



# 2019-20 MEN'S BASKETBALL GAME MANAGEMENT MANUAL

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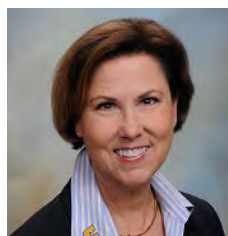
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# (1.0) GAME OPERATIONS

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# **Court, Equipment** **& Uniforms**

## **Section 1.0/Game Operations**

### **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.

The following basketballs will be used during Southern Conference games in 2019-20:

The Citadel	.....Wilson Solution
East Tennessee State	.....Wilson Solution
Furman	.....Nike Elite Championship
Mercer	.....Wilson Solution
UNC Greensboro	.....Nike Elite Championship
Samford	.....Nike Elite Championship
Chattanooga	.....Wilson Solution
VMI	.....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 30 inches and a minimum of 29 ½ inches;
- b. The weight of the ball shall not be less than 20 ounces nor more than 22 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 49 inches when it strikes its least resilient spot nor more than 54 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.

# **Court, Equipment** **& Uniforms**

## **Section 1.0/Game Operations**

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 10<sup>th</sup>-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.

# **Court, Equipment** **& Uniforms**

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### **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-feet horizontal and 3 ½ feet vertical, or;
- b. 6-feet horizontal and 4 feet vertical.

The dimensions of 6-feet 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***

# Court, Equipment & Uniforms

## Section 1.0/Game Operations

*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, 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



# **Court, Equipment** **& Uniforms**

## **Section 1.0/Game Operations**

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 with the inner edge of the line measuring 4 feet from the center of the basket, formed by a semicircle and extending in a straight line to the front face of the backboard. This arc must be clearly discernable and distinguishable. If a 3 foot arc is also present on the court, the two arcs must be different colors. 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.

### **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**

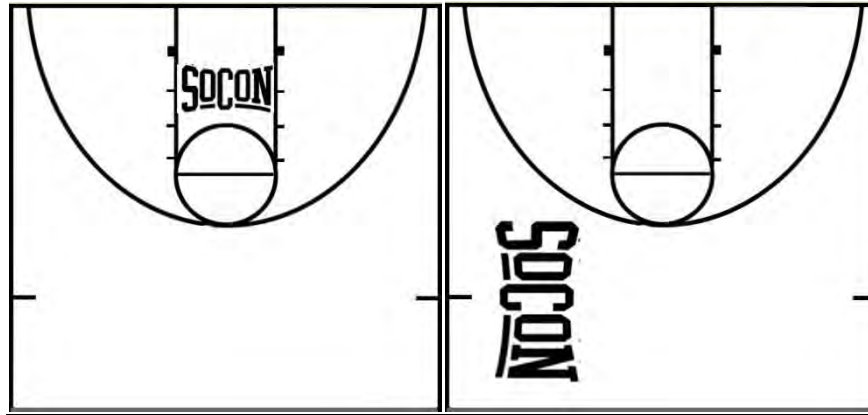
The Southern Conference secondary logo should be placed within the free throw lane on each end of the court. The conference office will supply each institution with a court stencil if needed. It is preferred that the logo appear reflex blue in color, however, the logo may appear in white or individual 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:

# Court, Equipment & Uniforms

## Section 1.0/Game Operations



### 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.

### Uniform Patches

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 high on the 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 the left side of the front jersey;
- c. Between the apex of the neck line and the shoulder seam on the right side of the front jersey;
- 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. When an institution's logo appears on the front, then the conference logo must appear on the back and vice versa. On game jerseys **and shorts**, the conference logo shall not be of a size that can't fit into a four-sided geometrical figure – i.e., rectangle, square, parallelogram – that does not exceed 2 ¼ inches.

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

# **Video Replay**

## **Set-Up & Procedure** **Section 1.0/Game Operations**

### **Equipment/Feeds**

During all games, the host institution shall utilize the XOS instant replay system and shall provide a video monitor for replay use by the replay technician and game officials. The XOS system shall utilize replays from mounted cameras and additional camera feeds as available. A headset with direct connection to the broadcast producer shall be located at that position. For non-broadcast games, the home team should provide additional feeds from “in-house” video systems and a headset connection to production personnel if available. For games with both broadcast and in-house capabilities, the television feed should have priority over the in-house feed in regard to the XOS instant replay system.

### **Location**

Replay equipment must be located on a designated courtside table within approximately three feet of the playing court. It is preferred that the system be located at the scorer’s table as close to halfcourt as possible. It is also preferred to locate the timeout coordinator for any televised game next to the replay technician.

### **Pre-Game**

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

### **Post-Game**

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.

**Please see the complete Basketball Replay Operations Policies in the Appendix section of this manual (Appendix 4.6).**

# **Visiting Team Requirements**

## **Section 1.0/Game Operations**

### **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 the 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);



# **Visiting Team**

# **Requirements**

## **Section 1.0/Game Operations**

- 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 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/Game Operations

### 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 broadcast, 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 official).***

# **Pre-Game** **Procedures**

## **Section 1.0/Game Operations**

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### **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 from 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 director of basketball operations and the visiting head coach. 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, broadcast 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 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 ensure 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. Ensuring 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/Game Operations**

### **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 timeout 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 Format**

For all Southern Conference games, there shall be four media timeouts per half. These timeouts shall occur at the first dead ball at or following the 16, 12, 8, and 4-minute marks when the game clock is stopped. When a team timeout is granted and creates a dead ball with 30 seconds or less before the media marks for timeouts or creates the first dead ball after one of the media marks for timeouts, that timeout will become the media timeout for that specified media mark time. The timeout length in a televised game will adhere to the requirements of the broadcasting network. The timeout length for a game not involving a television broadcast shall normally last 90 seconds (1:30) in length with the first horn occurring at 75 seconds (1:15).

