

CHAPTER 2—MEN'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 their 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). (6/12)

Each team shall play nine home games and nine road games over a ten-week period. Two games shall be scheduled as a series each week, except that a game against a travel partner shall be the only game scheduled for that week. (6/92, 6/11, 6/12)

A road team's games in a given week may be scheduled using any of the following patterns: Wednesday-Saturday, Wednesday-Sunday, Thursday-Saturday, Thursday-Sunday. Sunday games may be scheduled to accommodate departure by the road team via charter aircraft Sunday night. The following exceptions to these patterns apply: (6/12)

- No games shall be scheduled for the final Sunday of the Conference season. (6/12)
- At least one travel partner set per week shall have its games scheduled for Thursday to ensure games can be scheduled for Saturday. (6/12)
- If the Conference Women's Basketball Post-Season Tournament is scheduled for the Thursday through Sunday of the tenth week of the men's basketball Conference season, games may be scheduled on Tuesday of that week. (6/12)

A minimum of one day shall occur between games of a series. If a road team is required to play two games with only one day off between the games, its opponent for the second game must also be limited to one day off before that game. If a road team has two days off between two games, then its opponent for the second game may have either one, two, or three days off before that game. (6/12)

Each team shall play its travel partner at home and on the road each season. The rotation of these games from season-to-season shall not be adjusted, even if requested by a television partner. 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. (6/12, 8/16)

The order of opponents within a series will be alternated in a given season, and may be adjusted if requested by a television partner. The site of contests will be alternated from season-to-season, and may be adjusted if requested by a television partner. [Example sequence: Year 1: A at C, A at D, D at A, C at A; Year 2: C at A, D at A, A at D, A at C.] If the order of opponents within a series is reversed the order of opponents may be reversed for the other series involving those teams. (6/12, 8/16)

These scheduling parameters may be waived by the Athletics Directors Committee, but only by mutual consent of the involved institutions. The initial Conference schedule and any changes to it shall be approved by the Athletics Directors Committee. (6/12)

(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. (12/84, 5/89, 6/92, 5/97, 6/12, 8/12)

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. (8/12)

An athletics department contact from the host institution shall be present during the practice session to assist the visiting team. (8/12)

(b) Day of Game.

The host institution shall provide a game-day practice time to the visiting team to begin no earlier than 9:00 a.m., and to end no later than 1:00 p.m. A 60-minute period must be provided for this game-day practice. The host institution shall confirm with the visiting team its practice time and site no later than three days prior to the game. (12/84, 6/92, 5/97, 6/12, 8/14)

(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. Exceptions to the departure provision automatically shall be treated as exceptions to SPR 2-1-b-(2)-(a), thus permitting the host institution to provide a practice site or time to a visiting team the day before the first game of a two-game trip or before the only game of a one-game trip. (12/76, 6/78, 5/79, 4/80, 5/82, 12/84, 12/86, 6/12)

c. Conference Tournament.

All Conference members that are eligible for post-season play shall participate in the men's tournament. The winner of the Conference Tournament shall represent the Conference in the NCAA Division I Men's Basketball Championship. (6/01, 6/03, 6/05)

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. Arena Microphone.

The arena microphone (as opposed to a special spirit group PA system) shall not be made available for general or indiscriminate use by students in Conference basketball arenas. (5/72)

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. (5/79, 1/89, 4/90, 6/02, 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. (5/79, 1/89, 4/90, 6/02, 8/13)

For Conference games, spirit groups that perform on the playing floor (e.g., uniformed cheerleaders, yell leaders, mascots) may travel only to traditional-rival games, shall be limited to 12 individuals and the mascot, and must be accommodated by the host institution if requested. There shall be no limit on the number of spirit group members for the host institution. All spirit group members may be admitted to Conference basketball games at no charge. (1/89, 6/95, 6/05, 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. The home management is responsible for orientation of home rally and band groups and enforcement at all home contests. (5/67, 4/86, 6/88, 4/90, 2/99, 6/03)

Only official student groups or spirit groups designated by the host institution may be on the playing floor prior to the start of a game. (6/92)

c. Court-Rushing Policies.

(1) Institutional Security Plan.

Each institution must have a security plan in place to effectively prevent spectators from rushing the court and/or throwing objects onto the playing surface. (8/15, 8/16)

(2) Failure to Prevent Court-Rushing Activities.

