



2019-20 WOMEN'S BASKETBALL GAME MANAGEMENT MANUAL

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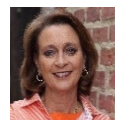
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SECTION 1.0: GAME OPERATIONS



Court, Equipment & Uniforms

Section 1.0

Game Balls

The official basketball (Wilson Solution) as designated by the Southern Conference shall be used in all regular season league games unless a school has notified the conference office of its desire to utilize a different ball prior to the start of the season.

ETSU – Wilson Solution
Furman – Nike
Mercer – Wilson Solution
Samford – Wilson Solution

UNCG – Nike
Chattanooga – Wilson Solution
Western Carolina – Wilson Solution
Wofford – Wilson Solution

All balls used for play must meet NCAA specifications as follows:

- a. The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28 ½ inches;
- b. The weight of the ball shall not be less than 18 ounces nor more than 20 ounces;
- c. The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of six feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball of not less than 51 inches when it strikes its least resilient spot nor more than 56 inches when it strikes its most resilient spot;
- d. The ball's color shall be an approved PMS color (Orange 151, Red-Orange 173 or Brown 1535);
- e. The ball shall have a deeply pebbled leather cover or a composite cover;
- f. The ball shall have the traditionally shaped eight panels defined by two channels, bonded tightly to the rubber carcass;
- g. The width of the black rubber rib (channels and/or seams) shall not exceed ¼ inch;
- h. The ball shall be spherical, which is defined as a round body whose surface at all points is equidistant from the center except at the approved black rubber ribs;
- i. When dribbled vertically, without rotation, the ball shall return directly to the dribbler's hand.

The home team is required to provide a game ball that meets the specifications listed above. The referee shall judge the legality of the game ball. The referee may select a game ball from the visiting team for use if the home team cannot provide a legal ball. The home team should be able to provide an air pump and pressure measuring device for the referee to utilize if needed.

Game Clock

It is required that Southern Conference schools have a visible game clock that shows a 10th-of-a-second display when less than 60 seconds remains in a period. Each school shall have a back-up timing device readily available in case of a game clock malfunction (i.e., stopwatch, air horn).

NOTE: The Southern Conference does not utilize the Precision Time System during conference games.

Shot Clocks

It is required that Southern Conference schools have two visible shot clocks, one at each end of the court. The shot clocks shall be recessed and mounted on the backboard supports behind each backboard. Each school shall have a back-up timing device readily available in case of a shot clock malfunction (i.e., stopwatch, air horn).

Possession Indicator

It is required that Southern Conference schools have a visible display located at the scorer's table in order to indicate team possession in the alternating possession (jump ball) process.

Warning Lights

It is preferred that Southern Conference schools utilize LED lights around each backboard to indicate when a period-ending horn has sounded. If LED lights are used, they shall be positioned no more than six inches from the upper and lower edges of the backboards and no more than five inches from the sides of each backboard. At a minimum it is required that Southern Conference schools have a red warning light that is visible through the 24" x 18" rectangle on each backboard. If a school has both LED lights and a red warning light, the red warning light should be disconnected and the LED lights used. A school may also utilize LED lights around the shot clocks, but the lights should only be activated for a shot clock violation. It also permissible to have LED lights at the scorer's table which are synchronized with the backboard LED lights.

Backboards

The size of the backboards may be either of two dimensions, however, it is required that the backboards be the same size at both ends of the court:

- a. 6-foot horizontal and 3 ½ feet vertical
- b. 6-foot horizontal and 4 feet vertical.

The dimensions of 6-foot horizontal and 3 ½ feet vertical is recommended for replacement or new installations. It is recommended that the required padding for the backboards be mounted on the backboard by adhesive or material such as Velcro or channel. The bottom and each side of the backboards shall be padded with a Poly High-Car vinyl-type material that meets the Bashor resilience test with a range of 20-30. The padding shall be of a single solid color and shall be the same color on both backboards. The padding shall be one-inch thick from the front and back surfaces of the backboards. The material shall be two inches from the bottom edge of each backboard. The padding shall cover the bottom surface of each backboard and the side surface to a distance of 15 inches up from the bottom. The front and back surface must be covered to a minimum distance of ¾ inch from the bottom of each backboard. When it becomes necessary to use a substitute backboard, the padding shall be of the same color as that of the backboard being replaced. A lavalier-type microphone properly positioned in the crease of the backboard padding and backboard is permitted since it is not located on the padding and does not interfere with a live ball or create a safety hazard.

Basket Support Systems

All portable basket support systems must have the bases padded to a height of seven feet on the courtside surface. Any basket support system behind a basket and at a height of less than nine feet above the floor shall be padded on the bottom surface to a distance of two feet from the face of the backboard. No protrusions are allowed below the backboards on any support system. **It is recommended, where possible, to provide a 3-foot wide lane on both sides of the basket stanchion to allow more room for players falling or running out of bounds to regain their balance.** Any support system, all of which is not directly behind the backboard, shall be at least six inches behind the backboard when the support extends above the top of the backboard and at least two feet behind the backboard when the support extends beyond the side. Any support system below or behind a backboard shall be at least eight feet behind the plane of the backboard face and a height of seven feet or more above the floor. For ceiling and wall-mount basketball support systems that are retracted by motor-pulley cable arrangements, it is recommended that a locking device/safety arrestor be used. ***Note: Game management directors and other administrators should be aware of an "extreme caution" warning relative to the misuse of portable basket support systems. A high degree of injury potential and severe liability problem exists when anyone is allowed to hang, sit, or stand on the basket ring or backboard. Administrators must see that this practice is prohibited or that the portable units are lowered at the completion of the game because of the high risk of injury, even death. A recommended warning or inscription such as "Danger - please do not get on the rim/backboard" is desirable.***

Rims/Nets

Each basket ring shall be securely attached to each backboard/support system with a ring-restraining device. Such a device will ensure that the basket stays attached, even when a glass backboard breaks. Movable rings shall be required. It is required that all competitive rims be tested prior to the start of the season in regards to rebound/elasticity as required by NCAA Rules. The testing should be done with a non-mechanical, tamperproof, computational testing device that determines the amount of energy absorption as a calibration. The rebound/elasticity of any basket ring support system shall be within a 35 percent to 50 percent energy-absorption of total impact energy and within a five percent differential between baskets on the same court. It is recommended further that basket ring loads be transferred to the support system by a single strut boom behind the backboard, or to the backboard frame. The pressure release/elasticity mechanism on the movable rings should be field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to its original position. The cord of each net shall be not less than 120-thread nor more than 144-thread twine, or plastic material of comparable dimensions, and constructed so as to check the ball momentarily as it passes through.

Court Markings

Court markings, including the two coaching boxes, extending 38 feet from the end line towards the division line, team bench area and sideline throw-in areas, free throw areas, three-point lines, baselines, sidelines, restricted area arcs, and an "X" (or NCAA logo or NCAA Basketball logo) near the official scorer to designate the substitution area must be accurately and clearly placed. All lines must be clearly discernable and distinguishable. Each Southern Conference court must have a visible, continuous, two-inch wide midcourt division line that extends the entire width of the court and a visible, continuous, two-inch wide center circle line. When a logo is placed in the center circle, it shall be permissible to use a solid two-inch wide interrupted line (four inches long, two inches break, four inches long, two inches, break, etc.), a shadow bordered two-inch wide line (1/4 inch borders) or a two-inch wide interrupted shadow line (four inches long, two inches break, four inches long, two inches break, etc.) for the center circle and midcourt division line. It is also permissible to use a one-quarter inch, single bordered line (radius of six feet to the outside edge) and a mathematical line formed by contrasting colored floor areas to mark the center circle. If not visible, the home team may be charged with an administrative technical foul at the start of the game. It is recommended that a belt eight inches or more in width be used to mark the boundaries on courts that have at least 10 feet of open space between the boundary lines and the first row of seating.

Each court should have a restraining line marked on the court behind each end line. The restraining line shall be located six-feet from each end line and marked in 12-inch segments. The restraining line shall be of color that is different from that of the end lines. When space is not available for a six foot restraining line, the line should be marked using the maximum available space. Non-playing personnel shall not be permitted in the area between the restraining line and the playing court. Commercial advertising is prohibited within the restraining area at each end line. The restricted area arc is a solid single-colored two-inch line formed by a semicircle measured from the center of the basket to the outside edge with a radius of four feet and extending in a straight line to the front face of the backboard. This arc must be clearly discernable and distinguishable. It is highly recommended that the area of the free throw lane inside the boundary lines be one color. It is permissible for this area to be more than one color as long as all required lines in and around the lane are clearly discernable and distinguishable. To designate the lower defensive box (Rule 4-35), two tick marks shall be placed on each side of the lane. Each tick mark shall be a solid 2-inch wide line that is 12 inches long. Each tick mark shall be measured 3 feet from the outside edge of the lane line to the inside edge of the tick mark line. The tick mark will begin on the baseline and run parallel to the lane line. When there is both a 3-foot and a 4-foot arc on the playing court, the arcs shall contrast in color.

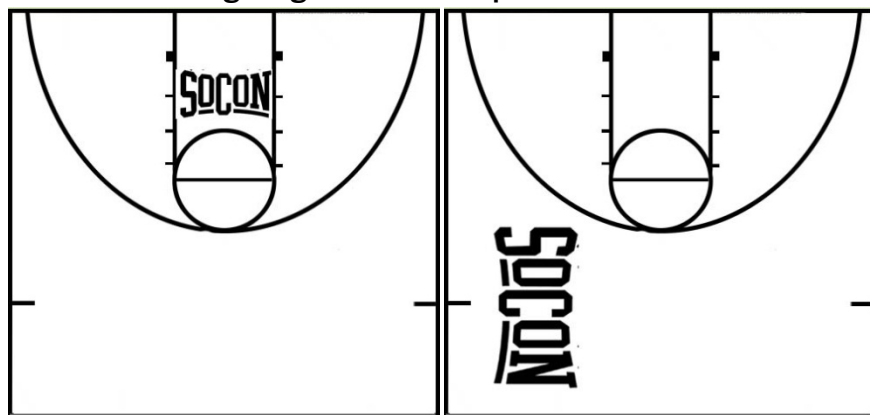
Court Logos or Decals

The playing court must be completely finished in a manner that is similar throughout, including the three-foot area outside each sideline and six-foot area outside each end line. It is the responsibility of the host game management to ensure the court is of a consistent finish, including any logos or decals that are legally allowed on the floor.

SoCon Court Logo

The Southern Conference secondary logo should be placed within the free throw lane on each end of the court. The conference office will supply each institution with a court stencil if needed. It is preferred that the logo appear reflex blue in color, however, the logo may appear in white or individual school colors if an institution so desires. The logo may not obliterate or cover up any required court markings. The logo should be as large as possible in the lane. The letters "SoCon" should be facing the center of the court so that the free throw shooter can read the word while standing in the lane. In the event that a school is somehow unable to incorporate the logo in the lane, then the Southern Conference secondary or primary logo should be placed on the court in a location diagonally on either side of midcourt, facing the near sideline on each side.

See the following diagram for examples:



Uniforms

For all Southern Conference games, the home team must wear light colored uniforms and the visiting team must wear contrasting dark color uniforms. This rule may be altered by mutual consent of the competing institutions.

It is required that the Southern Conference primary or secondary logo be placed (silk screened or embroidered) on all game uniforms as permissible by NCAA rules. The preferred location is high on the left or right side of the game jersey. The following are the allowable areas for placement;

- a. The apex of the neck line on the front jersey;
- b. Between the apex of the neck line and the shoulder seam on either the right side or left side of the front jersey;
- c. The back of the jersey at the apex/center of the neckline as close to the neckline as possible;
- d. On the game shorts (preferably on the left leg or right leg, just above the hem, facing front).

An institutional logo can appear in the same places. The same logo cannot appear more than once on the game jersey. Institutional and conference logos may now be placed on the same side of the jersey. On game jerseys **and shorts**, the conference logo shall not be of a size that can fit into a four-sided geometrical figure – i.e., rectangle, square, parallelogram – that does not exceed 2 ¼ inches). However there is no limit to the number of institutional logos on the game shorts provided that a perceptible majority of the game shorts is the color of the neutral zone.

Please see the complete Brands Standards Guidelines in the Appendix section of this manual (Appendix 4.7).

Visiting Team Requirements

Section 1.0

Visiting Team Dressing Rooms

The home institution is required to provide the visiting institution with a secure and private dressing room for all Southern Conference games. It is recommended that visiting team dressing rooms adhere to the following specifications:

- a. Ample numbers of lockers, stools and/or chairs for the visiting team student-athletes;
- b. Shower facilities;
- c. Ample room in the facility to allow for athletic trainers to provide treatment;
- d. Large grease board;
- e. Reasonable proximity to the playing court;
- f. Facility maintained in a condition where there are no apparent leaks or other conditions that might be deemed unreasonable.

Visiting Team Dressing Room Supplies

Southern Conference policies of providing supplies in the visiting team dressing room on the day of the game shall assure that the home institution provides the visiting institution with the following:

- a. Shower (not hand) towels (in numbers as requested by the visiting team);
- b. One three-gallon cooler of water;
- c. Non-permanent markers of various colors and erasers (for grease board);
- d. One sleeve of cups;
- e. Soap.

Pre-Game Practices

The home institution shall provide the visiting institution the following for pre-game workouts on the day of or day prior to the game:

- a. One five-gallon cooler of water;
- b. One five-gallon cooler of ice with bags;
- c. One sleeve of cups;
- d. 12 bench towels.

Visiting Team Sideline

The home institution shall provide the visiting institution the following for its bench during each Southern Conference game:

- a. Chairs in a quantity to accommodate the visiting team's coaches, managers, trainers, and student-athletes (minus its starting five);
- b. One 10-gallon cooler of water;
- c. One 3-gallon cooler of ice with bags;
- d. One biohazard container;
- e. One sleeve of cups;
- f. 12 bench towels.