### **Timeout Policies**

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

- a. The first timeout requested by either team in the second half shall become the length of a timeout called for by the media timeout policy;
- b. When a team timeout is granted and creates a dead ball with 30 seconds or less before the media marks for timeouts or creates the first dead ball after one of the media marks for timeouts, that timeout will become the media timeout for that specified media mark time;
- c. Each team shall be entitled to three 30-second timeouts per game and only two may be carried over to the second half;
- d. Each team shall be entitled to one 60-second timeout that may be used at any time during the game (the conference is not allowed to extend the 60-second timeout in either televised or non-televised games);
- e. Coaches are not permitted to request a timeout when the ball is live, except on a thrown in by their team before the ball has been released;
- f. A player or coach from the same team may request successive 30-second timeouts (when these successive timeouts are granted, players shall be allowed to sit on their bench only when the request has been made in advance);
- g. When successive 30-second timeouts are granted, a warning horn shall be sounded 15 seconds before the expiration of the final 30-second timeout;

# **In-Game** **Procedures**

## **Section 1.0/Game Operations**

- h. Unused 30-second timeouts from the second half may be used in extra period(s);
- i. A team-called 30-second timeout or a 60-second timeout (excluding the first timeout of the second half that becomes a media timeout) can be shortened when the captain or coach notifies the official of the team's intent to do so (when a request has been made to shorten a timeout for a purpose other than substitution, a warning horn shall be sounded immediately and 15 seconds later a game-clock horn shall be sounded to resume play; when a request is made to shorten any timeout for a substitution, the signal for shortening a timeout shall be given and play shall be resumed immediately);
- j. Each team shall be entitled to one additional 30-second timeout during each extra period but not until the period begins;
- k. The first timeout requested in any extra period may become a media timeout when called for the by the electronic media agreement;
- l. Cheerleaders and mascots are permitted onto the playing floor only during a media timeout or intermission. Cheerleaders are not allowed on the court during 30 second or 60 second timeouts;
- m. Bands and amplified music are permitted to play or be played only during any timeout or intermission;
- n. The floor must be cleared immediately when the first horn sounds. This applies to cheerleaders, mascots, and any other form of entertainment;
- o. Entertainment or promotional acts during timeouts should not involve or interfere with game officials.

### **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 are allowed to play only during pre-game, halftime, post-game and during timeouts. 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 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 are not permitted to enter the playing floor during 30-second or 60-second timeouts.***

### Dance Teams and Mascots

Regulations as they apply to cheerleaders also apply to dance teams and mascots.

### 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.



### 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.) while the game is in progress shall be prohibited. The only time that a game is considered not “in progress” after it has started is during timeouts or during 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 either on its own or 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 or a replay monitor review.***

### 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. 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 (head and assistant) 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, intermission, and during a replay monitor review. 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/Game Operations**

### **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 the visiting team buffer zone section 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/Game Operations**

#### **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 to the home team.

#### **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 videos will have audio and should run continuously through dead ball situations;
- d. Video 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 or 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 Operations

#### Official Timer

The timer shall be provided with a game clock to be used for timing periods and intermissions and a digital stopwatch for timing timeouts. The game clock and digital stopwatch shall be placed so that they may be seen by both the timer and shot clock operator. The following are the specific duties of the official timer:

- a. Operate the game clock. ***The Southern Conference does not utilize the Precision Time system for conference games;***
- b. Note and notify the referee more than three minutes before each half is to start;
- c. Signal the scorers tables three minutes before starting time;
- d. Record playing time and time of stoppages;
- e. Notify an official when the timer has information pertaining to a timing mistake;
- f. Start the game clock when an official signals that an inbounds player legally touches the ball on (a) a jump ball; (b) any throw-in after the ball has been released; (c) an unsuccessful free throw that will remain live;
- g. During the last 59.9 seconds of any period or any overtime period, a minimum of .3 seconds must expire when a ball is legally touched inbounds and an official immediately signals to stop the clock;
- h. Start the digital stopwatch for a charged timeout, to replace a disqualified player, to remedy a blood situation, and signal the referee when it is time to resume play;
- i. Stop the game clock when (a) an official sounds his whistle, or (b) a goal is successful (clears the bottom of the net) in the last 59.9 seconds of the second period or of any overtime period;
- j. Sound a warning horn 15 seconds before time expires for (a) the 20-second time limit to remedy a blood situation or to replace an injured player; (b) the 15-second time limit to replace a disqualified player; (c) an intermission, or (d) any timeout;
- k. Sound a horn when time expires for (a) the 20-second time limit to remedy a blood situation or to replace an injured player; (b) the 15-second time limit to replace a disqualified player; (c) an intermission, or (d) any timeout;
- l. Use the game clock horn when the ball has become dead and the following has been brought to the scorer's attention by a head coach or table official: (1) the possibility of a correctable error situation as specified in NCAA Rule 2-12; (2) whether a timing, scoring, or alternating possession mistake needs to be prevented or rectified, or (3) to determine whether a Flagrant 2 foul for elbow contact above the shoulders of an opponent or dead ball technical foul for elbow contact above the shoulders of an opponent occurred;
- m. Immediately notify the referee when the timer's red light or LED lights fail to operate or be seen when a game-clock horn fails to sound or is inaudible. When, in the meantime, a goal has been made or a foul has occurred, the referee shall consult the timer – (1) when the timers agree that time expired before a try for field goal was in flight, the goal shall not count; (2) when the timers agree that the period ended before a foul occurred as in NCAA Rule 5-7.3.c., the foul shall be

# **Scorer's Table**

## **Personnel**

### **Section 1.0/Game Operations**

disregarded, unless it was a flagrant 2 technical foul or a contact dead ball technical foul; (3) when the timers disagree about the expiration of time before a successful try for field goal or foul, the goal shall count or the foul shall be penalized unless the referee has knowledge that alters such a ruling.