In the event that court-rushing activities occur within 60 seconds after completion of a game, an automatic fine shall be assessed as outlined below. If the visiting team, staff members, working personnel, and game officials safely exit from the court during the 60-second time period, the Commissioner may waive the fine. (8/15, 8/16)

- (a) An automatic fine of \$25,000 shall be assessed for an institution's first offense of court-rushing activities that occur within 60 seconds after completion of a game.
- (b) An automatic fine of \$50,000 shall be assessed for an institution's second offense of court-rushing activities that occur within 60 seconds after completion of a game.
- (c) An automatic fine of \$100,000 shall be assessed for an institution's third offense of court-rushing activities that occur within 60 seconds after completion of a game.

d. Game Management Requirements.

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)

e. Media, Equipment in Team Huddle.

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. (5/84, 6/06)

f. Officiating Policies.

See also AR 6, AR 6-11, and CER 4.

(1) Access to Dressing Room.

The dressing room for the game officials shall be made available 90 minutes prior to tipoff. No visitors shall be permitted in the dressing room before the game with the exception of the game observer. (6/93)

(2) 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. (5/84)

(3) Pregame Procedures.

The three game officials shall position themselves at midcourt throughout the pregame warm-ups and avoid pregame contact with all coaches. Following the introduction of the starting lineups, the two head coaches will meet to shake hands in front of the official scorer's table and the three officials will move to the table and shake hands with each head coach. Then they will promptly move back out onto the court. (5/84)

(4) 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 Men’s Basketball Rules except as modified below. (6/92)

(1) Courtside Monitor.

A courtside video monitor shall be placed at the scorer’s table for use by game officials under the playing rules. (6/04)

(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 seams on the ball for all Conference games shall be similar to those on the ball that is used in the NCAA Championship. (6/94)

(5) Pre-game Activities.

The following pre-game countdown shall be used for all games:

Time to Tip-off	Scoreboard Clock	Action
60:00	56:00	Scoreboard clock starts
16:30	12:30	Horn for National Anthem
16:00	12:00	National Anthem
4:30	0:30	Horn to clear floor
4:00	0:00	Player introductions
2:00	0:00	Team huddles
0:00	20:00	Tip-off (6/05, 11/07, 6/09, 6/11, 8/15)

For all basketball games hosted by Conference member institutions, subject to receipt of the opponent’s approval in a non-Conference game, team introductions shall begin with the visiting team’s starting lineup followed by the home team’s starting lineup. Team huddles at midcourt any time prior to tip-off are prohibited. “Senior Night” activities shall be scheduled for a time so that the visiting team is not on the playing floor during the event. (4/90, 6/93, 6/95, 6/01, 6/02, 6/05, 8/06)

(6) Timeouts.

All men's basketball games hosted by Conference members shall use the NCAA Charged Timeout policy for televised games. Teams may not conduct timeout huddles in the area inside the three-point line. (5/81, 6/86, 6/89, 6/92, 12/92, 12/96, 6/02, 10/08)

(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. Postgame Format for Coaches.

Following the completion of Conference games, coaching staff members from the two competing teams shall exchange handshakes. (6/91)

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.

Timers and scorekeepers shall be required to attend a preseason meeting in their area or participate in a preseason conference call arranged by the Coordinator of Men's Basketball Officiating. The scorer's table crew shall be required to view the videotape of the playing rules videoconference provided by the NCAA with a member of the coaching staff. (12/92, 6/95, 6/96)

k. Scouting Reports.

A Conference basketball coach shall not send film or videotape or give a written or verbal scouting report on a Conference member to any institution outside the Conference. (5/85)

l. Security Escort.

Each institution shall provide security officers to escort the game officials and the visiting team from the dressing room to the playing floor and from the floor to the dressing room for each game. In addition, game officials shall be escorted to their vehicles following games. (4/86, 6/96)

m. Sideline Apparel.

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

n. Squad Limit.

Basketball squads for Conference games shall be limited to 16 players for the home team and 15 for the visiting team, except there will be no limits on the number suited up for games between traditional rivals. These limits apply to the travel party and to the number suited up by the home team. (9/67, 8/75, 1/76, 5/76, 12/94, 10/08, 6/09, 12/09)

(1) Bench Limit.

Only players, coaches, trainers, doctors, managers, and basketball staff personnel shall be allowed on a team's bench during Conference games. (5/70, 6/96)

o. Tickets for Visiting Institution.

See ER 1-6-a.

p. Tickets for Professional Scouts.

Institutional discretion shall be used for requests by scouts for professional basketball teams for admittance to games. (6/92, 2/98, 6/98)

q. Video Policies.

A Conference institution shall have the right to film or videotape any game in which it is a participant. Institutions shall have an open exchange of video of all contests for scouting purposes via the internet. (10/08)

(1) Video Exchange Procedures.