Visiting Pep Bands, Cheerleaders, Dance Teams, Mascots

Visiting team cheerleaders, pep bands, dance teams and mascots are allowed to travel to away Southern Conference games only on weekends. All visiting team cheerleaders, pep bands, dance teams and mascots (all in uniform) shall be admitted to Southern Conference games at no cost. Visiting cheerleaders, pep bands, dance teams and mascots must notify the host institution as to their intended presence at a particular game at least two weeks in advance. Performances by visiting cheerleaders, pep bands, dance teams and mascots shall be the determination of the host institution. All Southern Conference institutions shall attempt to extend the same courtesies to the visiting institutions' representatives as it does to the host institution.

Pre-Game **Procedures**

Section 1.0

Pre-Game Warm-Ups

The court must be made available for pre-game warm-ups for both teams for the same duration of time. The court should be available for both teams to utilize for warm-ups for a minimum of 60 minutes prior to the scheduled tip-off time. Warm-ups may be conducted for longer than 60 minutes if the court is available. In the case of doubleheaders, the court shall be available for a minimum of 30 minutes. The home institution shall provide at least six balls for both teams to use during warm-ups. The brand and model of ball shall be the same as the designated game ball. Ball persons should be reminded to extend the same courtesies to the visiting team as they do for the home team during warm-ups. Teams shall warm-up at the end of playing court farthest from their team bench for the first half.

Pre-Game Itinerary

The host institution shall provide the visiting head coach with a pre-game itinerary and/or time line upon the visiting team's arrival on site. The pre-game itinerary and/or time line should include warm-up times, introductions, national anthem, and other information.

Pre-Game Meeting

It is recommended that the home game management director visit briefly with the game officials and the visiting head coach prior to the game to answer any questions and to inform them of his or her availability during the game. The game management director should review the pre-game itinerary and/or time line with the game officials and the visiting head coach.

Game Management Pre-Game Check

The host institution is responsible for ensuring that the game clock, shot clocks, team possession arrow, public address systems, scoreboards and instant replay system and replay monitors are in working order prior to each Southern Conference game. The conditions and height of the rims and nets, as well as the security of the goal standard, must be checked prior to tip-off. In addition, the host institution should ensure that the padding around the backboards and on the goal standard stanchions are in good condition and sufficient to protect players. The court and arena configuration should also be checked to ensure that there is adequate room on the sidelines and baselines for the administration of the game.

For games being produced for television, it is especially important to ensure that the cameramen stationed at each basket stanchion are no further forward than parallel to the basket stanchion (thus not blocking its padding and rendering it useless) and should in no case be seated on anything other than a rolling chair (and definitely not on any object that could cause injury to a student-athlete or game officials).

Bench Selection

As per NCAA Rules, the choice of benches is made by the home team's game administration. The team benches shall be located equal distance from the division line extended at each side or the scorers' and timers' table on the sidelines.

Pre-Game Introductions

During pre-game introductions, game officials are not to be introduced at any time. In addition, officials' names should not be printed in game programs or on media flip cards.

Practices and Shootarounds

One month before each Southern Conference game, the home team will confirm an available practice or shootaround time to the visiting team. If there should be changes necessitated by the availability of facilities that is beyond the control of the host institution, revision to the stated times would be acceptable. It is to be understood that times cannot be changed for the mere convenience of the home team. Practice and shootaround times will be confirmed through the use of a standard form administered through the home game management director and the visiting head coaches. Court lighting at practices and shootarounds must be the same as will be used in the game. Host institutions should strive to reduce as much traffic through the venue during a visiting team's practice or shootaround as possible. It is not permissible for the visiting team to unplug or manipulate any video equipment located in the venue of the home team.

Please see the Practice and Shootaround Form in the Appendix section of this manual (Appendix 4.3).

Sidelines and End Lines

The area from the first row of spectator seats to the edge of the playing court on the sidelines and end lines should be restricted, while the game is in progress, to student-athletes and team personnel, credentialed media, television production personnel and camera operators, ball persons, cheer and dance team members in uniform, and arena security personnel in uniform.

These guidelines are intended to reduce disturbing, and potentially dangerous incidents that might occur between persons who need to be in the immediate vicinity of the playing court and those who do not. It is suggested that each school consider the following points when developing a plan regarding security around the playing court:

- a. Allowance of non-credentialed personnel in these areas encourages other persons to also want access to these areas;
- b. Persons near the court are subject to injury at the end of plays when players enter these areas out of control. Conversely, they may be responsible for injury to players and game officials in similar circumstances;
- c. Spectators near the playing court are in a prime position to verbally or physically abuse players and game officials;
- d. Spectators near the playing court are in a prime position to rush onto the court following the game;
- e. It is possible that spectators near the playing court may have vicious intent;
- f. The view of spectators in the first few rows of seats who have paid admission to the game might be restricted if other spectators are allowed near the playing court. In addition, the view from television and team video cameras of players near the sidelines may be hindered;
- g. Spectators should not be permitted to assemble around the edge of the court prior to or at the conclusion of the game.

Due to their close proximity to the playing court, courtside seat holders should be prohibited from touching or verbally engaging with student-athletes or officials at any time during the game and should remain seated at all times while the ball is in play.

Visiting Team Buffer Zone

A buffer section of visiting team seats or empty space must be provided in the area immediately behind the visiting team bench as it may be appropriate for each particular venue. The host institution must provide the visiting institution with 50 complimentary tickets as part of the buffer zone for each Southern Conference game.

Students

The host institution must not permit organized groups of students from sitting directly behind the visiting team bench to harass, intimidate, or otherwise verbally or physically abuse visiting team personnel. Students who are more intent on verbally abusing the opponent rather than cheering for their own team should not be encouraged by Southern Conference administrators.

Officials

Game management directors should make certain that game officials know where they are to enter and leave the playing court before and after the game. Uniformed security should be present with officials at all times to and from their dressing room area and the playing court. At halftime and after the game, uniformed security should meet the officials at the edge of the playing court and escort them to their dressing room area. Security should not enter the officials' actual dressing room. Care should be taken to insure that the officials' post-game path does not leave them vulnerable to objects which may be thrown from the stands or other areas used by the public.

Teams, Coaches

A sufficient amount of security should be present pre-game, during the game, and post-game near the playing court to insure the safety of the coaches and players of both the visiting and home teams. A plan should exist to get both teams and coaches off the court as soon as possible should the need arise. Insuring the safety of the officials, teams and coaches is of utmost importance during the game, and especially immediately after the game has ended. It is recommended that a security officer be stationed in the immediate area of both team benches during the game, and that the area around the team bench areas be restricted to student-athletes, coaches, managers, trainers and ball persons at all times. In addition, home team administrators should have security positioned in other key areas utilized by the competing teams. These areas include, but are not limited to, dressing rooms, runways to the court (pre-game, halftime, post-game), and media interview areas. Access to these areas must be restricted to credentialed and official personnel only.

Signs

Signs of a derogatory nature directed toward an individual opponent, visiting team, or game official(s) are not permitted in Southern Conference arenas. It is the responsibility of the home institution to ensure that such signs are immediately removed.

Debris Thrown On Court

Each Southern Conference institution shall have a “zero tolerance” policy toward fans throwing items onto the playing court. Violators shall be immediately ejected from the arena if identified. In the event debris is thrown on the floor or other incidents interfere with the conduct of the game, the public address announcer should make the following announcement: “Ladies and gentlemen, you must refrain from throwing objects onto the court. It is dangerous and unfair to the participants and could result in a technical foul. Arena security personnel have been instructed to remove from the arena any person who throws any object on the court.”

In-Game **Procedures**

Section 1.0

Length of Periods

Playing time shall consist of four 10-minute periods with a halftime intermission of 15 minutes. The intermission between the first and second periods (first half) and third and fourth periods (second half) shall be 75 seconds in a non-media game. For games using the electronic media timeout format, the intermission between periods shall be 75 seconds or the length of the electronic-media timeout. Extra periods shall be five minutes each in length with a one-minute intermission before each.

Halftimes

All halftimes during Southern Conference games shall be 15 minutes in length. The clock operator will start the halftime clock when the court is clear of players and coaches, or as instructed by the referee or the television liaison. It is recommended that the playing floor be available for an uninterrupted warm-up period of at least five minutes prior to the beginning of second half play.

Timeout Granted and Charged

The following timeout policies shall be utilized in all Southern Conference games:

- a. Team Timeouts
 1. Each team receives three 30-second timeouts and one full timeout (60 seconds).
 2. Teams may use their timeouts at any time during the game.
 3. The full timeout may be used in either the first or second half.
 4. Each team receives one 30-second timeout for each extra period, in addition to any unused second half timeouts.
- b. Electronic-media Timeouts
 1. There is one electronic-media timeout in each period that occurs at the first dead ball at or below the 5-minute mark.
 2. When a team calls a timeout before the electronic-media timeout mark for that period, or calls a timeout which creates the first stoppage in play at or below the mark, the timeout shall be charged to the team and it will become that period's electronic-media timeout.
 3. The first team-called timeout of the second half will become an electronic-media timeout. This timeout does not replace the 5-minute media timeout in the period in which it is called.

4. The first team called timeout in any extra period(s) may become an electronic-media timeout if stipulated in the conference media agreement.

Team Timeout Responsibilities

If teams put chairs on the court for media and 60 second timeouts, those teams must have the court cleared and ready for play immediately after the second horn. Failure to have the court ready for play after the final horn to end any timeout will result in a delay of game warning. If the team repeats this same type of delay, then the team will be assessed a technical foul. During timeouts in which a team either stands or sits on the playing floor instead of the team bench area, team managers shall also have the responsibility to wipe any moisture off the playing court at the conclusion of the timeout.

Pep Band Regulations

Pep bands or amplified music are allowed to play during any dead ball situation. Bands are prohibited from playing during live ball situations. The shooting of a free throw is considering a live ball situation and thus the band should not play (this rule now covers all NCAA regular season play). It is required that the home team pep band not be located behind or beside the visiting team's bench (i.e., not in the same quadrant of the arena as the team bench). Under no circumstances should pep band members chant profanities as a result of an official's call or taunt the opposing team. The pep band should also show good sportsmanship in the selection of music. In particular, music that may be considered to reflect negatively on game officials should be suppressed.

Cheerleader Regulations

Cheerleaders should be encouraged to help maintain good sportsmanship among students and others in attendance. The head cheerleader should be ready at all times to instigate the most popular cheer in case an unpleasant situation should occur. Cheerleaders shall adhere to the policies of the American Association of Cheerleading Coaches and Administrators (AACCA) at all times. Cheerleader megaphones may never be turned toward the playing court or banged on the floor while a game is in progress. Amplified microphones are prohibited. It is recommended that cheerleaders be located at the same end of the playing floor as their respective team bench. Under no circumstances should cheerleaders chant profanities as a result of an official's call or taunt the opposing team. Cheerleaders and mascots are permitted onto the playing floor only during media timeouts, full timeouts, or intermission. The floor must be cleared immediately when the first horn sounds.

Dance Teams and Mascots

Regulations as they apply to cheerleaders also apply to dance teams and mascots. Entertainment or promotional acts during timeouts should not involve or interfere with game officials.

Motorized Vehicles, Explosive Devices and Live Mascots

The home Athletics Director shall decide the policy regarding the use of explosive devices (cannons, rifles, rocket launchers, etc.) live mascots (dogs, birds, etc.) and motorized vehicles in their facility. Visiting Athletics Directors need to request permission for use of these kinds of items at least two weeks in advance, and approval or disapproval of the request must be given immediately by the home Athletics Director.

Crowd Control

Section 1.0

Artificial Noisemakers

Per NCAA Rules, the playing of musical instruments and/or amplified music, and the use of artificial noisemakers (air horns, bells, whistles, clappers, thunder sticks, etc.) is permitted during any dead ball situation. The use of artificial noisemakers is only permitted during timeouts or intermission. The only exceptions to this policy are megaphones and amplifiers that are part of the official home or visiting pep band or cheerleaders. ***Please note that an artificial noisemaker is defined as being any object which is designed to amplify sound or manufacture noise by contact with another object.*** Nothing prohibits schools from distributing or selling such items to fans, however, if they do so and those fans with the items choose to use them as artificial noisemakers, their team could be charged with an indirect technical foul.

Crowd Control

The home Athletics Director (or their designee) shall serve as the game management director for all Southern Conference games. The home Athletics Director or game management designee has the direct responsibility for crowd control as outlined in the Southern Conference Sportsmanship Code Regulations. It is strongly encouraged by the Conference office that a designated game management director be present throughout the contest.

Southern Conference Code of Spectator Conduct

The Southern Conference “Code of Spectator Conduct” should be strictly enforced at all Southern Conference games. Posters encouraging spectators and participants to observe good sportsmanship shall be shipped to each institution prior to the start of the season. These posters should be displayed in spectator “high traffic” areas at each arena.

Public Address Announcer

Only the designed public address announcer may use a microphone during a Southern Conference game. The public address announcer is responsible for whatever is said over the public address system. ***It is recommended that the public address announcer be professional, courteous, non-controversial and refrain from “cheering”. The primary function of the announcer is to give specific information to the fans, not to incite them by unnecessary inflection of voice beyond the pre-game introductions of the home team. The public address system may not orchestrate music, cheers, clapping and/or any other noise while the ball is in play, during a free throw, or during a dead ball situation when there is not a timeout.***

Sportsmanship Announcements

A sportsmanship announcement should be read prior to each game and as necessary during the course of competition. The public address announcer should read the following:

“The Southern Conference and its member institutions are committed to principles of good sportsmanship. We believe that all student-athletes, coaches and spectators should strive to represent the very best spirit and tradition of college athletics. We request your cooperation by supporting the participants and officials in a positive manner at all times. Those in attendance should report any act that goes against this policy to game management or security personnel immediately. Thank you.”