### **Shot Clock Operator**

The shot clock operator shall use a 30-second clock and shall use the clock for the entire game, including extra periods, except when 30 seconds or less remain in a half or extra period, in which case the shot clock shall be turned off. The following are the specific duties of the shot clock operator:

- a. Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game clock horn;
- b. Have an alternate timing device available;
- c. Stop the shot clock when an official's whistle sounds. Allow the shot clock to run during loose ball situations and during a try for goal. Turn off the shot clock when there is a re-set situation and there is less than 30 seconds remaining on the game clock;
- d. Start the timing device when a team gains possession on a (a) rebound; (b) jump ball, or; (c) loose ball after a rebound or jump ball, or when an official signals that an inbounds player legally touches the ball on a throw-in after it has been released;
- e. Re-set the shot clock to 30 seconds when (a) there is a change of possession with a new team in control or when team control is re-established after a team loses control; (b) there is a single personal foul; (c) there is a double foul when one foul is flagrant; (d) there is a single technical foul on the defensive team; (e) when a try/shot (not a pass) hits the rim or flange and either team gains possession of the ball; (f) there is a violation (except a kicking or fisting violation); (g) there is an inadvertent whistle with no team control; (h) there is a held ball and the possession arrow favors the defensive team;
- f. Re-set the shot clock to 20 seconds when (a) there is a personal foul against the defensive team and the ball is to be inbounded by the offense in the frontcourt; (b) there is a technical foul committed by the defensive team and the ball is to be inbounded in the frontcourt by the offense; (c) there is a kicked or fisted ball by the defensive team and the ball is to be inbounded in the frontcourt by the offense;
- g. Do not re-set the shot clock when (a) the offense retains possession after a held ball or an out of bounds violation; (b) there is an intentionally kicked or fisted ball with 20 seconds or more on the shot clock; (c) there is an injured player or a player loses a contact lens; (d) there is a timeout; (e) a double foul occurs (except when one of the fouls is flagrant); (f) there is a technical foul on the offensive team; (g) there is an inadvertent whistle when there is team control.

# **Scorer's Table**

## **Personnel**

### **Section 1.0/Game Operations**

#### **Official Scorer**

The home institution is responsible for providing an official scorer for all Southern Conference games. It is important for the official scorer to make sure that the official scorebook remains at the scorer's table throughout the game, including during halftime. A standard collegiate scorebook/score sheet is required to be used for all NCAA basketball games. The official scorer should wear a black and white striped garment and should be the only person allowed to do so at the scorer's table. The official scorer should be seated next to the timer. The following are the specific duties of the official scorer:

- a. 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;
- b. Record the field goals made and the free throws made and missed, and keep a running summary of the points scored;
- c. Record the personal and technical fouls assessed to each player and the technical fouls assessed to a coach, team member, bench personnel or follower;
- d. Notify an official immediately when a player has committed their fifth foul;
- e. Notify an official immediately when a second direct technical foul is charged to a coach, squad member, or any bench personnel;
- f. Notify an official immediately when a second Class A technical foul is charged to a coach, squad member, or any bench personnel;
- g. Notify an official immediately when a combination of one Class A technical foul and two Class B technical fouls or three Class B technical fouls are assessed;
- h. Record in the scorebook any ejection for fighting;
- i. Record the timeouts charged to each team and notify an official when such team takes its final allowable charged timeout;
- j. Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number;
- k. Signal the nearest official in each half when a player commits a common foul (except a player-control or team-control foul), beginning with the team's seventh foul and the team's 10<sup>th</sup> foul, including any combination of personal fouls and Class A technical fouls;
- l. Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players;
- m. Compare their records after each goal, each foul and each charged team 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;
- n. When necessary, signal the officials with a sounding device unlike that used by

# **Scorer's Table**

## **Personnel**

### **Section 1.0/Game Operations**

- the officials. This sounding device may be used immediately when or as soon as the ball is dead or is in control of the offending team;
- o. When a correctable error is called to the official scorer's attention while the game clock is running, the timer shall not use the game-clock horn until the ball has become dead;
  - p. Correct a scoring or bookkeeping mistake any time before the referee approves the final score;
  - q. Record the time on the game clock when the official signals that an instant replay review for a correctable error of counting a two or three-point goal is required.

### **Timeout Coordinator**

For all games involving a live broadcast, the host institution is responsible for providing a timeout coordinator. This person's job is to serve as a link between the officiating crew and the broadcast 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 should wear appropriate dress for the game. It is important to remember that the timeout coordinator 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.

### **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 Men's Basketball Coordinator of Officials (Mike Wood) 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 may 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



# Postponements

## Section 1.0/Game Operations

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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 a final determination on the duration of warm-up time.

# (2.0) GAME OFFICIALS

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# **Officials' Pre-Game & Dressing**

## **Room**

**Section 2.0/Officials**

### **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 except 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 isotonic before the game, at halftime, and after the game (bottled water and bottled isotonic preferred, iced down or refrigerated);
- b. Three chairs;
- c. Access to athletic training services if requested;
- d. An ample supply of towels (2 per official);
- e. A light snack (fruit and sandwich) will be welcome 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 (if requested) 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 should be prepared to meet in the official's dressing room 45 minutes prior to the start of the game for a meeting conducted by the referee. The meeting and personnel involved in the meeting shall be at the discretion of the referee.

