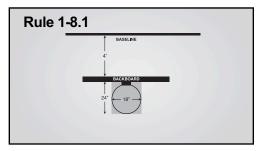


Rule 1-8.1

- ▶ The Lower Defensive Box is removed from the rule book; the "tick" marks are now recommended by both WBB and MBB to designate the end-line throw-in spots for Rule 7-3.2.a and assist with defining the lane area.
- ▶ The restricted area is now located directly underneath the basket and prohibits any defender from obtaining legal guarding position underneath the basket. There will be no court marking denoting the restricted area. A player is inside the RA when either foot is in/over the RA or the player straddles it.
- ▶ There will be no replay use for plays involving the restricted area (appeal or otherwise).

2



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- Permits, but does not require, amber lights on the shot clock and/or an amber light strip at the top of the backboard only to signal the end of a shot-clock period.
- Non-collegiate facilities often have this light strip, and this change will permit its use when it cannot be turned off.

Rules 1-22, 1-23, and 1-24

- Uniforms
 - ▶ Liberalized the rule while still protecting the sanctity of the number.
 - ▶ Institutions may now approve any identifying name.
 - ▶ Numbers 0 or 00 through 99 legal.
 - ► Allows more space for logos on the front of the jersey.
 - ▶ Rules 1-23 and 1-24 combined and renamed "Supplemental Apparel".
 - ▶ Officials still responsible for reporting illegalities to the assigning coordinator.

5

Rule 1-25.7

- Permits religious headwear to be worn without a waiver provided it
- ▶ Beads and other adornments are still prohibited.

Rule 2-4.4 and 10-14.1.a.7 and b.5 Prohibits the possession and/or use of tobacco products at the competition site. When any player, substitute, team member, or bench personnel possess or use tobacco products, they shall be assessed a disqualifying foul and ejected. The offender must immediately report to their team's locker room. Officials are prohibited from possessing or using tobacco products during their jurisdiction.

Rule 2-7.9

▶ Requires officials to use the game clock to administer the 10second backcourt count when the shot clock is not visible.

9

Rule 2-7.9

Play: A1 secures a rebound in their backcourt with 15.5 seconds on the game clock. They dribble in their backcourt and the official signals a 10-second backcourt violation with:

(a) 5.6 seconds on the game clock

(b) 5.5 seconds on the game clock

Rule	2-11	.6.c.3

▶ To reset the shot clock to 20 seconds or the time remaining on the shot clock, whichever is greater, when a foul is committed by the non-shooting team in the shooting team's frontcourt during an unsuccessful field-goal attempt that does not strike the ring or flange but is not committed against a player in the act of shooting or an airborne shooter before the bonus is in effect.

10

Rule 4-14

Defines faking being fouled as occurring "when a player simulates being fouled or makes theatrical or exaggerated movements when there is no illegal contact by committing acts such as, but not limited to, overtly embellishing the impact of incidental contact on block/charge plays or attempted tries for goal (flopping), using a "head bob" to simulate illegal contact, or using any other tactics in order to create an opinion of being fouled and therefore gaining an advantage."

11

Rule 4-14

- Following a team warning, a team is assessed a team technical foul for additional infractions. The opponents are awarded two free throws and the ball for a throw-in at the division line.
- ▶ The warning is issued when the official gives the signal; it is reported to the scorers and offending team at the next clock stoppage (excluding the mandatory stoppage for successful goals in the last minute of the game).

Rule 4-14

- In situations when, following a team warning, the defender fakes/flops and the offensive team has an immediate scoring opportunity, the officials should signal a flop but withhold the whistle to assess the team technical foul until all further immediate scoring opportunities have ceased or until the ball is tapped or passed away from the basket.
- When the offense does not have an immediate scoring opportunity or is in the act of scoring, the team technical foul shall be assessed immediately.

13



14



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Play: Prior to any warning, A1 fakes being fouled, and the official gives the warning signal. Before any stoppage of the clock to report the warning to the official scorer, A2 fakes being fouled.

16

Rule 10-12.3

- Creates a new category of technical fouls called TEAM TECHNICAL FOULS.
- ▶ Fouls in this category count toward the team-foul count, award two free throws to any member of the offended team plus the ball for a throw-in at the division line opposite the table, These are not charged to any specific offender.
- ▶ The technical foul penalty only comes into effect after a warning has been issued to the team for a previous infraction.
- Other technical foul sections will be renumbered.

17

Rule 10-12.3

- The five infractions addressed by this rule are:
- ▶ Delaying the game by preventing the ball from being promptly put into play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anywhere on the playing court.
- ▶ Failure to have the court ready for play after the final horn to end any timeout.
- ► Attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after a whistle is blown.

Rule 10-12.3	
The five infractions addressed by this rule are:	
► The opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the	
ball has crossed that boundary line.	•
► Faking being fouled during live play.	
Each offense receives its own warning.	-
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Rule 10-12.3	
Play: Following a team warning for breaking the boundary plane	
during a throw-in, A1:	
(a) reaches across the boundary plane and contacts thrower-in B1,	-
(b) reaches across the boundary plane and contacts the ball, or	
(c) reaches across the boundary plane but makes no contact.	
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Rule 10-12.3	-
Play: Team A has already been warned for faking being fouled. Dribbler A1 uses an exaggerated head bob to try to convince the	
officials that defender B1 fouled them.	

