

## **CHAPTER 3—WOMEN'S BASKETBALL REGULATIONS**

### **1. Playing Season Policies.**

#### **a. Championship Determination.**

The team with the highest won-lost percentage for all Conference games shall be the Conference champion. This shall apply even in the event one or more teams cannot play its entire 18-game Conference schedule. If that percentage is shared by more than one team, a co-championship shall exist. (6/92, 6/01, 6/08)

#### **b. Conference Schedule.**

Conference members shall be paired as a travel partner set (i.e., Arizona-Arizona State, California-Stanford, Colorado-Utah, Oregon-Oregon State, UCLA-USC, Washington-Washington State). (10/12)

Each team shall play nine home games and nine road games over a nine-week period concluding such that there is an open weekend between the post-season Conference Tournament and the beginning of the NCAA Championship. Two games shall be scheduled as a series each week on Friday and Sunday. Games may be moved from the originally scheduled date by the Conference's television partners. (1/87, 5/88, 12/88, 5/91, 6/92, 6/98, 6/11, 3/12, 10/12, 8/16)

Each team shall play its travel partner at home and on the road each season. The remainder of the contests shall be composed of games against (1) three other sets of travel partners both at home and on the road, (2) one travel partner set at home, and (3) one travel partner set on the road. Contests against travel partner sets shall be determined biennially on a ten-year rotating basis. (10/12)

The schedule shall be created annually to mirror the Conference men's basketball schedule to the greatest degree possible to limit facility conflicts. Except for reasons related to television or to the availability of the playing facility, Conference games scheduled for Sunday shall have a starting time set to accommodate departure by the visiting team on Sunday evening. (10/12, 12/13)

Excluding contests against the traditional rival, teams shall play as many different travel partner sets as possible before facing a travel partner set for a second time in that season. (10/12)

Excluding contests against the traditional rival, no travel partner set shall play more than two consecutive weeks on the road. Any travel partner set that plays two consecutive weeks on the road during a given season should not be scheduled to play on the road during the last week of the season. A travel partner set should not be scheduled to play two consecutive weeks on the road in consecutive seasons. (10/12)

The order of opponents within a series and the site of contests shall be alternated from season-to-season to the extent possible. [Example sequence: Year 1: A at C, A at D, C at A, D at A; Year 2: D at A, C at A, A at D, A at C.] (10/12)

The initial Conference schedule and any changes to it shall be approved by the Senior Woman Administrators Committee. (10/12)

#### **(1) Rescheduling Policies.**

It shall be the goal of the Conference to play each Conference contest to completion as scheduled. When that becomes impossible, these policies shall be followed: (12/96)

(a) If the game is suspended during play, every effort should be made by game officials and game management to continue it as soon as conditions allow, with the safety of the student-athletes and spectators paramount in the decision of when it can be resumed. (12/96)

(b) In any situation in which a game has been suspended and is to be resumed, the participating institutions should attempt to complete the game while the visiting institution's team still is at the

site of the game to avoid the cost and loss of academic time required to make a second trip to the game site. (12/96)

(c) If a Conference contest is suspended prior to play, or a suspended game cannot be continued, such a game shall be rescheduled and replayed unless it has no bearing on the Conference championship or the possibilities of either competing team or any other Conference member for selection for postseason play and it is mutually agreed by the two involved institutions to cancel the game. Unless conditions prevent play, such a suspended contest should begin within 24 hours of the original starting time. The host institution shall be responsible for securing an alternate facility for the contest if the primary facility is unavailable. (7/92, 12/96)

## **(2) Practice Policy.**

### **(a) Day Prior to Game.**

The host institution may provide a practice site (preferably the competition court) or time to the visiting team the day before any game. (5/89, 6/12)

If the competition court is unavailable for use by the visiting team, the alternative practice facility must have a regulation size basketball court with glass backboards and must be within reasonable travel distance from the competition site. (5/89)

An athletics department contact from the host institution shall be present during the practice session to assist the visiting team. (6/95)

### **(b) Day of Game.**

The host institution shall provide the visiting team a one-hour, game-day practice period from four to seven hours prior to game time on the competition court. An institution that cannot comply with this policy may request an exemption from the Conference office. (5/89, 6/89, 6/92, 12/94, 6/95, 6/04)

## **(3) Travel Policy.**

When classes are in session or during a final examinations period, a team may not depart campus before 3:00 p.m., or the latest flight out that day, whichever is earlier, the day before a game, and the traveling team shall be required to hold a mandatory study period on the day(s) between games while the team remains on the road. Exceptions to the departure provision may be made by a designee of the Chief Executive Officer and shall be reported to the Conference office. (12/86, 6/12)

