



MEMORANDUM

January 10, 2003

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TO: NCAA Division I, II and III Coordinators of Women's Basketball Officials.

FROM: Marcy Weston
National Coordinator of Women's Basketball Officiating

Barbara Jacobs
Secretary Rules-Editor.

SUBJECT: January 8 Teleconference Follow-up.

Website Address: www.ncaa.org/chapamin/basketball/officiating_bulletins/ .

All coordinators were in present on the teleconference call.

A. Points of Emphasis. (B. Jacobs)

1. Post Play. Officials need to continue to pay close attention to the initial set-up of the post players. This is where most of the displacement and/or rough play starts. Consistency in foul calls is a priority here.

The principle of verticality in the post area must be called with consistency. An offensive post player that is leaning in to try to draw a foul on a defensive post player that is in a straight up position should not be bailed out when she misses the shot or makes the shot. This is a no-call. If there is excessive contact, an offensive foul should be called. Protecting the shooter is not a factor in this case because the offensive player has created the contact.

2. Hand Checking. **The dribbler should not be touched with a hand at all.** Anytime the offensive player with the ball starts to dribble or is dribbling, she may not be touched with the hand. Touching the dribbler with the hand is an automatic whistle. It is not like the forearm where it may remain on the dribbler for a count of two.

The forearm may not be used to re-route or impede the dribbler in any way. Call this early and often.

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The body bumping of the dribbler has to be called. This is a way that the defense has adjusted to not being able to put their hands on the opponent. They are using their body to bump dribblers off their intended path. This needs to be called; it is either a block or a push.

The ball handler standing still and holding the ball may be touched with the hand once, but that hand cannot be used to jab the ball handler. Do not forget that at the end of the dribble, the hand cannot touch the ball handler. If the hand touches, it is a hand check.

The fist is considered the same as the hand. When a player attempts to put a forearm on the dribbler and the fist touches instead, this is a hand check and must be called.

We must stay consistent with the hand check calls.

B. Rules Clarifications. (B. Jacobs)

1. The play put up on the web site on November 26, 2002 under Rule 3-4.6 (#3) needs to be removed. The only time that substitutions will not be allowed in the last 59.9 seconds of the game is if there is a timer's mistake or if there is an inadvertent whistle by an official. Please do not deem it an inadvertent whistle when the whistle is blown after a made basket because the ball has rolled away from play in a wide open space.
2. The following double foul plays are for clarification:
 - a. **Play:** A1 shoots the ball, while the ball is in the air, B2 and A2 are called for a double foul. (a) The shot is made or (b) the shot is missed.

Ruling: Because the double foul is called while the ball is in the air on a shot, the ball does not become dead until the basket is either made or missed (Rule 6-6.1.a and c). In (a) report the fouls, no foul shots are awarded and because the basket is made, the team that did not score will get possession of the ball out of bounds and will have the ability to run the end line. In (b) report the fouls, no foul shots are awarded and because the basket is missed, the alternating possession arrow will be used to establish who will have the ball out of bounds. If the possession arrow favors Team A, the shot clock is not re-set.

- b. **Play:** A1 passes the ball to A2, B1 tips the ball away and while B1 and A1 go for the loose ball, a double foul is called.

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Ruling: No foul shots are awarded. Team A still has team control (Rule 4-13.2 & 3). Team A will get possession of the ball out of bounds at a designated spot nearest to where the double foul occurred. There shall be no re-set of the shot clock.

3. Reminder. Last year, Rule 8.1.5 was changed to allow 6 players on the lane (four opponents of the free-thrasher and two teammates of the free-thrasher). It has been brought to my attention that several coaches are not aware of this rule change. This will be the second year that it is in effect. Please make it clear to coaches that 6 players are allowed on the lane. There does not have to be 6, but 6 are allowed.
4. Headbands/sweatbands. Headbands with the WNBA or NBA logo are not permitted. The player must either turn the head band inside out so the logo cannot be seen or remove the headband. The use of athletic training "pre-wrap" as a headband is not permitted. Have the player remove it.

Sweat bands on the wrist are allowed. Rubber bands and any types of bracelets are not permitted and must be removed.