Additionally, an announcement should be made informing spectators of the proper procedure to register complaints or concerns they may have regarding the behavior of other spectators. The host institution is responsible for addressing any such reported concerns in a timely manner.

Duties of Coaches and Support Personnel

Head and assistant coaches are charged with a responsibility that reaches beyond the game. Their behavior directly affects the conduct of other bench personnel, players and spectators. Therefore, all head and assistant coaches and support personnel are to conduct themselves in such a manner during a game as to ensure or promote good crowd control. Head coaches also are responsible for the conduct of their student-athletes and other staff members, including assistant coaches. Coaches must follow Southern Conference Sportsmanship Code Regulations at all times.

Video Boards/Matrix Boards

The use of video boards or matrix boards for any audible “cheerleading” or musical purpose is prohibited during live ball situations. A live ball situation is defined as any time while the game is in progress except for timeouts and intermission. Video board replays will be permitted for all plays during Southern Conference games. ***For plays which involve an official’s decision or a judgment call, only one replay should be shown and it must be shown in real time. All other plays may have multiple replays.***

Visiting Team Sportsmanship

At no time may a visiting team engage in any type of animated huddle, dance, or other similar activity at center court or on any home team insignia.

Required Presence

The host institution shall be required to have an ambulance and/or EMS medical personnel and a medical doctor available on call or at the site of each Southern Conference game beginning at tip-off and concluding through the duration of the contest.

Modalities

It is recommended that the following modalities be available at the site of each Southern Conference game:

- a. Splints;
- b. Backboard;
- c. Stretcher.

Access for Medical Personnel

The safety and treatment of any injury on the playing court or adjacent areas is most important. All involved in the medical care of the participants should feel free to move around the arena as necessary. Also, those responsible for medical care may enter the playing court without recognition when there is an injury to a participant for which they are responsible and they think needs immediate attention.

Blood Rule Procedures

NCAA rules specify that an official shall stop the game at the earliest possible time when a player incurs a wound that caused bleeding or has blood on his body caused by blood from another player's wound. The officials will allow for 20 seconds to remedy the situation before instructing the player to leave the game. A player with blood on his uniform shall have the uniform evaluated by medical personnel. When medical personnel determine that the blood has not saturated the uniform, the player may immediately resume play without leaving the game as long as the situation can be remedied within 20 seconds. When medical personnel determine that the blood has saturated the uniform, the affected part of the uniform shall be changed before the player shall be permitted to return. Medical personnel for this purpose shall be the team doctor and certified athletic trainer. NCAA guidelines give the sole authority to those personnel when determining if a player may return.

Tickets/ **Credentials**

Section 1.0

Visiting Team Complimentary Tickets

The home institution shall provide the visiting institution with 50 complimentary tickets for each Southern Conference game. In accordance with Southern Conference Sportsmanship Code Regulations, these tickets should be located in an area immediately behind the visiting team bench.

Complimentary Admissions and Tickets for Student-Athletes

NCAA Rules allow an institution, **during the regular season**, to provide four complimentary admissions per home or away contest to a student-athlete in the sport in which the individual participates (either practices or competes), regardless of whether the individual competes in the contest. An institution may provide a student-athlete who is not an NCAA qualifier with complimentary admissions for home contests only. A student-athlete may not receive payment from any source for their complimentary admissions and may not exchange or assign them for any item of value.

Complimentary ticket admissions for student-athletes shall be provided only through a pass list for individuals designated by the student-athlete. “Hard tickets” should not be issued. The individual utilizing the complimentary admissions must present identification to the person supervising the use of the pass list at the admission gate. The individual then shall be provided a ticket stub or other identification of a specified reserved seat, directed to a specific reserved-seating section or seating area, or treated as a general admission ticket holder.

NCAA Bylaw 16.2 governs complimentary admissions and ticket benefits for student-athletes. Any questions regarding this Bylaw should be directed to Doug King, Southern Conference Associate Commissioner for Compliance.

Visiting Athletics Director Credentials and Parking Passes

It is recommended that the home institution send the visiting Athletics Director an all-access credential and parking pass in advance for all Southern Conference games.

Video Exchange

Policies

Section 1.0

Visiting Team Video Agreement

At the conclusion of each Southern Conference game, the home team is required to provide the visiting team with a DVD copy of the game prior the visiting team leaving the site. If there is a problem with the copy, or the home team cannot duplicate DVDs, then the visiting team will be provided with the original DVD, shall copy it, and then shall return it.

Video Exchange Policies

Southern Conference institutions shall participate in an “open” film exchange with all other conference members during the regular season. All games shall be exchanged via the conference’s internet video exchange system (Synergy Sports Technology). For conference and non-conference home games game files should be uploaded by the home team within four hours of the completion of the game. For non-conference games played on the road, game films must be uploaded within 24 hours after returning to campus.

Video Standards

The following standards shall be adhered to by all institutions when filming games involving Southern Conference institutions:

- a. Game files must be uploaded in a DVD-R format;
- b. The entire game should be filmed, including dead ball situations;
- c. All films will have audio and should run continuously through dead ball situations;
- d. Films can be stopped during timeouts but must be restarted after the first horn sounds;
- e. The scoreboard should be shown at all timeouts and prior to all first free throw attempts;
- f. The video uploaded to the exchange system should be done from a high, center perspective, with all 10 players in view;
- g. All game action must be uploaded, including foul shots and out of bounds plays.

Scouting Information/Video Exchange With Non-Conference Schools

Southern Conference teams are prohibited from sharing scouting information on other Southern Conference teams with non-conference schools. Game videos of conference members from previous years not uploaded to the Synergy system shall not be sent to non-conference schools. Dissemination of video of intra-conference games during the current season is permitted, as every game uploaded to the Synergy system is available to any Synergy customer.

Assignment/Attire

Host institutions shall provide ball persons for each Southern Conference game. A minimum of one ball person, and a maximum of three ball persons, should be located on each end of the playing court. All ball persons should be at least 10 years of age. Ball persons should be easily identifiable to officials working the game through the use of common attire. Ball persons should wear t-shirts, shorts and/or sweat pants, and tennis shoes. It is recommended that ball person t-shirts be of the same style or color (t-shirts bearing the logo of the host institution, t-shirts with host institution sponsor logos, etc.). Upon request, the Southern Conference will also provide bright red t-shirts with the Southern Conference logo on the front for use by each school's ball persons.

Ball Person Instructions

The following are suggestions for ball persons during Southern Conference games:

- a. Ball persons should arrive at the arena one hour prior to game time in order to assist with pre-game warm-ups. Ball persons are expected to extend the same courtesies to the visiting team during warm-ups as they do for the home team;
- b. During the game, the primary job of a ball person is to retrieve any loose basketballs that bounce into the stands or away from the court. If a fan does not give up the basketball, the ball person should not try to take the ball from them but should instead allow security of game management to take care of the situation;
- c. Ball persons should also be provided with towels or mops during the game in order to wipe up wet spots, or to assist officials and student-athletes as necessary;
- d. When a ball person enters the playing court to wipe up a wet spot, he or she should wait to do so when the action goes to the other end of the court or when there is a dead ball situation. The spot should be wiped up quickly while also paying attention to the action on the other end of the court if the ball is still live. If play begins to come back up the court, the ball person should pick up the towel or mop and quickly sprint off the court;
- e. When wiping up a wet spot with a towel, a ball person should always squat or drop onto their hands and knees and do so. A ball person should never try to wipe up a spot by moving a towel around with their foot as they may not be able to quickly retrieve the towel and leave the court if the action is live and begins to come back up the court;
- f. Ball persons should not shoot baskets during timeouts or halftime;
- g. Ball persons should not engage in cheering or conversation with student-athletes from either team;

- h. A ball person should never touch any blood. If a ball person spots blood on the court, he or she should alert the game officials, who will then make sure that the blood is cleaned up properly.**

Scorer's Table

Personnel

Section 1.0

Game Administration

Game administration shall make available an individual at each basket with a device capable of untangling the net when necessary. The individual must ensure that play has clearly moved away from the affected basket before going onto the playing court.

Scorer

It is strongly recommended that the scorer be present at the table with **no less than 15 minutes** remaining on the pregame clock.

1. Record the names and uniform numbers of squad members who may participate, starting five players, and the names of all substitutes who enter the game. It is recommended that squad members' names be recorded in the scorebook in numerical order.
2. Record the field goals made and the free throws made and missed, and keep a running summary of the points scored.
3. Record the personal and technical fouls assessed to each player and the technical fouls assessed to a coach, team member, bench personnel or follower.
4. Notify an official immediately when a player has committed her fifth foul.
5. Notify an official immediately when a second technical foul is charged to a coach, squad member or any bench personnel.
6. Notify an official immediately when a head coach receives a combination of one direct technical foul and two indirect technical fouls or three indirect technical fouls.
7. Record in the scorebook any ejection for fighting, warnings for delay per Rule 4-11.1.d-g and any resumption of play warning per Rule 4-32.2.
8. Record the timeouts charged to each team and notify an official when a team takes its final allowable charged timeout.
9. Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.
10. Signal the nearest official in each period when a player commits a common foul (except a player-control or team-control foul), beginning with the team's fifth foul, including any combination of personal fouls and all technical fouls.
11. The official scorebook shall remain at the scorers' table throughout the game, including all intermissions.

12. Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When no error can be found, the referee shall accept the record of the official scorebook, unless the referee has knowledge that permits another decision. When the discrepancy is in the score and the error is not resolved, the referee shall accept the progressive team totals of the official scorebook.
13. Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players.
14. When necessary, signal the officials with a sounding device unlike that used by the referee and umpire(s). This sounding device may be used immediately when the ball is dead or is in control of the offending team.
15. When a correctable error is called to the official scorer's attention while the game clock is running, the official timer shall not use the game-clock horn until the ball has become dead.
16. Correct a scoring or bookkeeping mistake any time before the referee approves the final score. Note: It is recommended that only the person at the scorers' table permitted to wear a black-and-white-striped garment be the official scorer.
17. Record the time on the game clock when the official signals that an instant replay review for a correctable error is required under Rule 11-2.1.b.1.

Signals

1. For a team's fifth foul, the scorer will display two fingers and verbally state the team is in the bonus. The public address announcer is not to announce the number of team fouls beyond the fifth team foul
2. In a game with replay equipment, record the time on the game clock when the official signals for reviewing a two- or three-point goal.
3. For a disqualified player, the scorer will inform the officials as soon as possible by displaying five fingers with an open hand and verbally state that this is the fifth foul on the number of the disqualified player.

New Rules

1. During two- or three-shot free throw situations, substitutes are permitted before the first attempt or when the last attempt is successful.
2. A replaced player may reenter the game before the game clock has properly started and stopped when the opposing team has committed a foul or violation.

Game Clock Timer

TIMER must:

1. Confirm with the officials that the game clock is operating properly, which includes displaying tenths-of-a-second under one minute, the horn is operating, and the red/LED lights are functioning. These tests are to be performed before arriving at the pregame meeting with the officials. If these tests have not been conducted prior to the meeting, they are to be done immediately following the meeting.
2. Not sound the horn at the media-timeout mark unless the officials fail to recognize the media-timeout window.
3. Not to sound the horn for a disqualified player until the reporting official notifies the timer to start the clock for the disqualified player.
4. Have a digital stopwatch available (may **not** be a cell phone) to time the length of timeouts, the intermission following the first and third periods, any injury/blood, or displaced lens situation. The game clock may not be used to track time during any of these situations.
5. Notify the official of any timing mistake or malfunction of the timing device.

START the clock when an official signals that an inbound player touches the ball during:

1. The jump ball.
2. Any throw-in after the ball has been released by the thrower-in.
3. An unsuccessful free throw that will remain live.

STOP the game clock when:

1. An official's whistle sounds.
2. A goal is successful (clears the bottom of the net) in the last 59.9 seconds of the fourth and all extra periods.

SOUND A WARNING HORN 15 seconds before time expires for:

1. The 20-second time limit to remedy a blood or lost/displaced contact lens situation or to replace an injured player.
2. The 15-second time limit to replace a disqualified player.
3. Intermission.
4. Any timeout.

SOUND A FINAL HORN when time expires for:

1. The 20-second time limit to remedy a blood or lost/displaced contact lens situation or to replace an injured player.
2. The 15-second time limit to replace a disqualified player.
3. Intermission.
4. Any timeout.

For more information on duties of the timer, see Rule 2-10. When the Precision Timing System is used, the timer is still required to start and stop the game clock by rule.

Alternating-Possession Arrow

SET arrow to start the game or any extra period when:

1. A team obtains the initial possession/control of the ball.
2. After a violation or non-personal foul, the ball is placed at the disposal of the thrower-in.
3. After a personal foul, the ball is placed at the disposal of the thrower-in or free throw shooter.

SWITCH arrow when:

1. A throw-in ends (an inbounds player legally touches the ball on throw-in).
2. The throw-in team violates (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:

1. A team fouls on an alternating-possession throw-in.
2. Ball is intentionally kicked or fisted during an alternating-possession throw-in.

For more information on the alternating possession procedure, see Rules 6-3 and 6-4.

Shot Clock Operator

SHOT-CLOCK OPERATOR must:

1. Confirm that the shot clocks are operating properly, which includes the horn sounding at zero and the red lights connected to the game clock do **NOT** engage at zero on the shot clock. This test is to be performed before arriving at the pregame meeting with the officials. If these tests have not been conducted prior to the meeting, they are to be done immediately following the meeting.

