

# 2019 2020 NCAA Rules Changes

The following rules changes were approved by the NCAA Men's Basketball Rules Committee and the Playing Rules Oversight Panel. They will be incorporated into the rules book for the 2019-20 and 2020-21 seasons.

**NOTE:** Rules changes that are shaded were adopted by both the Women's Basketball Rules Committee and the Men's Basketball Rules Committee.

**1. 1-7 (Distance of the three-point line)** Increase the distance of the three-point line from 20' 9" to 22' 1 and ¾" at the top of the key and 21' 7 and 7/8" in the corners (same as the distance for international basketball). The effective date for Division I is 2019-20 and the effective date for Divisions II and III is 2020-21.

**Rationale:** To make the lane more available for dribble/drive plays from the perimeter; to curb the trend of the three-point shot becoming too prevalent in college basketball by making it a bit more challenging while at the same time keeping the shot an integral part of college basketball; to assist in offensive spacing by requiring the defense to defend further away from the basket; and to potentially increase the use of the mid-range shot. There also is overall general support from the men's college basketball community including feedback from the coaches in the NIT and regular-season surveys the past two years. [Note: Temporary lines (e.g., tape) are permissible if an institution is unable to paint the lines for the upcoming season (due to budget or facility-access issues).]

**2. 1-17.1 (Location of cameras on the backboard)** To prohibit cameras from being located behind the backboard within the white square painted on the backboard.

**Rationale:** To avoid situations where the camera might distract a shooter. Also, to codify an existing interpretation.

**3. 1-22.7.a.1.c (new) and 1-22.7.a.1.c (new)** To permit identifying names above the number to be arched, but the first and last letters must be on the same horizontal plane. Such plane shall not be below a plane extending through the top of the number(s) and names below the number must have the first and last letter on the same horizontal plane. Such plane shall not be above a plane extending through the bottom of the number.

**Rationale:** 1) Current rule requires all letters to be on the same horizontal plane; 2) There are institutions whose uniforms are not compliant at this time due to arching; 3) This would legalize what is currently being used and permit institutions more freedom to design uniforms; and 4) All letters would still need to be at least one inch from the number(s), which protects the integrity of the number.

**4. 1-23.2 (Leg tights or undergarments)** To require that leg tights must be two legged and of equal length.

**Rationale:** To ensure a uniform look for all undergarments.

**5. 1-26.6 (Players' Equipment – players wearing microphone)** Prohibit the wearing of a microphone or any equipment which enables voice transmission from a player to an off-court receiver.

**Rationale:** To deter potential negative publicity and protect the privacy of the court.

**6. 2-1.2 (Official's Shirt)** To change the officiating shirt to include a raglan style shoulder.

**Rationale:** Modernizing the officiating shirt.

**7. 2-11.6 (Shot clock reset after offensive rebound)** Reset the shot-clock to 20 seconds after an offensive team rebound that does not go into the backcourt before team control is gained by the offensive team.

**Rationale:** To continue to enhance the pace of play since a full 30-second shot clock is not needed when the offensive team is already in the front court after securing an offensive rebound. [Note: Depending on the age of the existing equipment, an institution may need to update their equipment at a cost of \$50 to \$500. If existing equipment is more than 20-30 years old, a new console might be needed at an estimated cost of \$1,000.]

**8. 5-14.1 (Timeouts)** Permit a head coach to request and be granted a timeout when a player of that team has control of the ball in the last two minutes of the second period or the last two minutes of any overtime period.

**Rationale:** To allow a head coach to request and be granted a timeout during specific times of the game.

**9. 5-14.10.e (Timeouts)** Add "When there is a monitor review at 30 seconds or less before a media mark (other than for determining if a basket was a two- or three-point try), it becomes a media timeout."

**Rationale:** To enhance the flow of the game by reducing the number of game stoppages.

**10. 7-4.6.a (Throw-in)** To change the provisions of 7-4.6.a to be effective only until the throw-in ends. Also, to include technical fouls in the rule.

**Rationale:** To make this rule consistent with other throw-in situations.

**11. 7-4.8 (Throw-in)** To change the throw-in spot for single contact dead ball technical or single flagrant 2 technical from the division line to the closest of four spots per Rule 7-3.2.

**Rationale:** To reduce the number of throw-in spots and to be consistent with Rule 7-3.2.

**12. 10-2.8.a (Noisemaker)** Add monitor reviews to the list of exceptions where bands or artificial noisemakers are permissible.

**Rationale:** To enhance fan experience at times that do not interfere with play.

**13. 10-3.1 and .2 (new), 10-4.1 and .2 (new) and Appendix III (Derogatory remarks)** Add to the Class A technical foul category a player, substitute or bench personnel using derogatory remarks or personal comments relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation, or disability during the game.

**Rationale:** To codify, raise awareness and penalize these actions appropriately.

**14. 10-4.1 (Flopping)** To penalize flopping/faking being fouled by players with a Class B technical (after one team warning).

**Rationale:** To eliminate players attempting to deceive the officials by faking being fouled and to penalize infractions after one team warning.

**15. 11 (new) (Collaborative Replay)** To permit a conference to conduct collaborative instant replay review process at an offsite location during conference play.

**Rationale:** To enhance the accuracy of and facilitate the instant replay review process.

**16. 11-2.1.b.5 (new) (Instant Replay)** To permit instant replay to determine when an off-ball foul occurs in relation to a shot.

**Rationale:** To enhance accuracy of calls on plays where a foul occurs away from the shooter.

**17. 11-2.1.d (new) (Instant replay – cylinder and hook and hold plays)** Following a call by an official involving either swinging of the elbows (cylinder play) or a hook and hold play, the official may use instant replay to review and adjudicate the play by removing fouls, assessing fouls or concluding that no foul occurred.

**Rationale:** To enhance the opportunity to adjudicate these two types of plays correctly.

**18. 11-2.1.e (Instant replay – basket interference and goaltending)** In the last two minutes of the second period or the last two minutes of any overtime period, allow the use of instant replay to review basket interference and goaltending when a call has been made. After such review, in the event of an officiating error, the alternating possession arrow shall be used to determine possession.

**Rationale:** To enhance the opportunity for this call to be adjudicated correctly at the end of the game.

**19. 11-3.1.a (Instant replay – correct score)** To delete the phrase "and when necessary to determine the outcome of the game" from the current rule.

**Rationale:** To ensure the game concludes with the correct score and other statistics.

**20. New signal (Restricted-area arc)** To add an officials' signal for a defensive player in the restricted-area arc who is moving from position A to position B when attempting to "wall up."

**Rationale:** To add an officials' signal for this play.