(a) Each Conference institution shall upload all home games to *Synergysportstech.com* immediately following the completion of the home contest. (10/08, 12/14, 8/15)

(b) The home team and the visiting team shall capture the TV broadcast with program audio at the broadcast truck to avoid joined in progress scenarios. If one capture fails, the other will provide the captured file immediately following the game. If both captures fail, the home video coordinator shall alert the men's basketball video coordinators group and contact the Conference office. The Conference office will provide a digital copy for the home team to post on *Synergysportstech.com*. (8/15)

(c) The official game exchange version posted to *Synergysportstech.com* will be a High Definition (HD) .mp4 or .mov file containing the Television broadcast with program audio. (8/15)

(d) Exchanging the institution shot game video is considered optional and may be worked out between institutions on a per-game basis; format and method of delivery shall be arranged by exchanging institutions.

(e) Any institution wishing to make a DVD copy at the truck shall provide all associated hardware, software, cabling and media. The television truck will not provide a DVD copy of the game. (8/15)

(f) For all Conference games, only the home institution shall upload the video file to *Synergysportstech.com* immediately following the completion of the home contest. (10/08, 12/14, 8/15)

- (g) Each Conference institution shall upload all away non-conference games to *Synergysportstech.com* within 12 hours of returning to campus. (10/08, 12/14, 8/15)
- (h) If a non-conference game is not televised, the video coordinator shall upload a coach's camera version, in the highest video quality possible to *Synergysportstech.com*. (8/15)
- (i) Each institution shall upload its most recent game to *Synergysportstech.com* before it may download the most recent game of its next opponent. (10/08, 12/14, 8/15)
- (j) If requested, the home institution shall provide game video of the first game of a weekend series to the visiting institution prior to those two teams meeting in the second game of a weekend series. The visiting institution shall be responsible for making arrangements to acquire the game video from the home institution via *Synergysportstech.com*. (10/08, 12/14, 8/15)
- (k) Exchange of game video files between travel partners shall be permitted. (10/08, 12/14)
- (l) All games uploaded to *Synergysportstech.com* shall be available for the duration of the season. (10/08, 12/14, 8/15)
- (m) If the preferred method (*Synergysportstech.com*) of electronic transfer of video files should fail, institutions shall revert to the following procedures. The high-definition video content, in the highest quality digital format, for missing games is to be exchanged as soon as possible prior to the scheduled contest using an alternate electronic method of transfer (Box.com, Dropbox, YouSendIt, etc.) that the video coordinators agree upon. (5/85, 12/94, 5/97, 6/01, 6/07, 10/07, 10/08, 12/14, 8/15)
- (n) For Conference Tournament competition, all institutions shall have the option to live capture an HD Television broadcast with program audio of every game. Each institution is responsible for all associated hardware, software, cabling, and media. (12/14, 8/15)

r. Starting Time.

The participating institutions of each men's basketball game must accept a start time proposed by the carrier of a Conference television program which is consistent with the terms of its contract with the Conference. (6/03, 12/13)

3. Awards.

The men's basketball coaches shall select recipients for all Conference awards. Coaches shall not be allowed to vote for themselves or for their own players for any of the awards. Coaches shall submit up to three names of individuals from their team for all-Conference consideration by Monday prior to the conclusion of the regular season. Ballots shall be distributed to the coaches by the Conference office on the Tuesday prior to the conclusion of the regular season and returned to the Conference office by Sunday after completion of the regular season. In order to maximize the publicity opportunities for student-athletes and the Conference, the Conference staff has the authority to make additions to the list of recipients selected by the coaches for Conference honors. (6/92, 6/03, 6/07)

a. All-Conference Team.

The all-Conference team shall consist of a ten-player first team and a five-player second team and each member shall be provided an award from the Conference. Players who are nominated for the all-Conference team and are not selected to the first- or second-team but received at least three votes, shall be accorded honorable mention in a Conference media release. (6/92, 2/99, 6/07, 6/08)

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 are not selected, but received at least three votes, shall be accorded honorable mention in a Conference media release. (6/07, 8/14)

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 are not selected, but received at least three votes, shall be accorded honorable mention in a Conference media release. (6/92, 6/07, 8/14)

d. Individual Awards.

Individual awards from the Conference office shall be provided to the Coach of the Year, the Player of the Year, the Freshman/Newcomer of the Year, the Most Improved Player of the Year, and the Defensive Player of the Year in the Conference. Balloting conducted for individual awards shall use a weighted voting method. (6/92, 6/07, 6/08)

4. Meetings of Coaches.

There shall be two in-person meetings of the men's basketball coaches each year with the dates and sites to be established by the Conference office. The attendance of each head coach is mandatory. (5/82, 6/91, 6/92)