START shot clock when:

1. A team gains possession on a:
 - a. Rebound.
 - b. Jump ball.
 - c. Loose ball after a rebound or jump ball.
2. An official signals that an inbounds player legally touches the ball on a throw-in.

STOP shot clock when an official's whistle sounds.

FULL RESET to 30 seconds when:

1. There is a change of possession with a new team in control.
2. There is a single personal foul charged to the offense and, when charged to the defense, the foul was committed in the offensive team's backcourt.
3. There is a single player/substitute or bench technical, administrative technical assessed to the defensive team, intentional, or disqualifying foul.
4. Opponents commit fouls which stop play and one foul is intentional or disqualifying.

5. There is an administrative technical foul assessed to the defensive team.
6. A try/shot (not a pass) hits the rim or flange and a player on the non-shooting team is first to control the ball anywhere inbounds or a player of the shooting team is first to gain control the ball in their backcourt.
7. There is a violation by the offense or when there is no team control.
8. There is an inadvertent whistle with no team control (not during an unsuccessful shot)
9. When free throws are to be attempted, reset to 30 prior to the first attempt.
10. When a shot hits the ring or flange and is unsuccessful, the shot clock shall be held at 30 seconds until team control is established. When the shooting team is first to control the ball, the shot clock shall be reset to 20 seconds.

RESET to 20 seconds when:

1. There is an intentionally kicked or fisted ball by the defense with 19 seconds or less on the shot clock.
2. The defensive team commits a single personal foul in the offensive team's frontcourt with 19 seconds or less on the shot clock.
3. A try/shot (not a pass) hits the rim or flange and a player of the shooting team is first to gain control of the ball in their frontcourt.

NO RESET when:

1. The offense retains possession after the following:
 - a. A held ball.
 - b. An out-of-bounds violation.
2. There is an intentionally kicked or fisted ball with 20 seconds or more on the shot clock.
3. The defensive team commits a single personal foul in the offensive team's frontcourt with 20 seconds or more on the shot clock.
4. There is an injured player.
5. There is a timeout.
6. A double foul occurs, or opponents commit fouls of equal gravity.
7. There is an administrative technical foul on the offensive team.
8. There is an inadvertent whistle with team control.

ALLOW shot clock to run:

1. During loose-ball situations.
2. During a try for goal which does not strike the ring or flange.

TURN OFF the shot-clock display when there is a reset situation and there is less than the time in a shot-clock period remaining on the game clock; however, situations may arise when a shot clock which is not currently displaying anytime may be set to 20 seconds.

For more information on duties of the shot clock operator, see Rule 2-11

Media Timeout (See Rule 5-14.10 for timeout rules)

1. Media timeouts are permitted in any game.
2. The length of a media timeout is determined by the host institution/conference or the electronic-media agreement between the host institution/conference and their media partner.
3. The media-timeout format includes one scheduled media timeout at or below the 5-minute mark in each period.
4. A team-called timeout called before the 5-minute mark or anytime at or under the mark when there has been no other whistle, will become the media timeout in that period.
5. The first team-called timeout of the second half will become the electronic-media timeout. This does not replace the 5-minute media timeout in that period.
6. The official will give the media timeout signal regardless of what kind of timeout is being requested. Following the media timeout signal, the official will then report to the scorer whether the timeout is charged as a 30- or full timeout depending on what the coach requested. Teams are charged with what they request even when that timeout becomes a media timeout.
7. The intermission between the first and second periods and between the third and fourth periods may be used as an electronic-media timeout (per the media agreement).

Example 1:

1st Period:	2nd Period:
<input type="checkbox"/> 6:30- team calls a TO <input type="checkbox"/> Becomes the 5-min. media timeout	<input type="checkbox"/> 4:30- team calls timeout creating first stoppage at or under 5-min. <input type="checkbox"/> Becomes the 5-min. media timeout
<input type="checkbox"/> 4:55- whistle occurs <input type="checkbox"/> Not a media timeout	

Example 2:

3rd Period:	4th Period:
<input type="checkbox"/> 6:30- team calls a timeout (first team-called timeout in second half) <input type="checkbox"/> Becomes a media timeout as it is the first team-called timeout of the second half	<input type="checkbox"/> 7:30- team calls timeout (first team-called timeout in 4th period) <input type="checkbox"/> Becomes the 5-min. media timeout
<input type="checkbox"/> 4:55- whistle occurs <input type="checkbox"/> Becomes the 5-min. media timeout	<input type="checkbox"/> 4:55- whistle occurs causing the first clock stoppage at or under 5:00 mark <input type="checkbox"/> Play continues; no media timeout

Example 3:

3rd Period:	4th Period:
<input type="checkbox"/> 8:00- team calls a timeout (first team-called timeout in second half) <input type="checkbox"/> Becomes a media timeout as it is the first team-called timeout of the second half	<input type="checkbox"/> 7:30- team calls a timeout (first team-called timeout in 4th period) <input type="checkbox"/> Becomes the 5-min. media timeout
<input type="checkbox"/> 6:30- team calls a timeout <input type="checkbox"/> Becomes the 5-min. media timeout	<input type="checkbox"/> 4:55- whistle occurs causing the first clock stoppage at or under 5:00 <input type="checkbox"/> Play continues; no media timeout
<input type="checkbox"/> 4:55- whistle occurs causing first clock stoppage at or under 5:00 mark <input type="checkbox"/> Play continues; no media timeout	

Timeout Coordinator

For all games involving a live television broadcast, the host institution is responsible for providing a timeout coordinator if asked to do so by the broadcasting network or the conference office. A liaison may also be required for games that will be shown on delayed broadcast. This person's job is to serve as a link between the officiating crew and the television producer, notifying the officials when it is acceptable to resume play following timeout situations. The liaison should be at least 18 years of age and have the ability to stay focused for the entire game. A strong knowledge of basketball is ideal, but not required. The timeout coordinator/television liaison should wear appropriate dress for the game. It is important to remember that the television liaison will be located at the scorer's table for the entire game in full view of the fans and he or she should dress accordingly.

Public Address Announcer

Southern Conference institutions are required to provide a public address announcer for all games for the purpose of pre-game introductions and to inform spectators of happenings during the game. The public address announcer should be courteous, non-controversial and should refrain from "cheering". The primary function of the public address announcer is to give specific information to the fans, not to incite them by unnecessary inflection of voice beyond the pre-game introduction of the home team. The host sports information director should be certain that the public address announcer receives specific pronunciations (both for the home and visiting team), a cue for the national anthem and starting lineups, and instructions regarding the media timeout sequence. Only the designated public address announcer may use a microphone during a Southern Conference game.

Scoreboard Operator

Southern Conference institutions are required to provide a scoreboard operator for all games. At a minimum, each institution's scoreboard should show the score and number of fouls for each team. It is acceptable for the timer to also serve as the scoreboard operator.

Postponements

Section 1.0

Game Postponements

The only reason a game should be postponed is for travel conditions that affect the safety of the involved teams and/or officials, national emergencies as declared by the Department of Homeland Security, and public health conditions that prevent the gathering of necessary game personnel. Inconvenient travel that alters normal pre-game routines or poor expected attendance is not an acceptable reason to postpone a game. If both teams and at least two officials can get to the site, the game should be played.

Postponement Procedures

In those instances where conditions necessitate the postponement of a game, the following procedures should be followed:

- a. The decision to postpone a game shall be a mutual decision between the two competing athletics directors and should be based only on safety factors. The decision should be withheld as long as possible to try to play the game at its regularly scheduled time. Visiting teams are expected to make every effort to travel to the site in order to play the game;
- b. Any decision to postpone the game must include consultation with the Southern Conference office and a mutually agreed upon reschedule date and start time;
- c. The Southern Conference Women's Basketball Coordinator of Officials (Debbie Williamson and Associate Coordinator, Judy Stroud) must be notified immediately of both the postponement and reschedule;
- d. As long as at least two officials can reach the game site, the game will be played. Not having a full crew of three officials will not be a reason for postponing a game. Officials able to work the game do not have to be the ones originally assigned;
- e. Flexibility may be exercised for a reasonable delay in starting time for team arrival, officials, or game personnel delayed by weather;
- f. It is understood that inclement weather may alter game operations and preparations and may result in a less desirable, but clearly playable, situation. In this situation, the game should be played.

Game Disruptions

If either competing team is made aware that a game might be delayed or disrupted, it is important that the conference office be advised promptly. Whenever there is notice that the traffic around the venue may be adversely affected (fire, accidents, construction, other), the traveling team's Director of Operations should be appropriately advised so that the visiting team maybe adjust its travel plans.

If a game is disrupted prior to or during the game (student protest, potential threat, etc.) it is the home team's event management staff and security's responsibility to assess the situation and act accordingly. Should safety be an issue for the competing teams and/or officials, the home team should ensure proper escort of the competing teams and officials to the dressing rooms or other safe havens. Event management should then restore the competition venue for game resumption in a timely manner. The home team's event management should exercise appropriate efforts to avoid further disruptions of play, including but not limited to, clearing the building of all spectators.

If the game officials determine that one of the competing teams is responsible for the disruption of play or if a team delays the start of a game, by rule, the game officials should assess an administrative technical foul on the offending team after waiting the required one minute for the teams to be ready to play. If both teams do not present themselves to play, administrative technical fouls may be called on both teams, and the penalties are not off-setting.

In situations when the game interruption or delayed start is caused by other factors, including actions by the general public, it is NOT mandatory for an administrative technical foul to be called as interruption may be beyond the control of the competing teams. For an interruption of play, the game officials should resume play as expeditiously as is appropriate. If the disruption or delay is of such length that the teams require warm-up before resuming play, the game officials should permit warm-ups after collaborating with the two head coaches and mutually agreeing upon a length of time. In the event of disagreement, game officials will make final determination on the duration of warm-up time.

SECTION 2.0: GAME OFFICIALS



Pre-Game **& Dressing Room**

Section 2.0

Arrival

Officials are required to arrive at the arena for their pre-game conference approximately one and a half hours prior to tip-off. An individual from the host school should be assigned to meet the game officials upon their arrival and direct them to their dressing room.

Dressing Rooms

Host institutions should provide officials with dressing room facilities with showers and toilets for all Southern Conference games. The dressing room should be a private area. No individual should have access to the officials' dressing room with the exception of the game management director and the Coordinator of Officials. It is important to avoid numerous interruptions in the officials' dressing room. Only one dressing room is required to be provided, regardless of the gender of the officials, however, in the case of a mixed gender crew, efforts should be made to provide separate dressing and showering facilities. The area should be set at least two hours prior to tip-off and include the following:

- a. An ample supply of water and/or isotonics before the game, at halftime, and after the game;
- b. Three chairs;
- c. Lockers to secure clothes and valuables;
- d. An ample supply of towels (2 per official);
- e. A light snack (fruit and sandwich) will be welcomed by officials but not required;
- f. Access to private shower facilities in the dressing area with soap and hot and cold water.

Game Management Responsibilities with Officials

The game management director should meet with the officiating crew upon their arrival on site to introduce themselves and to inform them of his or her availability during the game. The game management director should provide the officials with a pre-game itinerary and/or time line upon their arrival on site, or have the pre-game itinerary and/or time line posted in the officials' dressing room a minimum of two hours prior to tip-off. As a courtesy, game management should assist the officials prior to the start of the game by taking their jackets to the officials' dressing room, and should also notify the officials as soon as either team is preparing to return to the court after halftime.

Meeting with Game Personnel

The official scorer, shot clock operator, timer, public address announcer, video replay technician and television liaison (if applicable) must meet in the official's dressing room 45 minutes prior to the start of the game for a meeting conducted by the referee.

Assignments **& Payment**

Section 2.0

Employment/Assignments

All officials are considered “Independent Contractors” for the purposes of employment.

Game Assignments

Three-man officiating crews shall be assigned for all Southern Conference games. All officials shall be assigned by Debbie Williamson, Southern Conference Coordinator of Women’s Basketball Officials and Judy Stroud, Associate Coordinator of Women’s Basketball Officials.

Payment

Payment of officials shall occur through the use of the OfficialHub system. This system shall utilize direct deposit to pay officials and will manage W-9 collection and issue 1099 forms as necessary. Institutions will be invoiced by the conference office prior to the season for all expected officials’ costs. At the end of the year, the institution shall receive a rebate or invoice for all costs either below or above the expected costs. There should be no items or gifts provided to the officials on site (i.e., t-shirts, bags, etc.). For all Southern Conference games, officials will be paid a flat fee commiserate with their fee level. Fee level for each official shall be based on experience and consideration of merit by the Coordinator of Officials. Officials shall be paid a pre-determined flat fee per official for exhibitions and scrimmages versus outside competition.

Officiating Website

Information on crews for all Southern Conference games will be available on the league’s officiating web site – www.OfficialHub.net. Coaching staffs and game day administrators are encouraged to check this site frequently for changes and important notices.

Coordinator Credentials

The Coordinator of Officials Debbie Williamson or Associate Coordinator of Officials, Judy Stroud, and an observer will be present at many Southern Conference games and selected non-conference games. The Coordinator and the observer will need a seat on press row and access to the officials’ dressing room. The Coordinator is responsible for contacting each institution to obtain proper credentials.

Officials' General Procedures

Section 2.0

Emergency Provisions

Each institution is responsible for maintaining a list of local Division I officials to be used in the event that an emergency delays or prevents a scheduled official from working a game. If the host administrator is unable to reach the Coordinator of Officials about replacing an official, he or she should then contact a local Division I official. The following procedures should be followed when one or more officials are not present at game time:

- a. No game shall start with only one official present.
- b. If two officials are present, the game may start.
- c. If the third official arrives prior to the start of the second period, that official shall enter the game during a dead ball situation.
- d. If she/he arrives after the second period has started, that official shall join the crew for the second half (unless permission to enter the game during the second period is granted by the Coordinator).
- e. The game will be finished with two officials if the third official is not ready to work when the third period starts.