## **c. Conference Tournament.**

The winner of the Conference Tournament shall represent the Conference in the NCAA Division I Women's Basketball Championship. (6/01)

In the event the Conference Tournament has not begun and cannot be played, the automatic qualification berth shall be awarded to the regular season champion. If two or more teams tied for the regular season championship, the seeding procedures in place for the Conference Tournament shall be used, and the number one seed shall receive the berth the Conference received through automatic qualification. In the event the Conference Tournament has begun, but cannot be played to completion, the automatic qualification berth shall be awarded to the highest seeded team remaining in the Conference Tournament at the time of cancellation. (6/08)

[NOTE: Additional Tournament policies may be found in the Conference Tournament Handbook.]

**2. Game Policies.****a. Ball Persons.**

Ball persons shall be provided by the host institution and, unless prevented from doing so by a preexisting institutional agreement, shall wear clothing provided by the Conference. (6/96)

**b. Band and Spirit Groups.**

By mutual consent, visiting bands, not to exceed thirty (30) members excluding the director, shall be allowed only at Conference basketball games between traditional rivals. The band must be accompanied by an adult staff member. The request by the visiting institution for such an agreement shall be made no later than two weeks before the date of the contest. If such consent is granted, members of the band in uniform shall be admitted to the contest at no charge. (5/90, 6/96, 6/01, 6/02, 6/06, 8/13)

No bands may be seated behind or adjacent to the team bench in the sector defined by the sideline extended and the half-court line. During timeouts, bands or components thereof may not be located immediately behind or adjacent to the visitor bench. (5/90, 6/96, 6/01, 6/02, 6/06, 8/13)

Visiting bands in attendance shall alternate performances with the home team's band at each full-length timeout. Should the home team's band perform the national anthem, the visiting team's band shall perform at the first full-length timeout. The home team's band would then perform during the second full-length timeout. (12/96)

Spirit groups that perform on the playing floor (e.g., uniformed cheerleaders, yell leaders, mascots) shall be limited to 20 individuals and may be admitted to Conference basketball games at no charge. For Conference games, such spirit groups may travel only to traditional-rival games and must be accommodated by the host institution if requested. (12/89, 6/00, 6/12)

The use of artificial noisemakers, airhorns, and all electronic amplifiers, except one bass amplifier used by the band and a sound effects machine that is controlled by an administrator from the scorer's table, shall be prohibited at all basketball games. Sound effects machines and megaphones may not be used in any way (e.g., pounding on the floor) as noisemakers while the game is in progress (including during free throw attempts). Bands, announcers, and components thereof shall not play while the contest is in progress. (6/88, 5/90, 2/99, 6/03)

**c. Game Management Requirements.**

Pregame information, including parking, appropriate entry into the facility, practice times, etc., shall be communicated in writing to the coach and the appropriate athletic administrator of the visiting team prior to the game. A meeting room shall be provided for the visiting team one hour prior to the start of the game. It shall be the host institution's responsibility to provide adequate game management and security for the game officials and the visiting team, including preventing public access to the areas near their locker rooms. (6/87, 4/88, 6/92, 6/95)

A game management representative from the host institution shall be seated at the scorer's table. If this is physically impossible, the Conference's basketball administrator may approve seating the game management representative in close proximity to the table. The representative should be identified to all game officials and the visiting team's head coach prior to the contest. The representative should have access to a walkie-talkie, telephone, or other means of electronic verbal communications in order to promptly contact other game management officials during the contest. (6/95)

**d. Halftime.**

The court shall be cleared and balls be available for team use with four minutes remaining in the halftime intermission. (6/10)

**e. Media, Equipment in Team Huddles.**

Television camera personnel and still photographers and/or their equipment (e.g., cameras, microphones) are not allowed in team huddles during timeouts. Television camera personnel may move off the baseline during timeouts and shoot pictures from within the basketball keyhole on the floor. It is the responsibility of game management to enforce this policy at each Conference institution. (6/06)

**f. Officiating Policies.**

See also AR 6, AR 6-12, and CER 4.