# **Officials' Assignments & Payment**

**Section 2.0/Officials**

## **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 Mike Wood, Southern Conference Coordinator of Men's Basketball Officials.

## **Payment**

Payment of officials shall occur through the use of the Arbiter Sports "ArbiterPay" 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 of either \$1,625, \$1,200 or \$1,100. The fee level for each official shall be based on experience and consideration of merit by the Coordinator of Officials. Officials shall be paid a flat fee of \$600 per official for exhibitions and \$200 per officials for 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.arbitersports.com](http://www.arbitersports.com). Coaching staffs and game day administrators are encouraged to check this site frequently for changes and important notices.

## **Coordinator Credentials**

The Coordinator of Officials (Mike Wood) will be present at many Southern Conference games and selected non-conference games. The Coordinator 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/Officials**

## **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 should start with only one official present;
- b. If two officials are present, the game may start;
- c. If the third official arrives with only a few minutes elapsed on the clock, that official should enter the game on a dead ball situation;
- d. If there is more than 10 minutes elapsed in the first half, the official should join the crew at halftime for the second half;
- e. The game will be finished with two officials if the third official does not arrive until the second half has started.

## **Game Tickets for Officials**

It is permissible for host institutions to provide complimentary game tickets for officials. 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 SoCon games will also be available for officials to review and download through the XOS Review web site and through Synergy Sports Technology.

# (3.0) BROADCAST POLICIES

**AGREEMENTS**

**32-33**

### **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 broadcast 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.

# (4.0)

# APPENDICES

<b>BEST PRACTICES</b>	<b>4.1</b>
<b>2019-20 NCAA RULES CHANGES</b>	<b>4.2</b>
<b>PRACTICE, SHOOTAROUND FORM</b>	<b>4.3</b>
<b>2019-20 NCAA OFFICIALS' SIGNALS</b>	<b>4.4</b>
<b>2019-20 NCAA COURT DIAGRAM</b>	<b>4.5</b>
<b>2019-20 SOCON BASKETBALL REPLAY POLICIES</b>	<b>4.6</b>
<b>SOCON BASKETBALL BRAND STANDARDS AND GUIDELINES</b>	<b>4.7</b>
<b>SOCON CODE OF SPECTATOR CONDUCT</b>	<b>4.8</b>
<b>CHEERLEADING AACCA RULES</b>	<b>4.9</b>
<b>SOUTHERN CONFERENCE SCHOOL CONTACTS</b>	<b>4.10</b>

### 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.*

# Best Practices

## Section 4.0/Appendices

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 after the teams have left the field. 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).*

# 2019-20

# NCAA Rules Changes

## Section 4.0/Appendices

#	Rule	Rules Change	Rationale
1	1-7 (Distance of three-point line)	Increase the distance of the three-point line from 20' 9" to 22' 1 and ¾" at the top of the key and 21' 7 and 7/8" in the corners (same as distance for international basketball).	To make the lane more available for dribble/drive plays from the perimeter; to curb the trend of the three-point shot becoming too prevalent in college basketball by making it a bit more challenging while at the same time keeping the shot an integral part of college basketball; to assist in offensive spacing by requiring the defense to defend further away from the basket; and to potentially increase the use of the mid-range shot. There also is overall general support from the men's college basketball community including feedback from the coaches in the NIT and regular-season surveys the past two years. [Note: Temporary lines (e.g., tape) are permissible if an institution is unable to paint the lines for the upcoming season (due to budget or facility-access issues). The men's three-point lines may be the same color as the lines for the women's three-point line as long as the lines are clearly discernable and distinguishable per Rule 1-3.1
2	2 1-17.1 (Location of cameras on the backboard)	To prohibit cameras from being located behind the backboard within the white square painted on the backboard.	To avoid situations where the camera might distract a shooter. Also, to codify an existing interpretation.
3	1-22.7.a.1.c (new) and 1-22.7.a.1.c (new)	To permit identifying names above the number to be arched, but the first and last letters must be on the same horizontal plane. Such plane shall not be below a plane extending through the top of the number(s) and names below the number must have the first and last letter on the same horizontal plane. Such plane shall not be above a plane extending through the bottom of the number.	1) Current rule requires all letters to be on the same horizontal plane; 2) There are institutions whose uniforms are not compliant at this time due to arching; 3) This would legalize what is currently being used and permit institutions more freedom to design uniforms; and 4) All letters would still need to be at least one inch from the number(s), which protects the integrity of the number.
4	1-23.2 (Leg tights or undergarments)	To require that leg tights must be two legged and of equal length	To ensure a uniform look for all undergarments.