Game Tickets for Officials

It is permissible for host institutions to provide complimentary game tickets for officials. Schools are not required to provide complimentary tickets, however, and may elect to charge officials for ticket requests. Officials should request game tickets through the institution's game management director and/or other athletic administrators. Game officials should not contact coaching staff members to request game tickets under any circumstances.

Post-Game Video Policy

The following is the procedure for officials to obtain post-game video:

- a. Officials are required to provide the replay technician with an iPad, thumb drive, or external storage device. iPads must not have a password or the official must provide the replay technician with the password;
- b. All devices must include the appropriate computer connection cords and enough space for the game video;
- c. The replay technician or game manager will come to the officials' dressing room to pick up the storage devices as soon as the game ends;
- d. The replay technician or game manager will return the devices to the dressing room as soon as the video is loaded and prior to the officials departing the dressing room;

- e. **All Southern Conference games will also be available for officials to review and download through the XOS Review web site and through Synergy Sports Technology.**

SECTION 3.0: BROADCAST POLICIES



Tier I Rights

The conference office has the right to select any game hosted by a member institution for a national or regional broadcast. The contest may be produced by a broadcast network, the conference office or a conference institution. An example of this might be a contest selected for broadcast on a linear ESPN platform, such as ESPN2 or ESPNU, or a regional sports network. Selection of production arrangements and broadcast talent shall be coordinated by the conference office and the broadcasting network. It is understood that the conference may seek assistance from host institutions in regards to fulfilling full production responsibilities and/or certain crew positions (timeout coordinator, stats, grips, etc.).

Tier II Rights

The conference office has the right to authorize member institutions to produce a required number of broadcasts in order to satisfy agreements entered into by the conference office on behalf of its membership. An example of this would be contests produced by member institutions to satisfy the conference's agreement with ESPN3 or ESPN+. Selection of broadcast talent shall be coordinated by the member institutions.

Tier III Rights

After Tiers I and II have been satisfied on behalf of the conference, the member institutions have the right to produce broadcasts – or arrange for production by a third party – for commercial TV stations within the six-state conference footprint (Virginia, North Carolina, South Carolina, Tennessee, Georgia, Alabama). Additionally, member institutions have the right to broadcast contests for the SoCon Digital Network or the conference's multimedia partner – ESPN. An example of the latter would be a production for ESPN above and beyond the required number established by the conference. By contract, digital streaming of Southern Conference home contests is only permitted on an ESPN platform or the SoCon Digital Network.

Institutional Radio

Southern Conference institutions shall be permitted to produce radio broadcasts of any contest involving their school regardless of the selection of a particular game for any conference package.

Radio Rights

The radio rights for all Southern Conference games reside with the member institutions of the league and its rights holders. The Southern Conference may not negotiate a conference radio package that excludes the rights of its member institutions to produce radio broadcasts of games in which they are participating.

Reciprocal Phone Line Agreement

All Southern Conference institutions shall provide visiting Southern Conference members with the free use of phone lines as necessary for radio broadcast on a reciprocal basis. One regular phone line is required, although it is preferred to have two regular phone lines available.

Location of Visiting Radio

The host institution should provide a space for the visiting radio network on its press row, unless its arena has a separate radio broadcast area. The visiting team should be provided with a similar broadcast location as the home team.

Headset for Officials

During televised games, for use with the conference's instant replay system, the production crew shall provide a headset with direct connection to the producer.

Production

Host institutions will provide full broadcast production and personnel for all games involving broadcast on ESPN3 and ESPN+. For any Tier I game utilizing institutional production capabilities, the host institution is responsible for meeting the basic production standards and expectations as outlined by each respective network.

Transmission

Transmission for each broadcast on ESPN3 or ESPN+ shall be via an ESPN approved IP encoder device. The host institution is responsible for ensuring the installation and connectivity of the encoder device and for the testing of the device prior to the game broadcast. For Tier I games, the conference office will coordinate with the host institution regarding transmission format, details and host responsibilities.

Transmission Fees

The host institution shall be responsible for transmission fees for games broadcast on ESPN3 and ESPN+. For Tier I games, the conference office or the broadcasting network shall be responsible for the payment of transmission fees.

Talent

The host institution is responsible for securing a play by play and color analyst for all games broadcast on ESPN3 and ESPN+, subject to the approval of ESPN and the conference office. For Tier I games, the selection of the play by play and color analyst shall be the responsibility of the conference office or the broadcasting network.

Talent Fees

The host institution shall be responsible for payment for talent associated with the broadcast of games on ESPN3 and ESPN+. For other Tier I games, the conference office or the broadcasting network shall be responsible for the payment of talent fees.

SECTION 4.0: APPENDICES



Game Management

The purpose of having sound game management procedures in place is to insure the competition, safety and enjoyment of a SoCon athletic event for all participants and spectators alike.

All home SoCon contests must have an administrator from the host institution present at the start of the contest. If possible, the administrator should remain throughout the contest, monitoring all game management issues. Should the administrator be called away from the site by other responsibilities, he/she must remain available via phone if circumstances warrant consultation.

The host institution is responsible for providing a proper and appropriate level of security for all SoCon contests. All on-site administrators should have immediate access to a phone in the event of a crowd control or medical emergency requiring additional assistance.

The primary game management administrator must introduce himself/herself to the opposing team's head coach and game officials prior to the start of the contest to let those parties know they are available to assist with any crowd control or game management issues.

The host institution is responsible for giving the visiting team the same fair chance to compete that the host wants when it becomes a visitor. This includes insuring the security of the visiting team bench area and dressing room.

The host institution is ultimately responsible for controlling the behavior of its support groups and spectators. Incidents of physical abuse, repeated verbal abuse, throwing items at opposing teams or onto the playing field or court must not be tolerated. The host institution's security force should eject those committing these violations.

The SoCon's sportsmanship announcement should be read twice per contest - at the beginning of the contest and midway through the contest. Additionally, an announcement should be made informing spectators of the proper procedure to register complaints or concerns they may have regarding the behavior of other spectators. The host institution is responsible for addressing any such reported concerns in an appropriate and timely manner.

The host institution is responsible for providing adequate security for all participants and game officials entering and leaving the area of play. Both team and officials' dressing rooms should be private and secure.

The host institution must not permit organized groups of students from sitting directly behind the visiting team bench to harass, intimidate or otherwise verbally or physically abuse visiting team personnel. Students who are more intent on verbally abusing the opponents rather than cheering for their own team should not be encouraged by SoCon administrations.

Coaches and administrators critical of game management practices at another member institution must have the courtesy and fortitude to contact the administration of the other institution and express their concerns as soon as practical after the contest is concluded. Critical comments made to the conference office should be made only after contact has first been made with the other administration.

Crowd Control

The following will serve as a check list (or tool kit) for institutions to consider as they plan for crowd control measures. The conference recognizes there are vast differences in venue capacity, student enrollment and departmental approaches to game management at respective institutions. However, the purpose of this list is to provide a number of ideas that might help prevent postgame celebrations that may end in institutional reputation damage, property damage, injury to fans, etc.

Check List/Tool Kit

- 1. Establish clear roles and responsibilities for game management staff at your institution. Must have approval from director of athletics and must be a priority.**
- 2. Conduct preseason meetings with athletics department, university administration (e.g., vice president student services), university law enforcement, and student body representatives on roles, responsibilities and expectations of behavior at athletics events.**
- 3. Establish, adopt and/or review existing state laws governing public event behavior and University Student Code of Conduct, and insure the existing codes are applicable to athletics events. Establish and publicize consequences for violation of Code of Conduct, university policy and procedures, etc., for student and season-ticket holders. Strict adherence to these policies and procedures must be enforced to insure the integrity of the policy.**
- 4. Develop public service announcements and print ads featuring persons in authority (e.g., president/chancellor, director of athletics, head coach, student-athlete) encouraging good sportsmanship and information on post-game celebrations. Repetitive statements in game day programs, media guides and public announcements will help reinforce the message of good sportsmanship**

5. Conduct a mock disaster drill, which simulates a post-game celebration that does not go as planned. The main purpose of this exercise is to ensure that all entities (e.g., police, medical, game operations) are effectively communicating and that lines of responsibility are clearly defined.
6. Review seating location of all groups in the venue (e.g., students, visiting fans, season-ticket holders) to avoid areas of possible confrontations. Make certain law enforcement and security personnel are strategically located in problem areas, especially as it relates to access to the playing field/court. Keep the same security people in the same key areas to establish contact and relationships with fans.
7. Conduct efficient screening techniques at entrances to venue (e.g., search, pat-down, opening of purses) to check for dangerous objects, alcohol, etc., entering the venue. Place a trash receptacle or table adjacent to the entry gate to serve as a last chance for patrons to dispose of prohibited items.
8. Encourage security to get to know fans in their section and appeal to their intelligence and willingness to work with the university to support the team.
9. Communicate to visiting team your venue policy and procedures, with a special emphasis on policies that might be unusual for visiting patrons (e.g., open container law).
10. Create a pocket-size game management guide that clearly states venue policy, Code of Conduct, and expectations for behavior of patrons attending the event.
11. Discuss use of video boards or matrix boards to announce and publicize venue policy. Discourage use of videoboards to incite the crowd through replay of controversial calls.
12. Discuss use of public address system and/or microphone on the playing field/court, in order for head coach to address fans after the game.
13. Discuss marching/pep band coordinating a post-event function on the playing field/court, which would occupy the area with a planned, publicized event.
14. Organize an annual meeting with game management staff within a conference, division, etc., in order to discuss common problems and solutions with peer institutions.
15. Discuss feasibility of collapsible goal posts and develop plan for lowering of goal posts at the conclusion of the game.

- 16. Make certain person responsible for videotaping the game continues to videotape the activity on the playing field/court after the teams have left the field/court. This will serve as an excellent learning instrument in the event an unplanned post game celebration develops.**
- 17. Discuss importance of adherence to stadium policy and procedures to local media, especially the student newspaper and student radio station. Institutional public service announcements the week of the game will also be very beneficial.**
- 18. Communicate to student-athletes their role in promoting good sportsmanship among the fans — whether they realize it or not, their actions have an impact on the conduct and behavior of other students and fans at the event.**
- 19. Establish a respectful relationship with student groups that support your team. Encourage their buy-in to spirited, but respectful and safe support of school teams (e.g. establishing spirit groups that meet with the coach, etc., but meet the coach's/administration's expectations for conduct).**

NCAA Rules Changes

Appx. 4.2

2019-20 and 2020-21 Women's Basketball Rules Changes are available for review [HERE](#).

2019-20 and 2020-21 Women's Basketball Rules Book is available for review [HERE](#).





2019-20 and 2020-21 Women's Basketball Rules Changes

The following rules changes were approved by the NCAA Women'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.

Rule/Page	Rules Change, Rationale
1-17.1, Page 22	<p>To prohibit cameras from being located behind the backboard within the white square painted on the backboard.</p> <p>Rationale: To avoid situations where the camera might distract a shooter.</p>
1-22.7, Page 24	<p>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.</p> <p>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.</p>
2-11.6, Page 34	<p>When the defensive team commits a personal foul or intentionally kicks/fists the ball in the frontcourt of the offensive team and play will resume in the frontcourt, the shot clock: 1) will not reset when it is at 20 seconds or above or 2) will reset to 20 seconds when it is at 19 seconds or less. Additionally, when the offense is first to secure a rebound off the rim or flange in their frontcourt, the shot clock will reset to 20 seconds.</p> <p>Rationale: To increase the number of team possessions and improve the flow of the game. <i>(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.)</i></p>
3-6.1.j.1 (NEW), Page 39	<p>To permit a replaced player to re-enter the game when the opponents have committed a violation or foul before the game clock has been properly started.</p> <p>Rationale: To correct an unintended consequence, which results in unfairness in the substitution rule.</p>
3-6.2.b, Page 40	<p>During multiple free throws for personal fouls, to permit a substitute to enter the game only before the first attempt in the sequence unless otherwise authorized by the rules or after the final attempt has been successfully converted.</p> <p>Rationale: Address pace of play/flow of the game by administering free throws without interruption. Reduce possibility of lane violations with players coming in and out of the game before the last free throw.</p>

Rule/Page	Rules Change, Rationale
4-13.2.d (NEW), Page 45	<p>To add to the penalty for an ejection to include when a player is assessed one technical foul and one unsportsmanlike foul.</p> <p>Rationale: The current rule states that when a player is assessed an unsportsmanlike foul and a technical foul, she is not ejected from the game. This proposal addresses student-athlete behavior during the contest, as it is desirable that student-athletes conduct themselves appropriately at all times. Under the pre-2017 rules, a contact dead-ball technical foul and a player/substitute technical foul would have resulted in ejection; this addresses an unintended consequence created when contact dead-ball technical and flagrant 1 personal fouls were combined into the unsportsmanlike foul.</p>
7-3.2 (NEW)	<p>To establish consistent throw-in spots for single personal fouls and violations of Rule 9-6 committed by the defense in the offensive team's front court. Those spots shall be either the 28-foot mark or the LDB mark on both sides of the floor depending on where the foul or violation occurred.</p> <p>Rationale: To create consistent throw-in spots when a foul or violation occurs.</p>
10-12.3 and .4, Pages 92, 93	<p>To change the penalty for technical fouls listed in Rules 10-12.3 (Player/Substitute Technical Fouls) and 10-12.4 (Bench Technical Fouls) to include awarding the ball to the offended team at the division line opposite the scorers' table.</p> <p>Rationale: Addresses behavior of student-athletes and bench personnel, treats noncontact and contact behavior which is not an accepted part of the game equally, and fixes an inequity when a player instigates an opponent into a physical reaction.</p>
11-2.1.c.3, Page 99	<p>While game officials are using the available courtside monitor to determine whether a shot-clock violation occurred on a successful try, if it is determined that there was a shot-clock violation, to permit the game clock to be set to the time of the violation.</p> <p>Rationale: To simplify the amount of time to be placed back on the game clock when a shot-clock violation occurs.</p>
11-2.1.d.7 (NEW), Page 100	<p>To penalize misconduct (Rules 10-12.3.a and 10-12.4.a), but only as part of a monitor review to determine whether an unsportsmanlike or contact disqualifying foul occurred.</p> <p>Rationale: There are occasions when obvious acts of misconduct occur which cause or escalate volatile situations; under current rules, they may not be penalized. Examples include movements or body language to taunt or bait an opponent into a physical response.</p>
11-2.1.d.9 (NEW), Page 100	<p>To permit instant replay review to determine if a foul occurred prior to a shot-clock violation. When it is determined that the shot-clock violation occurred first, the game clock shall be set to the time of the violation.</p> <p>Rationale: To enhance the chances of correctly adjudicating a difficult play.</p>
11-3.1.a, Page 100	<p>To delete "and when necessary to determine the outcome of the game."</p> <p>Rationale: To ensure the game concludes with the correct score and other statistics.</p>