**(1) Pool Reporter for Officiating Interpretations.**

Upon request from the media for a rules interpretation, a pool reporter will be selected by the home sports information director of a Conference member for the purpose of obtaining that interpretation from the chief of the officiating crew. After a ten-minute cooling-off period, the SID will accompany the pool reporter to the officials' dressing room. The officials may not be interviewed concerning judgment calls. (4/88)

**(2) Security Escort.**

Each institution shall provide uniformed security personnel to escort the game officials from their dressing room to the playing floor and from the floor to the dressing room before the game, at halftime, after the game, and at other times upon request. (6/90, 6/92, 6/95)

**(3) Support of Officiating.**

Support of basketball officiating is required by the Conference (see CER 4) and bolstered by a specific program of positive actions outlined in CER 4-5. (6/96)

**g. Playing Rules.**

Contests shall be conducted under NCAA Women's Basketball Rules except as modified below. (6/92)

**(1) Courtside Monitor.**

A courtside monitor shall be required at all games hosted by Conference member institutions. (6/10)

**(2) Ejection of Coach.**

It shall be the responsibility of the coach to go to the locker room or remove himself/herself from the arena (as per the playing rules) if ejected from the contest by the game officials. Failure to adhere to this rule shall result in a review of the situation by the Compliance and Enforcement Committee with the possibility that appropriate Conference penalties could be assessed. (Note: Game management would provide the coach a security escort to the locker room, but would not be required to ensure that the coach remained inside.) (6/93)

**(3) Laser Pointers.**

The first use of a laser pointer in an unsporting manner by a spectator shall result in a warning to the crowd, and the second such use of a laser pointer shall result in a technical foul being issued by the officials against the home team. (2/99)

**(4) Official Ball.**

The official ball for all Conference games shall be the top of the line of the chosen brand, shall be composed of leather, and shall have seams similar to those on the ball that is used in the NCAA Championship.

**(5) Team Introductions.**

Pregame team introductions for all basketball games hosted by Conference member institutions, subject to receipt of the opponent’s approval in a non-Conference game, shall begin with the visiting team’s starting lineup followed by the home team’s starting lineup. (6/91, 6/93)

**(6) Timeouts.**

For all women’s basketball games hosted by Conference members, four media timeouts in each half shall be called by the television coordinator or timer in cooperation with the officials to provide an opportunity for the insertion of a full 90-second commercial. The media timeouts shall occur at the times indicated by the NCAA Playing Rules. All timeouts, whether charged to the teams or to the media, shall be of full duration (i.e., not shortened by the team which called the timeout leaving its huddle before the first horn). Teams may not conduct timeout huddles in the area inside the three-point line. These procedures also shall apply to games involving Conference teams in regular-season tournaments hosted by member institutions. (12/89, 6/98, 10/08, 6/12)

**(7) Videotaped Replays.**

In any contest in which game officials have determined that a fight has occurred and courtside videotape replay equipment is available, the officials at the time of the incident shall immediately review the videotape replay of the fight to determine that proper penalties as prescribed by the playing rules have been assessed. (6/91)

**h. Pre-Game Warm-Up.**

The court shall be available for warm-up no less than 60 minutes prior to the start of the game, except for doubleheaders when 30 minutes shall be made available for warm-up between games. The visiting team shall be provided with a minimum of six leather basketballs with the same specifications as the game ball. The following pre-game timing countdown shall be used for all games: (6/93)

<b>Time to</b>	<b>Scoreboard</b>	<b>Action</b>
<b>Tip-off</b>	<b>Clock</b>	
60:00	57:00	Scoreboard clock starts
15:30	12:30	Horn for National Anthem
15:00	12:00	National Anthem)
3:30	0:30	Horn to clear floor
3:00	0:00	Player introductions
0:00	20:00	Tip-off (6/93, 6/02, 6/04, 6/11, 8/15)

**i. Replays on Electronic Boards.**

The host institution shall be responsible for the content of the displays shown on electronic boards which present video replays or messages, and must assure, in the spirit of the Conference’s rules on support of officiating programs, that such boards may not be used in attempts to embarrass or intimidate game officials. (6/93, 12/14)

When an official game stoppage occurs for an official review in a televised game, the in- arena video boards may show the unaltered television program feed at full speed (without audio) for replays of the play under review. If the in-arena video board cannot display the television feed, the in-arena video boards may show a replay from its in-house system one time, unaltered and shown at full speed, and without audio. (12/14)

When an official game stoppage occurs for an official review in a non-televised game, the in-arena video boards may show the same video feed (unaltered and shown at full speed and without audio) that it is providing for the instant replay review. (12/14)

The in-arena video boards are permitted to show replays of non-controversial plays in a manner consistent with good taste and sportsmanship. The in-arena video board should not be used to embarrass or intimidate an official or the visiting team. (12/14)

**j. Scorer's Table Personnel.**

A public address announcer shall be required for all Conference games. Seating adjacent to the official scorer shall be provided for a scorer from the visiting team. Scorer's table personnel shall meet with the game officials 45 minutes prior to tipoff and shall be present at the table at least 14 minutes prior to tipoff. The scorer's table crew shall be encouraged to view the videotape of the playing rules videoconference provided by the NCAA. (6/93, 6/95)