# 2019-20

## NCAA Rules Changes

### Section 4.0/Appendices

5	1-26.6 (Players' Equipment – players wearing microphone)	Prohibit the wearing of a microphone or any equipment which enables voice transmission from a player to an offcourt receiver.	To deter potential negative publicity and protect the privacy of the court.
6	2-1.2 (Official's Shirt)	To change the officiating shirt to include a raglan style shoulder.	Modernizing the officiating shirt.
7	2-11.6 (Shot clock reset after offensive rebound)	Reset the shot-clock to 20 seconds after an offensive team rebound that does not go into the backcourt before team control is gained by the offensive team.	To continue to enhance the pace of play since a full 30-second shot clock is not needed when the offensive team is already in the front court after securing an offensive rebound. [Note: Depending on the age of the existing equipment, an institution may need to update their equipment at a cost of \$50 to \$500. If existing equipment is more than 20-30 years old, a new console might be needed at an estimated cost of \$1,000.]
8	5-14.1 (Timeouts)	Permit a head coach to request and be granted a timeout when a player of that team has control of the ball in the last two minutes of the second period or the last two minutes of any overtime period.	To allow a head coach to request and be granted a timeout during specific times of the game.
9	5-14.10.e (Timeouts)	Add "When there is a monitor review at 30 seconds or less before a media mark (other than for determining if a basket was a two- or three-point try), it becomes a media timeout."	To enhance the flow of the game by reducing the number of game stoppages.
10	7-4.6.a (Throw-in)	To change the provisions of 7-4.6.a to be effective only until the throw-in ends. Also, to include technical fouls in the rule.	To make this rule consistent with other throw-in situations
11	7-4.8 (Throw-in)	To change the throw-in spot for single contact dead ball technical or single flagrant 2 technical from the division line to the closest of four spots per Rule 7-3.2.	To reduce the number of throw-in spots and to be consistent with Rule 7-3.2.
12	10-2.8.a (Noisemaker)	Add monitor reviews to the list of exceptions where bands or artificial noisemakers are permissible.	To enhance fan experience at times that do not interfere with play.

# 2019-20

## NCAA Rules Changes

### Section 4.0/Appendices

13	10-3.1 and .2 (new), 10-4.1 and .2 (new) and Appendix III (Derogatory remarks)	Add to the Class A technical foul category a player, substitute or bench personnel using derogatory remarks or personal comments relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation, or disability during the game.	To codify, raise awareness and penalize these actions appropriately
14	10-4.1 (Flopping)	To penalize flopping/faking being fouled by players with a Class B technical (after one team warning).	To eliminate players attempting to deceive the officials by faking being fouled and to penalize infractions after one team warning.
15	11 (new) (Collaborative Replay)	To permit a conference to conduct collaborative instant replay review process at an offsite location during conference play.	To enhance the accuracy of and facilitate the instant replay review process.
16	11-2.1.b.5 (new) (Instant Replay)	To permit instant replay to determine when an off-ball foul occurs in relation to a shot	To enhance accuracy of calls on plays where a foul occurs away from the shooter
17	11-2.1.d (new) (Instant replay – cylinder and hook and hold plays)	Following a call by an official involving either swinging of the elbows (cylinder play) or a hook and hold play, the official may use instant replay to review and adjudicate the play by removing fouls, assessing fouls or concluding that no foul occurred.	To enhance the opportunity to adjudicate these two types of plays correctly.
18	11-2.1.e (Instant replay – basket interference and goaltending)	In the last two minutes of the second period or the last two minutes of any overtime period, allow the use of instant replay to review basket interference and goaltending when a call has been made. After such review, in the event of an officiating error, the alternating possession arrow shall be used to determine possession.	To enhance the opportunity for this call to be adjudicated correctly at the end of the game.
19	11-3.1.a (Instant replay – correct score)	To delete the phrase “and when necessary to determine the outcome of the game” from the current rule.	To ensure the game concludes with the correct score and other statistics
20	New signal (Restricted-area arc)	To add an officials’ signal for a defensive player in the restricted-area arc who is moving from position A to position B when attempting to “wall up.”	To add an officials’ signal for this play.



# Practice/ Shootaround Form

## Section 4.0/Appendices

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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<p><b>Amenities Required to be Provided by Home Team for Visiting Team at Practices/Shootarounds:</b>          1 5-Gallon Cooler of Water; 1 5-Gallon Cooler of Ice with Bags;          1 Sleeve of Cups; Bench Towels  <b>NOTE: Lighting for practices and shootarounds must be set in game conditions</b></p>	<p><b>Other Amenities Requested:</b></p>
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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: \_\_\_\_\_

<p><b>Operations Directors (Fax/E-Mail)</b>          Citadel – Brad Mason (843-953-6727; bmason1@citadel.edu)          ETSU – Frank Davis (423-439-4139; davisfj@mail.etsu.edu)          Furman -- Jon D'Angelo (864-294-2789; jon.dangelo@furman.edu)          Mercer – D.J. Byrd (478-301-2061; byrd_dj@mercer.edu)          UNCG – Tom Tankelewicz (336-334-4063; tctankel@uncg.edu)          Samford – Matthew Powell (205-726-2132; mpowell1@samford.edu)          UTC – Colby Arendale (423-425-5342; colby-arendale@utc.edu)          VMI -- Tom Kiely (540-464-7790; kielytp@vmi.edu)          WCU – Brett Ferguson (828-227-7688; bferguson@email.wcu.edu)          Wofford – Adam Sweeney (864-597-4112; sweeneyam@wofford.edu)</p>	<p><b>Head Coaches (Fax/E-Mail)</b>          Citadel – Duggar Baucom (843-953-6727; rbaucom1@citadel.edu)          ETSU – Steve Forbes (423-439-4139; forbess@mail.etsu.edu)          Furman -- Bob Richey (864-294-2789; bob.richey@furman.edu)          Mercer – Greg Gary (478-301-2061; gary_gg@mercer.edu)          UNCG – Wes Miller (336-334-4063; mbcoach@uncg.edu)          Samford – Scott Padgett (205-726-2132; spadgett@samford.edu)          UTC – Lamont Paris (423-425-5342; lamont-paris@utc.edu)          VMI – Dan Earl (540-464-7790; earlmd@vmi.edu)          WCU – Mark Prosser (828-227-7688; mprosser@email.wcu.edu)          Wofford – Jay McAuley (864-597-4112; mcauleyjt@wofford.edu)</p>
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# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Starting and Stopping Clock