Practice/ Shootaround Form

Appx. 4.3

Home Team: _____ Visiting Team: _____

Date of Game: _____

Practice/Shootaround Venue: _____

Available Practice Times on Day Prior to Game	Time 1	Time 2	Time 3	Time 4
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Available Shootaround Times on Game Day	Time 1	Time 2	Time 3	Time 4
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Amenities Required to be Provided by Home Team for Visiting Team at Practices/Shootarounds: 1 5-Gallon Cooler of Water; 1 5-Gallon Cooler of Ice with Bags; 1 Sleeve of Cups; Bench Towels NOTE: Lighting for practices and shootarounds must be set in game conditions	Other Amenities Requested:
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INSTRUCTIONS: Home Operations Directors must fax or e-mail this form to the Visiting Head Coach **at least one month** prior to a Southern Conference game with a list of available practice and/or shootaround times. The Visiting Head Coach must then **indicate** a desired practice and/or shootaround time and list requests for other amenities and fax or e-mail the form back to the Home Operations Director **at least two weeks** prior to the game. Any problems with requested amenities will be handled via conversations between the Home Operations Director and the Visiting Team Head Coach. The Home Operations Director and Visiting Head Coach should both sign this form in order to confirm practice/shootaround times and requested amenities. **The Home Operations Director is expected to communicate and confirm venue availability in advance of the execution of this form with their athletic administration.**

Home Operations Director Signature: _____ Date: _____

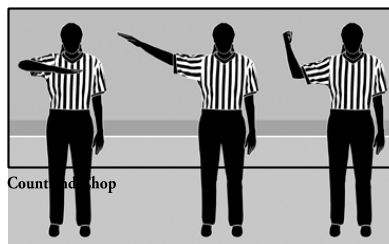
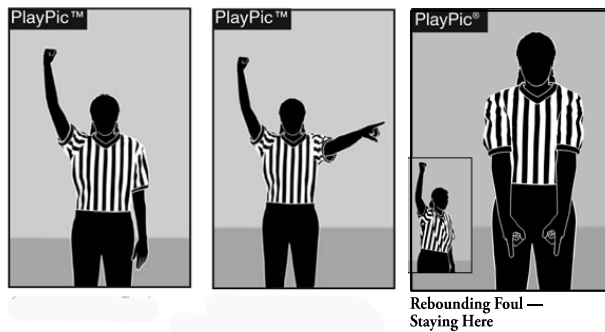
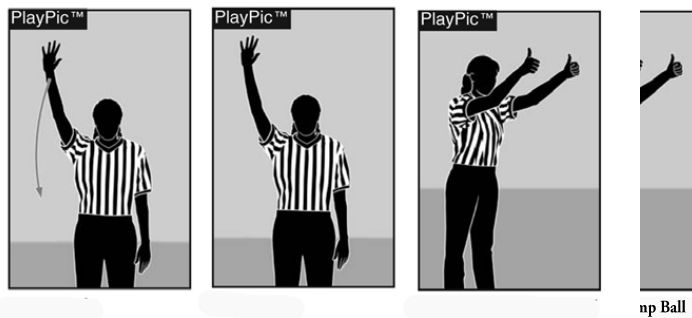
Visiting Head Coach Signature: _____ Date: _____

Operations Directors (Cell/E-Mail) ETSU – Dakota Love (423-439-5330; lovedc@etsu.edu) Furman – N’Taezha Davis (864-294-3445; ntaezha.davis@furman.edu) Mercer – Drew Landers (478-550-1519; landers_AD@mercer.edu) UNCG –Ariel Caraway (337-515-5130; aecarawa@uncg.edu) Samford – Sally Higgins (325-227-9889; shiggins@samford.edu) UTC –KaVonne Towns (404-549-1320; kavonne-towns@utc.edu) WCU – Megan Brown (985-290-5540 ; meganbrown@email.wcu.edu) Wofford – Amanda Parris (706-506-5564; parrisak@wofford.edu)	Head Coaches (Fax/E-Mail) ETSU – Brittney Ezell (423-439-5294; ezellb@etsu.edu) Furman -- Jackie Carson (864-294-2789; jackie.carson@furman.edu) Mercer – Susie Gardner (478-301-2061; Gardner_sl@mercer.edu) UNCG – Trina Patterson (336-334-4063; ttpatter@uncg.edu) Samford –Carley Kuhns (205-726-4157; ckuhns@samford.edu) UTC – Katie Burrows (423-425-2160; katie-burrows@utc.edu) WCU–Kiley Hill (828-227-7688; klhill@wcu.edu) Wofford – Jimmy Garrity (864-597-4112; garrityjj@wofford.edu)
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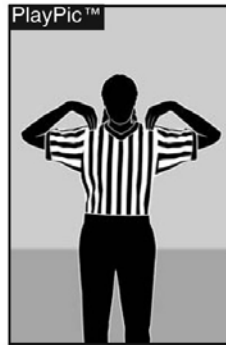
Appendix IX

Official Women's Basketball Signals

Starting and Stopping Clock



Timeouts



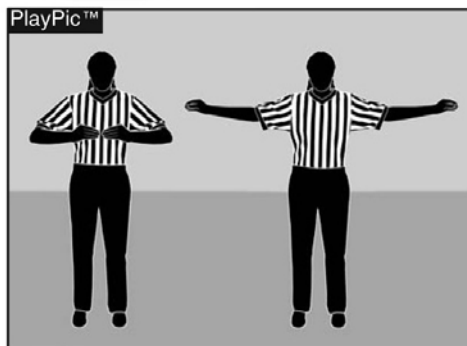
30-Second Timeout



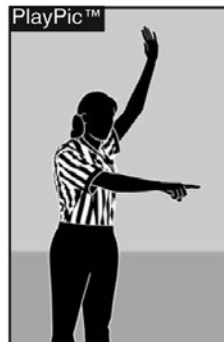
30-Second Timeout for Substitution



Two Consecutive 30-Second Timeouts



Full Timeout

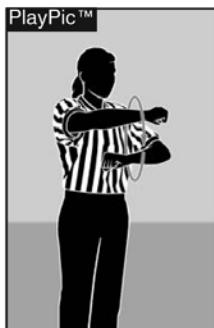


**Media Timeout:
Point Toward Table**



First Horn

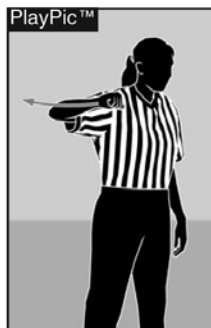
Violations



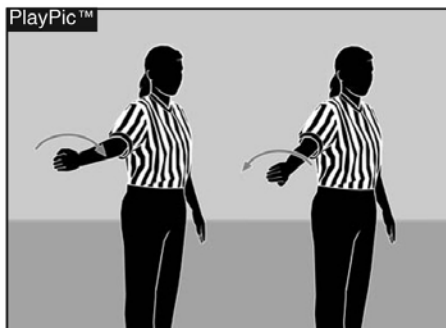
Traveling Violation



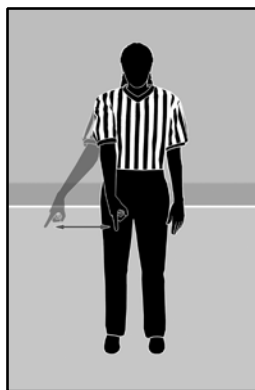
Illegal Dribble Violation



Excessive Swinging of Elbows Violation

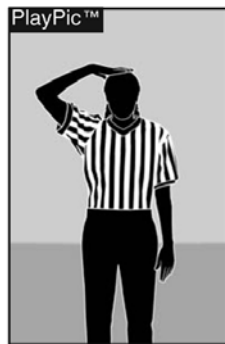


Over and Back or Palming/Carrying Violation



Free Throw, Designated Spot or Other Violation

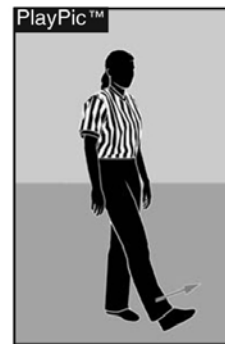
Violations



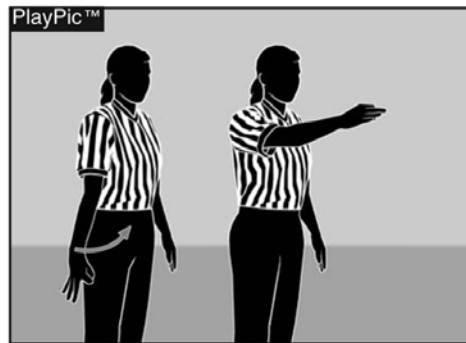
Shot-Clock Violation



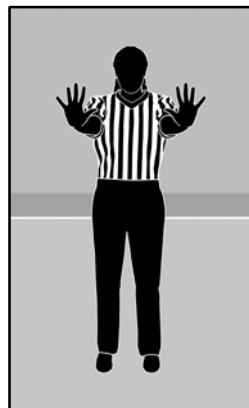
Five-Second Violation



Kicking Violation



Three-Second Violation



10-Second Violation

Fouls



Hack/Hit on Arm Foul



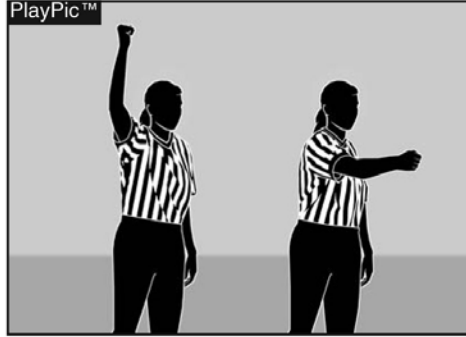
Blocking Foul



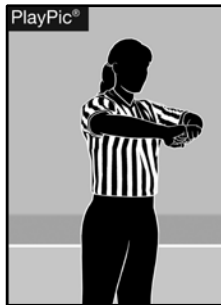
Holding Foul



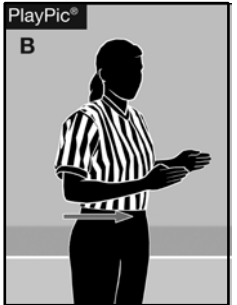
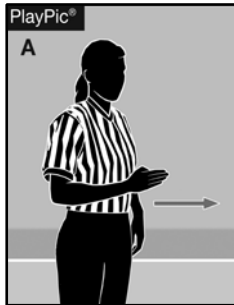
Pushing Foul



Punch: Offensive Foul



Chucking the Cutter

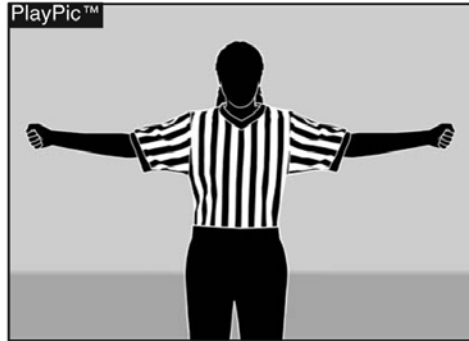


Multiple Touches

Fouls



Hand-checking Foul



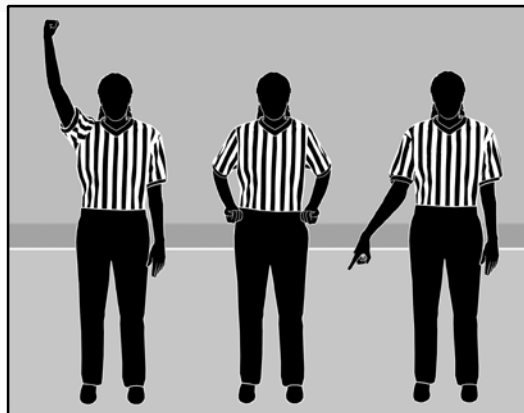
Double Foul



Intentional Foul



Technical Foul



Blocking Foul in Restricted Area

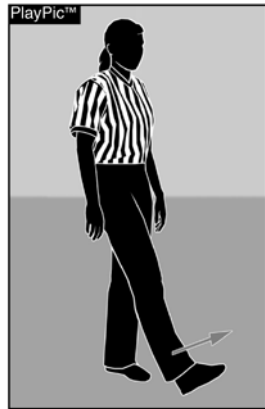
Fouls



Hit to the Head



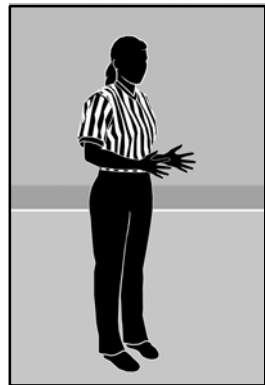
Hook/Wrap



Kick/Trip



Knee

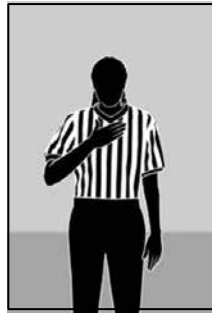


**Two Hands on the Ball
Handler/Dribbler**

Information



Shot Clock Reset to 30 Seconds



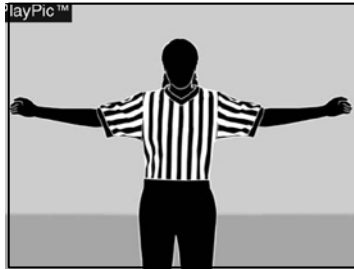
Last-Second Shot/Lock Down Near 5 Seconds - No Rotation