**k. Scouting.**

For in-season competition, no video, verbal, or written scouting report on any team shall be communicated to non-Conference institutions. (12/86)

Each Conference institution shall upload all non-Conference games to *Synergysportstech.com* no later than midnight local time the day of the game for home games and within 24 hours of returning to campus for away games. Each Conference institution shall upload all Conference home games to *Synergysportstech.com* no later than 9:00 a.m. local time on the day following completion of the second game of the weekend. There shall be an open exchange of all video and any game which is uploaded shall be available to any institution as soon as it is uploaded. All games uploaded to *Synergysportstech.com* shall be available for the duration of the season. Exhibition games are not required to be uploaded. (12/86, 5/89, 6/90, 12/94, 6/95, 6/01, 6/04, 6/06, 6/08, 6/09, 6/11, 8/13, 8/15)

Video posted to *Synergysportstech.com* must adhere to the following requirements: (6/11)

- (1) All ten players must be included in each frame when filming a settled, quarter-court offense. (6/11)
- (2) The camera shall be located at an elevated position at or near half court. (6/11)
- (3) TV feeds or video board program feeds may not be substituted for the scouting camera feed. (6/11)
- (4) Ambient or natural sound is required; radio announcers or a media broadcast are not permitted. (6/11)
- (5) Video must be shot in High Definition (HD). (6/11, 8/15)
- (6) Non-game action (i.e., halftime or timeouts) shall not be included on the video. Video should stop when the timeout is granted by the official, after a 10-second image of the scoreboard is shown. To help ensure no game action is missed, video should resume when 0:30 remains in the timeout or at halftime. (6/11)

For postseason competition, exchange of video, verbal, and written scouting reports shall conform to NCAA policy. (12/86, 6/04, 8/15)

**l. Sideline Apparel.**

All ball persons who work at basketball games conducted at Conference sites must wear apparel provided by the Conference office. (8/15)

**m. Tickets for Professional Scouts.**

Institutional discretion shall be used for requests by scouts for professional basketball teams for admittance to games. (12/96, 2/98, 2/99)

**n. Tickets for Visiting Institution.**

See ER 1-6-a.

**o. Uniforms.**

The home team shall wear the light uniform and the visiting team shall wear the dark uniform. Any other arrangements must be made with the opposing team prior to the competitive date.

**p. Video Policies.**

A Conference institution shall have the right to video and/or live log any game in which it is a participant. The host institution shall provide the visiting institution with access to a live HD video feed during the game as well as the option to obtain a digital HD .mp4 copy with sound immediately following the game. The visiting institution is responsible for all hardware, software, and cabling surrounding live capture and must provide a file storage device if it wishes to receive a copy following the game. DVDs will not be provided by the home team. (6/90, 12/95, 6/12, 8/15)

**3. Awards.**

The women's basketball coaches shall select recipients for all Conference awards subsequent to the completion of regular-season play. The voting procedure for all awards shall be based on a weighted ranking. Coaches shall not be allowed to vote for themselves or for their own players for any of the awards on any first ballot. (6/87, 4/88, 6/91, 6/92, 6/09, 6/10, 6/11)

Coaches shall vote for the all-Conference team, Player of the Year, Freshman of the Year, and Coach of the Year awards the day of the last Conference game. A second ballot, consisting of the top three vote-getters in the all-Conference voting, shall be used to determine the Player of the Year and the Freshman of the Year. That ballot shall be issued the day after the last Conference game and shall be returned to the Conference office later that same day. Coaches may not vote for themselves and/or their players on these second ballots. The Conference office shall release the names of all award winners prior to the start of the Conference Tournament. (6/00, 10/01, 6/02, 6/03, 6/04, 6/09, 8/13)

**a. All-Conference Team.**

The all-Conference team shall consist of 15 players, each of whom shall be provided an award from the Conference. Players who are nominated for the all-Conference team and receive at least one vote shall be accorded honorable mention in a Conference media release. (6/92, 2/99, 6/07, 6/08, 6/09)

**b. All-Defensive Team.**

The all-defensive team shall consist of five players and each shall be provided a certificate from the Conference. Players who are nominated for the all-defensive team and receive at least one vote shall be accorded honorable mention in a Conference media release. (6/07, 6/08)

**c. All-Freshman Team.**

The all-freshman team shall consist of five players and each shall be provided a certificate from the Conference. Players who are nominated for the all-freshman team and receive at least one vote shall be accorded honorable mention in a Conference media release. (6/92, 6/07, 6/08)