



2008-09 NCAA Women's Basketball  
**WOMEN'S RULES CHANGES**  
Updated 9/26/08

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**Court and Equipment 1-3.3.** The restraining line shall be a solid, interrupted or mathematical line formed between two colors. The line may be a color that is either the same or different from that of the end lines. When space is not available for a 6-foot restraining line, the line should be marked using the maximum available distance. Non-playing personnel shall not be permitted in this area. **Rationale:** Contributes to player safety in facilities where a 6-foot restraining line is not available.

**Court and Equipment 1-14.3. Note:** Effective 2009-10, movable rings shall be required and the rings may flex both to the front and the sides. **Rationale:** Requiring movable rings standardizes the equipment to be used for all Divisions.

**Logos 1-16.4.** There are no restrictions on NCAA, team or conference logos, names or abbreviations on the playing court, provided they do not obscure any of the required lines. **Rationale:** Adds NCAA logos to the current practice that permits team and conference logos, names and/or abbreviations on the playing court.

**Duties of Timer 2-10.9.** Sound a warning horn 15 seconds before the expiration of the 20-second time limit to replace a disqualified or injured player. The signal also shall be sounded at the end of the 20 seconds to replace a disqualified or injured player. **Rationale:** Makes the warning signal for a disqualified player consistent with the use of other warning signals.

**Uniforms 3-5.10.** Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and the away team shall wear dark game jerseys. Note: This rule may be altered by mutual consent of the competing institutions. **Rationale:** Helps officials to facilitate the identification of players and teams by requiring that the home team wear light and the away team wear dark.

**Uniforms 3-5.13 (new).** The use of an arm sleeve, knee sleeve, and lower leg sleeve is permissible for medical reasons but its utilization shall be verified by either the individual's coach or team medical personnel. **Rationale:** Permits the use of these sleeves for medical reasons but requires verification by the individual's coach or team medical personnel.

**Uniforms 3-6.1.** A single manufacturer's or distributor's normal logo, label or trademark may be worn on the game pants, and all other items of apparel excluding the game jersey (e.g. Warm-ups, socks, headbands, and wristbands). Game pants and warm-ups may bear a single manufacturer's or distributor's normal logo, label or trademark, an institutional logo/mascot, or a conference logo/mascot. **Rationale:** Removed the words t-shirts and towels from the list of items permitted to have a single logo.

**Goaltending 4-34.3.** When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when that ball is touched by a player. **Rationale:** Eliminates the judgment of whether or not a try contacting the backboard is on its downward flight.

**Timeouts 5-13.10.f. Note:** For all NCAA tournament games, the electronic-media timeout format may be used without the presence of paid advertising. **Rationale:** Makes the format for use of timeouts consistent for all three Divisions in NCAA tournament games. The previous Note stated that only Division II Men were permitted to use the electronic-media timeout format without the presence of media (paid advertising).

**Flagrant Technical Foul Penalty (Women) 10-3.13-17 Penalty and 10-4.8 and 9 Penalty.** For any single flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. **Rationale:** Makes the method of resuming play consistent with all other technical fouls.