Set Shot Clock to 20 Seconds



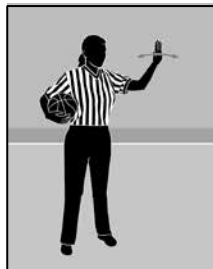
Beckon Substitute



Not Closely Guarded



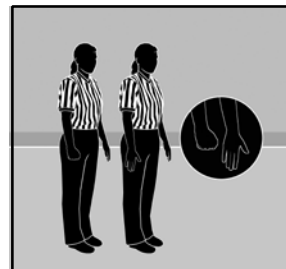
Throw-in or Designated Spot



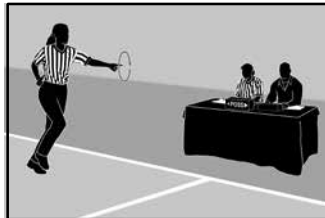
Running the End Line



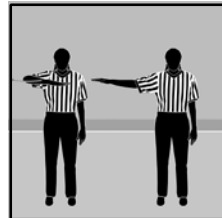
Directional Signal



10-Second Visible Free-Throw Count



Monitor Review



10-Second Visible Backcourt Count



Option to Advance

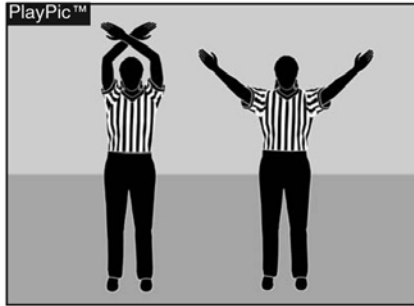
Scoring/Shooting



Delayed-Dead Ball:
Withheld Whistle



Three-Point Field-Goal Attempt and Successful



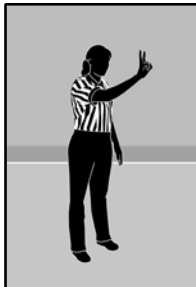
No Score/End of Period



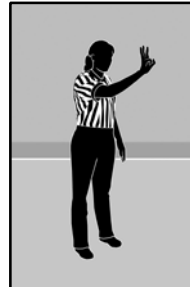
Number of Free Throws/
One Minute at End
of Game



Goal Counts or
is Awarded



Bonus Free Throws:
Two Free Throws



Three Free Throws

PlayPics courtesy of Referee magazine

2019-20 SoCon

Replay Policies

Appx. 4.6

Key Contact Information:

- XOS Technical Support: 1-888-967-7375 or replay_support@xosdigital.com.
- Geoff Cabe, Southern Conference Senior Associate Commissioner 864-363-5737 or gcabe@socon.org.

Campus Responsibilities

The school should designate video technician(s) for the use of the basketball replay system. In addition, the school is responsible for the installation costs, including cabling and staffing.

Guidelines

In the spring of 2014, the replay system was approved by the athletic directors and the Council of Presidents. The replay coordinators are furnished with a list of actions where replay can be utilized by the officials.

We hope to minimize the amount of time required for each replay, but the goal is to either confirm or overturn the call in the shortest amount of time. In addition, the officials will review with the coaches related to the protocol for the teams during a replay review. The coordinator should only communicate with the officials during the replays.

The conference office will provide each school with a worksheet to record the usage of replay, along with the replay situations and the hand signals for men and women's basketball officials.

Game-Day Setup Requirements:

The replay station must be setup with the monitor on the scorer's table as close to half court as possible. It would also be advantageous to locate the timeout coordinator for any televised game next to the replay coordinator. The host school or broadcasting network must provide a headset connection at the replay station to allow the referee to communicate with the in-house producer or television producer as necessary.

The system must be powered up and fully tested at least 45 minutes prior to the first game of the day. Please test to ensure camera angles cover the entire court and team benches and that both the capture station software and replay station software are functioning properly. If any technical issues, please contact XOS Technical Support at 1-888-967-7375.

The replay coordinator should have knowledge of the software and college basketball, and must be staffed to monitor recording of game and locate proper clips in a timely manner when the game officials request footage for a review. The individual must not have any other game operations duties prior to and during the game. It is highly recommended any new operators practice operating the system during a practice or scrimmage prior to an actual game.

The replay coordinator should utilize the timer function on the replay system or use a stop watch to help time the length of all replay reviews so that information can be forwarded to the conference office.

The replay coordinator must meet with the game officials in the officials' dressing room 45 minutes prior to the contest and must also review the system with the officials when the officials come out to the floor prior to the game.

In-Game Protocol:

Only the replay operator, host facility administrator and game officials shall have access to the system and footage produced by the system during the game. Specifically coaching staff, scorer's table crew, athletic administrators, media, or any other person may not request to view any video in the system or have access to video files during the game. Only the game officials can request to view footage.

The game officials or coaches (in certain situations) are the only individuals who can call for a replay. Administrators or table crew personnel, including the replay coordinator, do not have the authority to make those decisions.

A headset connection will be provided at the replay station to allow the referee to communicate with the in-house video producer or television broadcast producer as necessary.

Replay coordinator must fill out the replay review worksheet throughout the game. The host institution is responsible to return the form to the conference office by 10 a.m. the next business day via email – gcabe@socon.org or fax (864.591.3448). You can also provide the information in the text of your email without using the form.

Should a "significant play" (as defined by the conference office) occur during a game, the replay coordinator shall send a clip of that play to conference office personnel for immediate review. Significant plays are currently defined as:

- Flagrant fouls;
- Fighting or potential instances of student-athletes leaving the bench area;
- Technical fouls;
- Plays producing "unusual" bench reaction or prolonged and animated discussion between head coaches and officials.

PA Announcer:

Once the decision has been made to utilize instant replay, the public address announcer would make the following announcement

“The play is under video review.”

Following any video review, the PA announcer would say either

- The decision on the floor was upheld or
- The decision on the floor was overturned (and, if needed, a brief explanation of the outcome)

EXAMPLES

- The basket was ruled a three (or two) point shot
- The foul was ruled a flagrant foul
- The basket was ruled good or the basket occurred after clock expired, and has been ruled no good.

Technical Issues:

In the event any part of the system does not function properly; the game operations manager must call or text (864.363.5737) or send an e-mail to gcabe@socon.org with a brief description of the issue.

XOS support - 1-888-967-7375 or replay_support@xosdigital.com

If the replay system locks up and needs to be restarted, the replay coordinator needs to inform the officials at the next whistle. When the system becomes operable, the replay coordinator must inform the officials at the next dead ball situation.

If one or more cameras become temporarily unavailable during the game, the replay coordinator must notify the game officials at the next dead ball of the issue. If the replay system does not work properly, the replay coordinator must notify the game officials at the next dead ball and then again when the system is operational.

Post-Game:

Any public criticism of game officials by coaches or administrators related to clips or other media is a violation of Southern Conference sportsmanship policies. The replay coordinator shall compress the game file and shall upload the game file to the XOS Review web site.

While the game file is being compressed, the replay coordinator should go to the officials' dressing room to receive external hard drives or iPads from the officials. The replay coordinator shall then return to the replay system and copy a file of the game to the officials' preferred device, and then return the devices to the officials prior to their departure from the site

SoCon

Brand Standards

Appx. 4.7



PRIMARY MARK Policies

The primary mark should be used in all media relations applications, in all signage and banners, and generally in all instances where available space is not a concern.

BASKETBALL - SOCON LOGO PLACEMENT

It is mandatory that the SoCon logo be displayed on all basketball playing courts. The preferred application is the secondary mark (the word SOCON without the background circle) in the lane, facing the shooter as he/she stands at the foul line. A secondary, less desirable, application would be use of the logo between the mid-court line and the foul lane, facing the near sideline on both halves of the court. The two logos would essentially be diagonal to each other and facing opposite directions.



SECONDARY MARK Policies

The secondary mark should be used only in conjunction with uniform placement and markings on courts.



- **1ST OPTION** - High on wearer's left side of jersey.
- **2ND OPTION** - High on wearer's right side of jersey.
- **3RD OPTION** - On the game shorts (preferably on the left leg or right leg, just above the hem, facing front).



TRADEMARK Policies

The use of the primary SoCon logo should always contain the trademark "R" within the circle, just beneath the letter n in the word SoCon.

LOGO COLORS

It is permissible for institutions to display the SoCon logo in their own school colors for placement on uniforms, on basketball playing courts and on the covers of media guides. The standard blue, red and white colors of the logo should be utilized for all media relations applications, including websites, media guide covers, banners and signage. PMS colors for the logo are: Reflex blue, Red (485)



MEDIA RELATIONS Policies

The SoCon logo must appear on all institutional media guides for all championship sports sanctioned by the Conference on either the front or back cover. It is required that at least one page of the guide be devoted to information on the Conference.

The SoCon logo must appear on the front page of each member institution's official athletic department website with a link to the Conference's website (www.socon-sports.com).

OPPONENT BANNERS

All institutions are required to display banners identifying all members of the Conference in their primary basketball arena. The recommended style for institutional names is as follows: *The Citadel, ETSU, Furman, Mercer, UNCG, Samford, Chattanooga, VMI, Western Carolina, Wofford.*

Spectator Code of Conduct

Appx. 4.8

1. Spectators are an important part of the contest and help create an environment that fosters healthy competition. However, attending a college sporting event is a privilege and not a right.
2. Spectators shall at all times conform to accepted standards of good sportsmanship and behavior.
3. All spectator comments and behavior shall reflect respect for opposing participants, coaches and game officials. Without them there would be no game.
4. Spectators shall heed and obey all directives from game management personnel, event staff and police.
5. Any spectator interfering with play in any way shall be subject to immediate ejection from the site of the contest.
6. Spectators shall be subject to ejection for behavior that is disruptive, unruly or abusive. This includes foul language and any verbal or physical harassment of other spectators, especially fans of the opposing team.
7. Spectators who witness or are harassed by intimidating behavior or comments by other spectators are urged to report these occurrences immediately to game management personnel.
8. Physical retaliation, regardless of the actions or comments of other spectators, is never permitted and is subject to immediate ejection and a possible ban from attendance future SoCon contests.
9. A spectator's behavior reflects on the team he or she supports. Let others see that you're a fan of a first-class program.
10. Enjoy the game, have passion for the game, but remember – it's only a game. Keep your wits, and your personal integrity, about you.

Cheerleading

USA College Rules

Appx. 4.9

Summary of Changes

Note: The USA Cheer College Safety Rules use a two-year cycle for rules changes. 2019-20 is a “minor changes” year. The former “AACCA Cheer Rules” are now the USA Cheer Rules since the two organizations merged.

- The wording for non-twisting basket toss flips has been changed. The previously listed set of baskets is consistent with the new wording that flipping baskets that do not twist are limited to one additional skill.
- The wording for allowed surfaces has been changed to provide more clarity.
- A rule has been added that prohibits middle and top layers in pyramids from releasing signs or other hard props to the performance surface. Note that at the college level, a base may take a sign from a top or middle layer temporarily and then release it immediately to the ground or hand to another person on the ground.

New or revised rules are highlighted in ***bold, underlined, italicized***.

A. Definitions

1. Base -A person who is in direct contact with the performing surface and is supporting another person’s weight.
2. Cradle - Dismount from a stunt/pyramid/toss in which the top person lands in a face-up, semi-piked position.
3. Cupie/Awesome – A stunt in which both of the top person’s feet are in one hand of the base.
4. Dive Roll - An aerial forward roll where the feet of the performer are at or above the performer's waist prior to the hands making contact with the performing surface.
5. Flatback - A stunt in which the top person is in a face-up, straight-body position parallel to the performing surface.
6. Flip - When a person is airborne while the feet pass over the head.
7. Height-increasing Apparatus - Any type of equipment that increases the height of a skill.
8. Helicopter Toss - A stunt in which the top person is tossed into the air with the body parallel to the ground and completes a 360 degree horizontal rotation (like the blades of a helicopter).
9. Inverted/Inversion – A body position where the shoulders are below the waist.

10. **Loading Position** - Any intermediate position below shoulder level that uses continuous motion to put a top person in a stunt or pyramid. Examples: Elevator/sponge load, basket load, smooch, scoop from the back, etc.
11. **Middle** - A person who is being supported by a base while also supporting a top person.
12. **Pyramid** - A skill in which a top person is being supported by a middle layer person.
13. **Rewind** - Skill in which the top person starts with at least one foot on the ground, is tossed into the air and performs a forward, backward, or side flip into a stunt, pyramid, loading position, or cradle.
14. **Spotter** - A person who is responsible for assisting or catching the top person in a partner stunt or pyramid. This person cannot be in a position of providing primary support for a top person but must be in a position to protect the top person coming off of a stunt or pyramid.
15. **Stunt** - A skill in which a top person is supported by a base or bases.
16. **Top** - A person who is either being supported by another while off of the performing surface or who has been tossed into the air by another person.
17. **Toss** - A release stunt in which the bases begin underneath the top person's feet, execute a throwing motion from below shoulder level to increase the height of the top person, and the top person becomes free from all bases, spotters, posts or bracers.

