



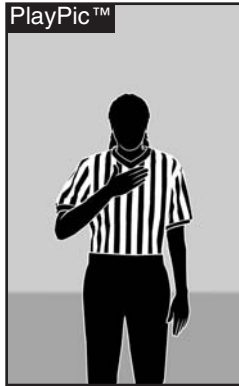
Arm Bar



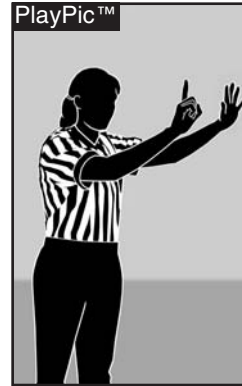
Information



Shot Clock Reset to 30 Seconds



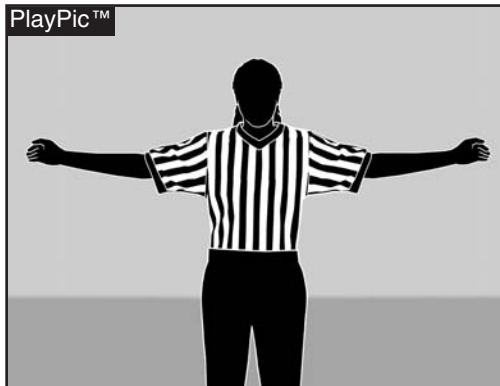
Last-Second Shot/Lock Down Near 5 Seconds - No Rotation



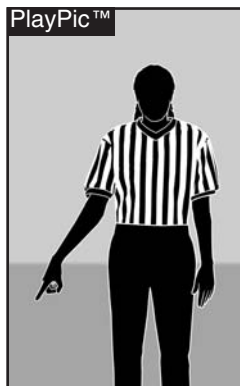
Set Shot Clock to 15 Seconds



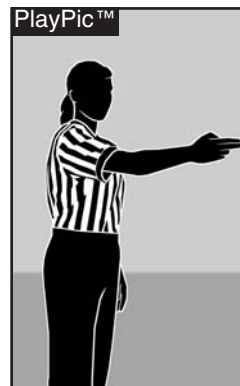
Beckon Substitute



Not Closely Guarded



Throw-in or Designated Spot

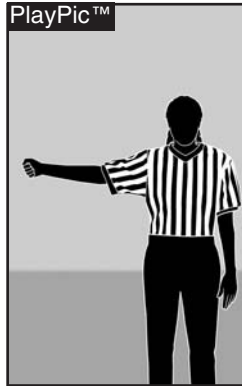


Directional Signal

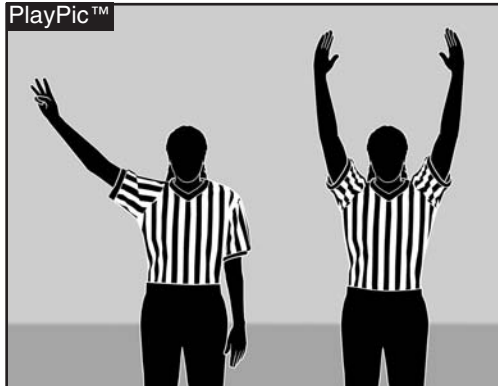
4.12



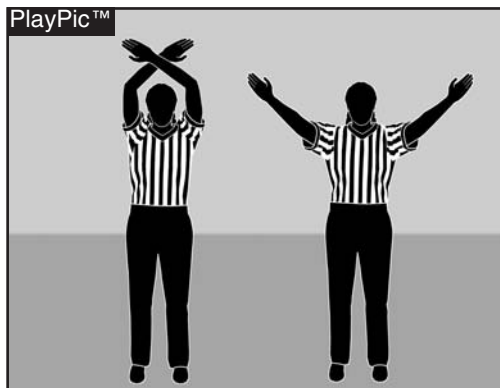
Scoring/Shooting



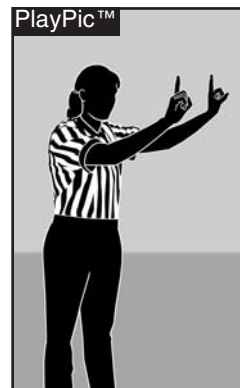
**Delayed-Dead Ball:
Withheld Whistle**



Three-Point Field Goal Attempt and Successful



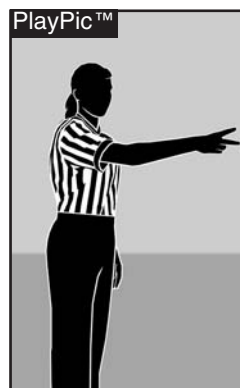
No Score



Bonus Free Throw



Number of Free Throws



**Goal Counts or
is Awarded**

4.12