Finger sweatbands are not permitted because of the ease in which they can fall off and become a hazard to players on court. Have the player remove them.

5. Team huddling on the court. We do not have a rule that prohibits huddles on the court. Teams may huddle as long as they are ready to play when the officials are ready to put the ball back into play. A warning should be given to the team for delay of game and then a technical foul may be assessed if the team continues to huddle and delays the game. Rule 10-3.1.c
6. Front Court/Back Court.

Play: Team A has the ball in their frontcourt. A1 passes the ball to A2. As the pass heads toward the back court, A2 jumps into the air, catches the ball and throws it toward the front court before landing in the back court. The ball bounces on the center line and into the front court before it is caught by A3 in the front court.

Ruling: This is a backcourt violation. Even though A2 is considered to be in the frontcourt when she touches the ball, because she left from the frontcourt, she caused the ball to go into the backcourt when it touched the center line. Rule 9-11.1 and 4-28.3.a & b.

Play: Team A has the ball in their frontcourt. A1 passes the ball to A2. The ball is passed in such a way that it bounces on the center line and then goes into the frontcourt where A2 catches it.

Ruling: This is a backcourt violation. A1 caused the ball to go into the backcourt when the pass she threw touched the center line.

7. Legal Defense (Block/Charge).

Remember that a defender who establishes a position directly under the cylinder or behind the backboard when a dribbler becomes an airborne shooter is not in a legal guarding position, regardless if she got to the spot first. If contact occurs, the official must decide whether the contact is incidental (no-call) or a foul has been committed by the defender. The exception to this is if the dribblers path is on a parallel line with the end line. In this case, the position directly under the cylinder or behind the back board is legal. If contact occurs, the official must decide whether the contact is incidental (no-call) or a foul has been committed by the dribbler or airborne shooter. Page 146, Appendix III, Section 9.

8. Offensive Screens vs. Legal Post Defense. Rule 10-20.1 states clearly that a teammate of the player with the ball may not set a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move. **This does not apply to a defensive player who moves over to double team a post player with her back to the basket. The defensive player may establish a position right behind the post player, she does not have to allow the post player a normal step to move. Officials should not confuse these different scenarios.**

9. Traveling.

Play: A1 has caught the ball and established her right foot as her pivot foot. She steps with the left foot three or four times and then loses her balance and falls to one knee. Her pivot foot remains stationary.

Ruling: When a player has established a pivot foot and falls to one knee while holding the ball, it is not a travel unless the pivot foot moves. Officials should not make an automatic call on this, they must see the pivot foot move before it is a travel. Rule 4-65.5, A.R. 36.

C. Rules Application/Mechanics. (M. Weston)

1. Do Not Allow Rough Play. It is imperative that officials manage the game so that rough play is not allowed. Aggressive play is permitted – rough play is not. Get control in this area.
2. Call Fouls by the Defense on the Shooter. Do not allow a shooter to be disadvantaged by failing to call a defensive foul.
3. Fouls on In-Bound Plays. Pay close attention to players holding and grabbing jerseys during in-bound plays. An advantage is being gained in these situations that is not permitted by the rules.
4. Forearm for Count of Two. Remember that a defender can have a forearm on the dribbler for a count of two and then must remove the forearm. It can be replaced intermittently with two counts on, then off and repeat. Call a foul if the forearm remains on the dribbler for longer than a two count.
5. Drive Initiating from Trail. On a quick drive to the basket from the strong side (T-L), above the FT line extended, the outside official (T) should take the play. If illegal contact occurs, the T should call the foul, raise their fist and hold their position, not verbalizing the foul. If the L also has a whistle, it is the L's to take or give up. In this quick drive scenario, the T will often have a better lane of vision to be able to read the entire play.

Note: Not every play situation can be outlined to indicate exact mechanics. If the crew has reviewed basic court coverage and uses strong body language to communicate coverage of competitive match-ups in their primary, the game will be well officiated. Communication is the key!

6. No Re-set of Shot Clock When Pass Strikes Ring or Flange (2-13, art.6, d). NCAA rules do not require a shot clock re-set when a pass strikes the ring or flange. A try for goal that strikes the ring/flange does require a re-set. The official determines if a ball moving toward the rim is a try for a goal or a pass. ****Pre-game this situation!**
7. Try Not Hitting Ring or Flange.