B. General Program Guidelines

1. Cheerleading squads should be placed under the direction of a qualified and knowledgeable advisor or coach.
2. All practice sessions should be supervised by the advisor/coach and held in a location suitable for the activities of cheerleaders (e.g., use of appropriate matting, away from excessive noise and distractions, etc.)
3. Prior to the performance of any skill, the immediate environment for the activity should be taken into consideration including, but not limited to proximity of non-squad personnel, performance surface, lighting and/or precipitation. Technical skills should not be performed on concrete, asphalt, wet or uneven surfaces or surfaces with obstructions.
4. Advisors/coaches should recognize the particular ability level of all participants and should limit the squad's activities accordingly. Participants should not be pressed to perform activities until they are safely prepared.
5. Skills that have not been mastered should be performed only in a supervised practice environment.
6. Thorough training in proper spotting techniques should be mandatory for all squads.
7. All cheerleaders should receive proper training before attempting any form of cheerleading technical skills (tumbling, partner stunts, pyramids and jumps).
8. All cheerleading squads should adopt a comprehensive conditioning and strength building program.
9. An appropriate warm-up exercise should precede all cheerleading activities.

10. All programs should qualify cheerleaders according to accepted teaching progressions. Appropriate spotting should be used until all performers demonstrate mastery of the skill, and when spotting is required by specific rule.
11. In environments where there is close proximity to the athletic event and out of bounds plays pose a significant risk of injury to the participant, no technical skills should be performed while the ball is in play.
12. All partner stunts, pyramids, and tosses should be reviewed and approved by the coach prior to execution.

C. General Restrictions

1. The use of any height-increasing apparatus (e.g. mini-trampoline, etc.) other than a spring floor is prohibited for performance.
2. **When using props (signs, etc.) that are made of solid material or have sharp edges/corners: a. A top or middle person may not release the props to the ground. b. A person on the ground must gently toss or place the props.**
3. Unless allowed below, the top person in a partner stunt, pyramid or transition cannot be released from bases or leave the floor unassisted with the intent to land or be caught in an inverted body position.
4. An individual may not jump, flip or dive over, under, or through partner stunts, pyramids or individuals from basket tosses, similar tosses, partner stunts or other tosses from hands.
5. Drops (knee, seat, thigh, front, back and split) from a jump, stand or inverted position are prohibited unless the majority of the weight is first borne on the hands/feet which breaks the impact of the drop.
6. Jewelry of any kind is prohibited (e.g., navel jewelry, tongue jewelry, earrings, necklaces, etc.) Medical bracelets are allowed provided they are taped to the body.
7. Soft-soled athletic shoes must be worn while cheering or competing. Gymnastics shoes, jazz shoes and/or boots are prohibited.

D. Partner Stunts

1. Released load-ins and released transitions with more than 1 ¼ twists require an additional spotter.
2. Dismounts with more than 1 ¼ twists require an additional spotter that assists on the cradle.
3. Released load-ins from a handstand position (stationary or through a handspring load-in) to a partner stunt require an additional spotter.
4. Stunts in which the top person is in a handstand position require an additional spotter.
5. Stunts in which the base uses only one arm for support require a spotter when:
 - a. The stunt is anything other than a cupie/awesome or basic liberty. All other one-arm stunts require a spotter (e.g., heel stretch, arabesque, high torch, scorpion, bow and arrow, etc.).
 - b. There is a released twisting load-in or dismount. The spotter must be in place during the twist and assist on the cradle during twisting dismounts.
 - c. The top person is popped from one arm to the other.

6. A single base release to shoulders requires a spotter to the side or back of the base during the release and landing phase of the skill.
7. A top person can be released from a handstand position on the ground to a hand-to-hand stunt provided the top person does not twist or rotate.
8. A top person can be released from a cradle position to an inverted position.
9. Single based split catches are prohibited.
10. Twisting dismounts greater than two rotations are prohibited. Exception: side facing stunts - i.e. Arabesque, Scorpion, double full twisting cradles to the front are legal.
11. Front, back and side tension drops are prohibited.
12. All leg pitch, toe pitch, walk-in, sponge, and straddle catch flips to the performing surface are prohibited.
13. Flipping into and out of stunts is allowed with the following conditions.
 - a. The top person is limited to $1\frac{1}{4}$ flipping rotations and $\frac{1}{2}$ twisting rotations.
 - b. Flips must be caught by the original group and may not be directed so that the bases must move to catch the top person.
 - c. Bases are limited to $\frac{1}{2}$ turn under the top person.
 - d. In rewinds:
 1. Rewinds require a spotter and may land in a stunt (including loads and horizontal positions), a standing position on the performing surface, or a cradle with assistance from the spotter.
 2. Spotters may throw from under a single foot or leg of the top person.
 - e. In flips from stunts:
 1. Flips from stunts must initiate from prep level only and must land in a cradle, horizontal position, or in a standing position on the performing surface. (Note that flipping from a basket or sponge loading position is a "toss" and must follow the Toss section rules.)
 2. Landings from flips with a single rotation or less require two people.
 3. Landings from flips with greater than one rotation requires three people. When landing in a cradle position, one of the catchers must be in a "scoop" position behind the top person.
 4. Flips to the performing surface require the top person landing on at least one foot with assistance from at least one base. The spotter must be active, but is not required to make contact.
 5. In all other landings from flips, all required catchers must be active in assisting the top person during the landing by making contact.

E. Pyramids

1. Pyramids higher than $2\frac{1}{2}$ body lengths are prohibited. Pyramid height is measured by body lengths as follows: chairs, thigh stands and shoulder straddles are $1\frac{1}{2}$ body lengths; shoulder stands are 2 body lengths; extended stunts (i.e. extension, liberty, etc.) are $2\frac{1}{2}$ body lengths. Exception: an extended stunt on top of a thigh stand is allowed.

2. In all pyramids, there must be at least two spotters designated for each person who is above two persons high and whose primary support does not have at least one foot on the ground. Both spotters must be in position as the top person is loading onto the pyramid. One spotter must be behind the top person and the other must be in front of the top person or at the side of the pyramid in a position to get to the top person if they were to dismount forward. Once the pyramid shows adequate stability and just prior to the dismount, this spotter can move to the back to catch the cradle. As pyramid design and loading varies greatly, we recommend a review of any new pyramids where the spotting position may be in question. Loaders may act as spotters. The most important issue is that there is someone in position to provide assistance to the top person when they land.
3. In all “2-1-1 thigh stand tower” pyramids, there must be a spotter who is not in contact with the pyramid in place behind the top person. If a bracer is needed to assist the thigh stand middle layer, they do not fill this role and an additional spotter who is not in contact with the pyramid is required.
4. Cradles and horizontal landings from pyramids over two high must use at least two catchers, one on each side of the top person.
5. Front, back, and side tension drops are prohibited.
6. Flipping dismounts from pyramids are allowed with the following conditions:
 - a. Front flip and Arabian dismounts may land in a cradle, face up horizontal position, or the performing surface to a minimum of two catchers who assist on the landing.
7. Flips into a pyramid are allowed under the following conditions:
 - a. The flip is initiated from prep level or below. (Basket toss flips and handstand flips are not allowed.) The top person is limited to one and one-quarter rotations and may not twist.
 - b. Top persons may not land in an inverted position.
 - c. A rewind to a pyramid does not require an additional spotter.

F. Tosses

1. Basket tosses or similar tosses may only be performed from ground level, can use no more than four bases, and must be cradled by three of the original bases, one of which must catch in a scoop under the head and shoulders.
 - a. Exceptions:
 1. Elevator tosses may flip into pyramids as outlined above.
 2. Basket and elevator/sponge load-ins can land in a stunt or pyramid provided that the toss does not significantly exceed the height of the intended skill.
2. Basket and elevator/sponge tosses may not be directed so that the bases must move to catch the top person.
3. In non-flipping baskets, the top person is limited to 2 ¼ twisting rotations and three total tricks (i.e. kick double full).
4. In flipping baskets that involve more than one male thrower (sides or front), the backspot must be a male.
5. In flipping basket/sponge tosses, only the following skills are allowed:

a. Non-twisting somersaults in a tuck, layout, or pike position with up to one additional non-flipping trick.

6. The following skills may only be performed if both side throwers and the backspot are male.
 - a. Layout Full Twist
 - b. Layout Straddle Full Twist
 - c. Tuck X Out Full Twist
 - d. Tuck Kick or Tuck Split Full Twist
 - e. Layout Kick or Layout Split Full Twist(All other flipping basket positions and combinations are prohibited, i.e., Front flips, Arabians, Pike-open Full Twist, Side Sumis, Double Full Twists, etc.)

G. Tumbling

1. Tumbling skills performed over, under or through partner stunts, pyramids or individuals are prohibited.
2. Tumbling skills that exceed one flipping rotation are prohibited.
3. Tumbling skills with two or more twisting rotations are prohibited.
4. Dive rolls are prohibited.
5. Airborne drops to a prone position on the performing surface are illegal. (Examples: A back flip or a jump landing in a pushup position is illegal. A handspring to a pushup position is legal as it is not airborne prior to the prone landing.)

H. Specific Surface Restrictions

1. The following skills are only allowed on a mat, grass (real or artificial) or rubberized track surface.
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Flipping skills into or from stunts, tosses or pyramids.
 - c. Two and one-half high pyramids. Mounts or dismounts to and from 2 ½ high pyramids may not flip or twist on a rubberized track surface.
2. At football games, kick double baskets and baskets that flip AND twist are only allowed during pre-game or half-time situations while on grass (real or artificial) or a matted surface with dimensions of at least 10' x 10'.
3. At basketball, volleyball, and other indoor games, **the following skills are prohibited for all timeouts (regardless of matting) and for pre-game, half-time, or post-game performances without matting.**
 - a. Basket tosses, elevator/sponge tosses and other similar multi-based tosses.
 - b. Partner stunts in which the base uses only one arm to support the top person. Exception: Cupies/awesomes are allowed with an additional spotter.
 - c. Flips into or from partner stunts.
 - d. Inversions. Exception: High school level inversions are allowed. (For college, braced flips can be braced by single based skills with a spotter.)
 - e. Twisting dismounts greater than 1 ¼ rotation. Twisting dismounts up to 1 ¼ rotation on the court require an additional spotter.
 - f. Two and one-half person high pyramids.

- g. Airborne twisting tumbling skills (Arabians, full twisting layouts, etc. Cartwheels, roundoffs and aerial cartwheels are allowed.)
4. **At basketball, volleyball, and other indoor games during pre-game, half-time, or post-game performances where sufficient matting is used, there are no additional restrictions to the standard rules. (Sufficient matting varies by skill. In general, there should be at least two to three feet of clearance between non-tumbling skills and the edge of the mat.)**

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Appx. 4.10

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Concussions

Appx. 4.11

A concussion is a brain injury that may be caused by a blow to the head, face, neck or elsewhere on the body with an “impulsive” force transmitted to the head. **Concussions can occur without loss of consciousness or other obvious signs.** A repeat concussion that occurs before the brain recovers from the previous one (hours, days or weeks) can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in brain swelling, permanent brain damage and even death.

Recognize and Refer: To help recognize a concussion, watch for the following two events among your student-athletes during both matches and practices:

1. A forceful blow to the head or body that results in rapid movement of the head.

-AND-

2. Any change in the student-athlete’s behavior, thinking or physical functioning (see signs and symptoms).

SIGNS AND SYMPTOMS

Signs Observed By Coaching Staff

Appears dazed or stunned.
Is confused about assignment or position.
Forgets plays.
Is unsure of match, score or opponent.
Moves clumsily.
Answers questions slowly.
Loses consciousness (even briefly).
Shows behavior or personality changes.
Can’t recall events before hit or fall.
Can’t recall events after hit or fall.

Symptoms Reported By Student-Athlete

Headache or “pressure” in head.
Nausea or vomiting.
Balance problems or dizziness.
Double or blurry vision.
Sensitivity to light.
Sensitivity to noise.
Feeling sluggish, hazy, foggy or groggy.
Concentration or memory problems.
Confusion.
Does not “feel right.”

An athlete, who exhibits signs, symptoms or behaviors consistent with a concussion, either at rest or during exertion, should be **removed immediately from practice or competition** or should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can get checked.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play. Look for the signs and symptoms of concussion if your student-athlete** has experienced a blow to the head. Appendix V / Concussions. Do not allow the student-athlete to just “shake it off.” Each individual athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated right away by an appropriate health care professional.** Do not try to judge the severity of the injury yourself. Immediately refer the student-athlete to the appropriate athletics medical staff, such as a certified athletic trainer, team physician or health care professional experienced in concussion evaluation and management.
3. **Allow the student-athlete to return to play only with permission from a health care professional with experience in evaluating for concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the athlete to establish the appropriate time to return to play. A return-to-play progression should occur in an individualized, step-wise fashion with gradual increments in physical exertion and risk of contact. Follow your institution’s physician supervised concussion management protocol.
4. **Develop a match plan. Student-athletes should not return to play until cleared by the appropriate athletics medical staff.** In fact, as concussion management continues to evolve with new science, the care is becoming more conservative and return-to-play time frames are getting longer. Coaches should have a match plan that accounts for student-athletes to be out for at least the remainder of the day.

For further details please refer to the “NCAA Sports Medicine Handbook Guideline on Concussions” or online at www.NCAA.org/health-safety and www.CDC.gov/Concussion.