Start Clock



Stop Clock



Stop Clock for Foul

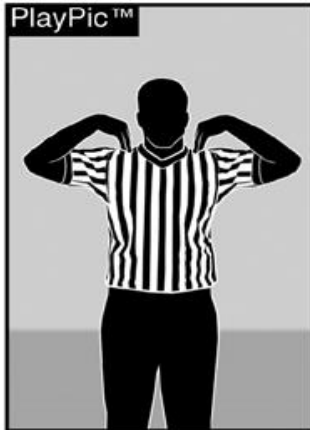


Stop Clock for  
Jump Ball

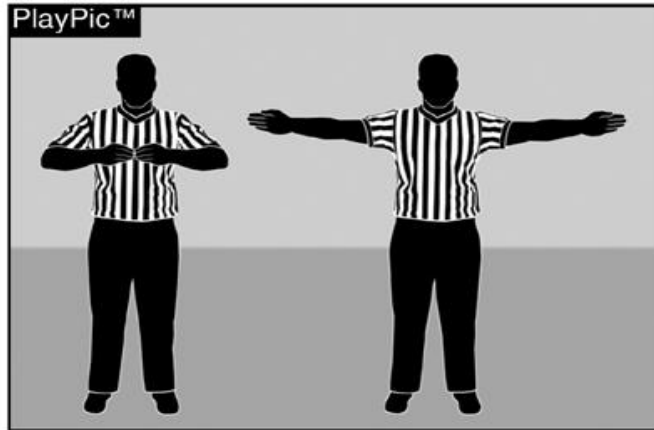
# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Timeouts



30-second Timeout



60-second Timeout



Directional Signal or Media  
Timeout: Point Toward Table

# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Violations



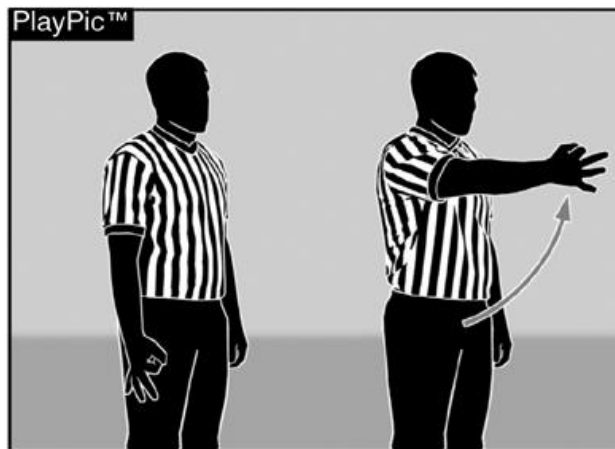
Throw-in Spot or Designated Spot Violation