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Play: Following a team warning for faking, defender A1 fakes being fouled during B1's drive to the basket and falls to the court. The official gives the faking signal. B1 then trips over A1 and the official rules a blocking foul on A1. Team B is in the bonus. How shall this situation be adjudicated?





Rule 10-12.3	
Play: During a replay review for a potential intentional or cont	tact
disqualifying foul by A1 against B1, the officials observe that made no contact with B1 and that B1 faked being fouled.	A1
25	
Rule 10-12.3	
There are two types of faking penalties that can be administered:	
No replay use: Ruled in real time. Officials must warn the offence team before penalty is imposed. Penalty is a team technical four	ding
Replay use: Only penalized when there is a review for intentional or contact disqualifying foul and there is no contact	an
Penalty is a player/substitute technical foul.	edu.
26	
Rule 10-12.5.b Note 2	
Permits, but does not require, the transmission of live video to bench area for coaching purposes.	the
 A conference may develop a policy to provide guidance in hand situations dealing with failure of a team's device(s). 	

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▶ To permit, but not require, a conference to establish an off-site facility to assist and facilitate replay reviews by officials (Collaborative Replay).

28

Rule 11-3.1.r

- Changes the time when a review occurs when determining whether a goal should be counted or canceled when a foul is committed by against a teammate of the shooter by conducting the review during the next electronic-media timeout, except after the last electronicmedia timeout of the fourth quarter or the entire overtime when it must be reviewed before the ball becomes live following the foul.
- ▶ When the foul is committed by a teammate of the shooter, the replay review will occur during the dead-ball period following the
- Officials may now use replay at any time during the game in this situation.

29

Approved Rulings

- Ruling in A.R. 161 will be changed to align with A.R. 182 [2]. When a coaches' appeal is not upheld, the team has the remaining timeout time only.
- Add approved ruling to address when only one of the shot clocks is working.
- Add approved ruling to address difference between when a dribbler steps on a boundary line when actively dribbling and during an interrupted dribble.

Appendix II (formerly App. III)

- Section 4: Officiating Guidelines for Intentional and Contact Disqualifying Fouls
- Removed from consideration the potential for injury due to the contact.

31

Points of Emphasis - Highlights

- ► Enforce the Rules as Written:
 - ▶ When officials do not enforce the playing rules, it impacts the purpose of the rules.
 - ► The game should look and be called the same regardless of the division and/or the region of the country.
 - ► Enforcing a playing rule is never a "game interrupter".
 - ▶ No one has the authority to set aside a playing rule except for the rules committee.

32

Points of Emphasis - Highlights

- Screening (NEW)
 - ▶ Increase in screens set by ball handlers
- Screens must be set legally before a screener may roll away from it.
- ► Know the rules differences between screens set on moving versus stationary opponents.

Points of Emphasis - Highlights

- Traveling
- ▶ Failure to rule on travels leads to defensive fouls, successful goals, or both.
- ► Missed travels disadvantage the defense.
- ▶ "Athletic" moves are illegal when not executed by the rule.
- ► Officials must identify the pivot foot and correctly penalize illegal movement of the pivot.
- When not sure of the location of the pivot foot when the dribble ended, the benefit of the doubt shall be given to the dribbler.

34

Points of Emphasis - Highlights

- Legal Guarding:
 - ▶ Still some misunderstanding when LGP is obtained
 - ► Still too many who believe the "myths"
 - ▶ No defaulting to a "blocking foul" when the play has not been officiated from start to finish.
 - Time and distance not required to obtain legal guarding position on a player with the ball; they should expect to be defended.

35

Points of Emphasis - Highlights

- Post Play and Three Seconds:
 - ▶ When is a player a post player backdown plays
 - ▶ It does not matter if the offensive player is "involved" in the play for a violation to occur.
 - Only suspension of the count occurs when the offensive player has been in the lane for less than 3 seconds when they receive the ball and immediately makes a move toward the basket to try for goal.

Points of Emphasis - Highlights

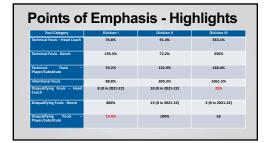
- Contact on and by the BH/D:
 - ► This rule is an absolute and is not governed by advantage/disadvantage
 - ▶ All contact in violation of Rule 10-10.5 must be penalized
 - ▶ Body bumping by the defender is a concern of the committee
- When RSBQ is affected or the BH/D is rerouted, a foul has occurred.

37

Points of Emphasis - Highlights

- ▶ Sporting Behavior/Conduct:
- ▶ Last season saw an uptick in the number of major fouls assessed compared to the 2021-22 season.

38



Points of Emphasis - Highlights	
Sporting Behavior/Conduct:	
Sporting behavior/conduct: Coaches and student-athlete behavior during competition should be consistent with that which is generally accepted in a	
higher education environment. Coaches must remain inside the coaching box and shall be	
addressed when they violate the coaching box rule.	
 Misconduct by game participants must be addressed. Individual/team celebrations that are not directed at the 	_
opponent are permitted.	
10	
Points of Emphasis - Highlights	
► Sporting Behavior/Conduct:	
 Inappropriate/disrespectful gestures and/or comments directed toward officials following a ruling must be penalized by 	
assessing the offender a technical foul.	
11	
Questions?	
Questions:	
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