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- a. If a try does not strike the ring or flange, it may be rebounded by the shooter without penalty. It is the official's decision as to whether a "try" occurred or if this action was a "pass to oneself", which is illegal by rule.
 - b. It is also the official's decision to determine that a player who is attempting to shoot and loses control of the ball, can pick the ball up and have all options (pass, dribble or shoot) available to them without penalty. This correlates with a. above in that the action was a "try", although a poor try, allowing the player to "rebound or regain control" of the ball and have all options available to them.
8. Tablesides Mechanic with Disqualified Player.
- a. Front Court Foul: When the reporting official is informed by the scorer that the player has committed her fifth foul, that official should turn and communicate the information to the official closest to the player. That non-calling official should inform the player of the DQ. The reporting official will then inform the coach, tell the timer to start the clock (30 seconds to replace DQ player) and remain tablesides for the ensuing play.
 - b. Back Court Foul Going Length of Floor with **No Free Throws**. To more efficiently handle this situation, it is permissible for the calling official to step onto the court, clear the players, report the foul to the table and then communicate to the official closest to the table that she/he should inform the coach of the disqualified player. The tablesides official will tell the timer to start the clock (30 seconds to replace DQ player). The calling official will then inform the DQ player that she has committed five fouls, and then return to administer the following in-bound play.

* Pre-game both of these situations.
9. Tablesides Mechanic Comments. For the most part, I have been quite pleased with how the officials and coaches have responded to this mechanic. I have heard or personally observed the following:
- Coaches like the opportunity to ask a question to the calling official.
 - Yelling and exaggerated gestures by coaches has been minimized.
 - Coaches have responded favorably, in most cases, to officials comments.
 - Majority of officials have been positive and professional in their interaction with coaches.

Improvement by officials needs to be seen regarding the following:

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- Make eye contact when answering a coaches question during dead balls.
 - Sarcasm is not acceptable.
 - Be brief and to the point.
 - Speak confidently and you will be believable.
10. Illegal Screens. Call illegal screens that have a bearing on the play whenever they occur. Call them early and players will adjust. Incidental (slight) illegal contact by a player setting a screen that has no influence on the play is just that...incidental, and does not need to be called. Some examples of illegal screens that must be called are those that free a player to receive the ball for a shot, make a cut for a pass or start a drive to the basket. These examples of illegal screens that do influence play must be called.
11. Displacement on Rebounds. While legal body contact is permissible during rebounding, displacement is not. If contact by team A is slight and team B secures the rebound, no foul should be called. However, displacement or rough play should always be called, no matter which team secures the rebound.
12. Displacing Cutters. While some progress is being made in this area, there are still too many cutters that are being held and displaced with no call being made. Officials need to discuss this during pre-game and do a better job of managing this from tip-off to game-ending horn.
13. Bench Decorum. Coordinators need to evaluate bench decorum and how it is being handled by their officials. If coaches are not following bench decorum guidelines, warnings and technical fouls, when deserved, must be assessed. Coordinators and conference commissioners must support enforcement of bench decorum guidelines by officials.
- D. General Information for Coordinators.
1. Advisory Committees Availability. Please respond to Michelle Perry regarding your availability for assignment to 2003 championship advisory committees. We are making assignments earlier this year, per requests to do so by several coordinators.
 2. Conference Officiating Bulletins. Copy Marcy on all staff officiating bulletins.
 3. Women's Final Four Coordinators Meeting. Saturday, April 5, 2003 @ Hyatt Regency, Peachtree Ave., 9 a.m.- 1 p.m.

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4. Next Coordinator's Conference Call. Wednesday, February 5, 2003 at 11:00 a.m. EST is the last coordinator's conference call. The dial in number and passcode is the same as the previous two calls: 913-981-5558 and 216058.

BJ/MW:br

cc: Directors of Athletics of Independent Division I Institutions
NCAA Division I, II and III Conference Commissioners
NCAA Division I Women's Basketball Committee
NCAA Women's Basketball Rules Committee
NCAA Selected Staff Member