Five-second Violation



10-second Violation



Three-second Violation



Kicking Violation

# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Violations



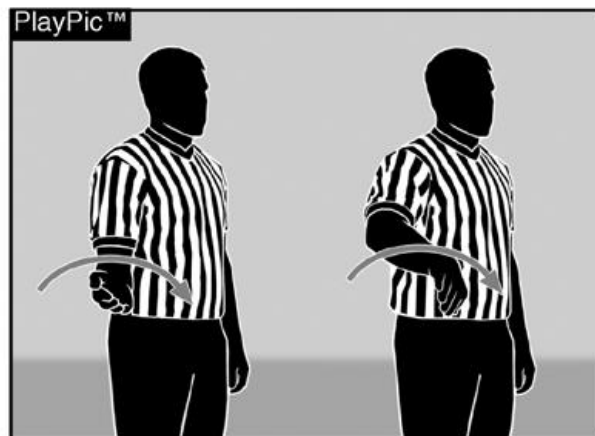
Excessive Swinging  
of Elbows



Traveling Violation



Illegal Dribble Violation



Over and Back or Palming/Carrying Violation



Shot Clock Violation

# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Fouls



Holding Foul



Pushing or  
Charging Foul



Hand-checking Foul



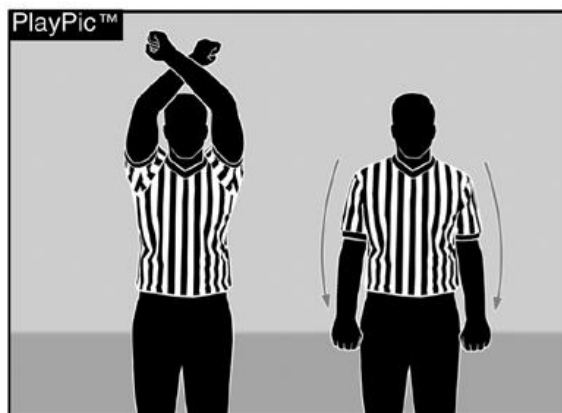
Player Control Foul



Technical Foul



Illegal Use of  
Hands Foul



Flagrant 1  
Personal Foul

Intentional Foul:  
Excessive Contact

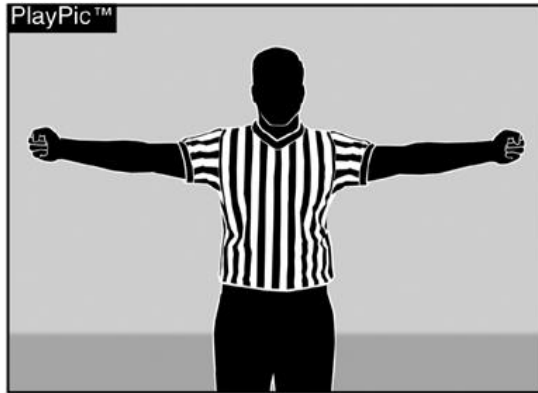


Blocking Foul

# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Fouls



Double Foul



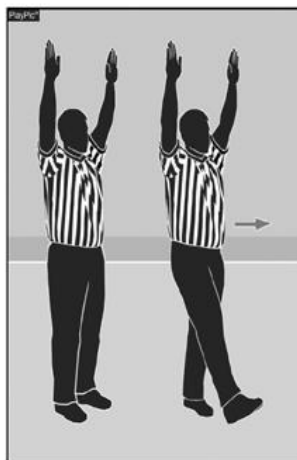
Hit to the Head



Tripping



Team-Control/Player-Control Foul



Walk Under Shooter or Passer



POV Foul

# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Information



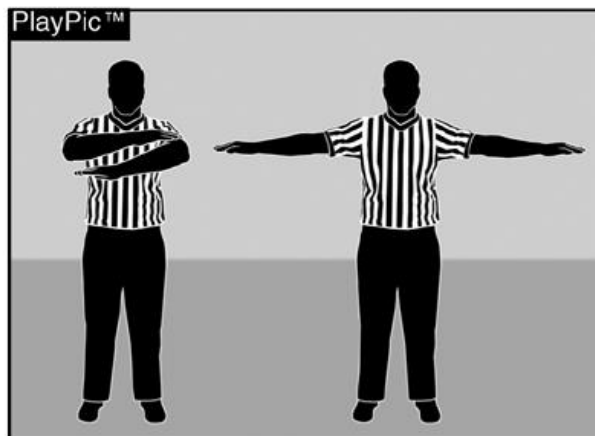
Foul: Optional 'Bird Dog'



Beckon Substitute



Tipping the Ball



No Score



# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

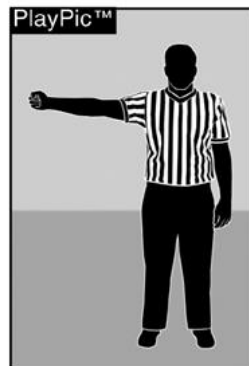
## Information



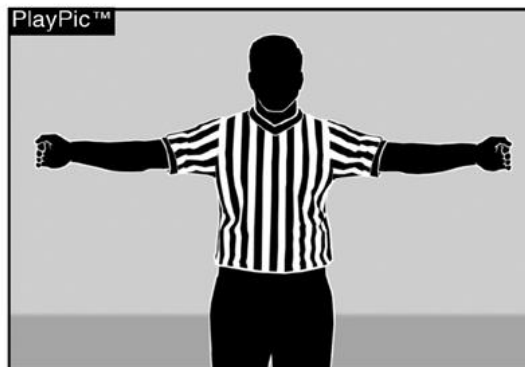
Shot Clock Reset



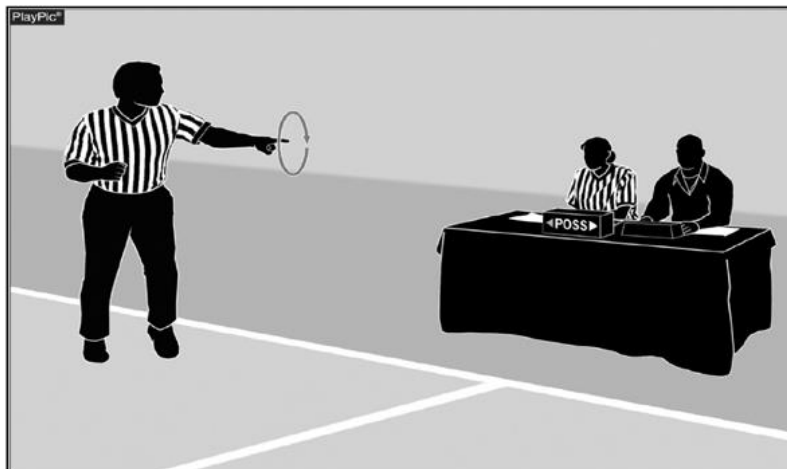
Foul Reporting



Delayed-Dead Ball:  
Withheld Whistle



Not Closely Guarded

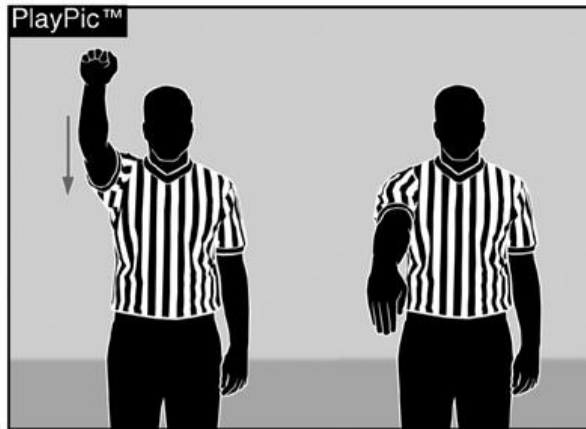


"Note the time"

# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

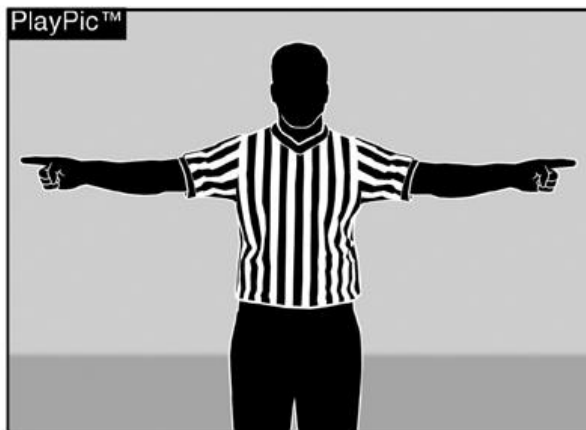
## Scoring/Shooting



Goal Counts or is Awarded



Two Free Throws



Bonus Free Throw



Three Free Throws

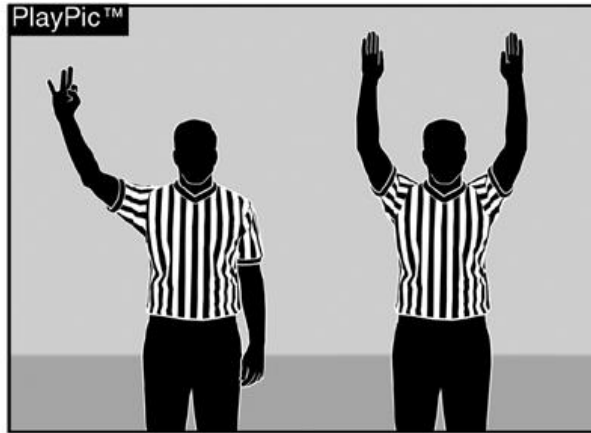
# 2019-20 NCAA Officials' Signals

Section 4.0/Appendices

## Scoring/Shooting

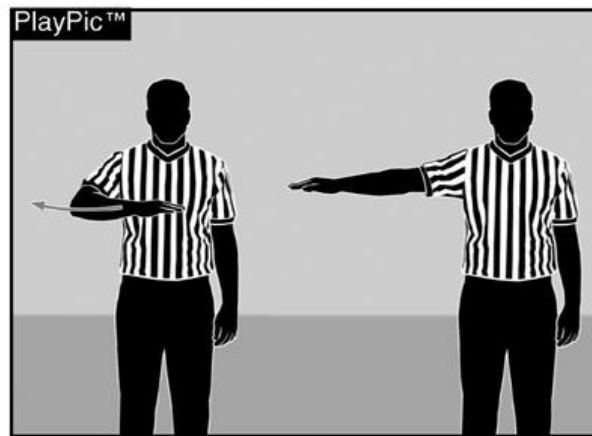


One Free Throw



Three-Point Attempt

Three-Point Successful



Visible Count



# **2019-20 SoCon Basketball**

## **Replay Policies**

**Section 4.0/Appendices**

### **Key Contact Information:**

- XOS Technical Support: 1-888-967-7375 or [replay\\_support@xosdigital.com](mailto:replay_support@xosdigital.com)
- Geoff Cabe, Southern Conference Senior Associate Commissioner 864-363-5737 or [gcabe@socon.org](mailto: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 a monitor on the scorer's table or press row as close to half court as possible. If located at the scorer's table, 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.

# **2019-20 SoCon Basketball**

## **Replay Policies**

**Section 4.0/Appendices**

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](mailto:gcabe@socon.org) or fax (864.591.4282). 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)

# **2019-20 SoCon Basketball**

## **Replay Policies**

**Section 4.0/Appendices**

### **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](mailto:gcabe@socon.org) with a brief description of the issue.

XOS support - 1-888-967-7375 or [replay\\_support@xosdigital.com](mailto: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 deadball 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.



# Basketball

## Brand Standards

### Section 4.0/Appendices



#### 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 "®" 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.

#### 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.*

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](http://www.socon-sports.com)).



# **SoCon Spectator** **Code of Conduct**

## **Section 4.0/Appendices**

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**

# **AACCA College Rules**

## **Section 4.0/Appendices**

### **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 or 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, 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.

# **Cheerleading**

## **AACCA College Rules**

### **Section 4.0/Appendices**

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 warmup 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 one and one-quarter twists require an additional spotter.
2. Dismounts with more than one and one quarter 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.

# **Cheerleading**

## **AACCA College Rules**

### **Section 4.0/Appendices**

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 one and one quarter flipping rotations and one half 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 one half 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 require 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.

# Cheerleading

## AACCA College Rules

### Section 4.0/Appendices

#### E. Pyramids

1. Pyramids higher than 2 1/2 body lengths are prohibited. Pyramid height is measured by body lengths as follows: chairs, thigh stands and shoulder straddles are 1 1/2 body lengths; shoulder stands are 2 body lengths; extended stunts (i.e. extension, liberty, etc.) are 2 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 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. *Exceptions: elevator tosses may flip into pyramids as outlined above; 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 two and one quarter 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.

# **Cheerleading**

## **AACCA College Rules**

### **Section 4.0/Appendices**

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 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 push-up position is illegal. A handspring to a push-up 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 basketball, 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.)

# School Contacts

## Section 4.10/Appendices

### Athletics Directors

<b>The Citadel</b>	Mike Capaccio	<a href="mailto:mcapaccio@citadel.edu">mcapaccio@citadel.edu</a>	o: 843-953-5030; c: 910-297-6696
<b>East Tennessee State</b>	Scott Carter	<a href="mailto:cartersn@mail.etsu.edu">cartersn@mail.etsu.edu</a>	o: 423-439-4343; c: 865-387-5230
<b>Furman</b>	Jason Donnelly	<a href="mailto:jason.donnelly@furman.edu">jason.donnelly@furman.edu</a>	o: 864-294-3460; c: 484-222-9073
<b>Mercer</b>	Jim Cole	<a href="mailto:cole_jm@mercer.edu">cole_jm@mercer.edu</a>	o: 478-301-2737; c: 478-957-2544
<b>UNC Greensboro</b>	Kim Record	<a href="mailto:ksrecord@uncg.edu">ksrecord@uncg.edu</a>	o: 336-334-3000; c: 336-944-1924
<b>Samford</b>	Martin Newton	<a href="mailto:cnewton@samford.edu">cnewton@samford.edu</a>	o: 205-726-2131; c: 205-703-3635
<b>Chattanooga</b>	Mark Wharton	<a href="mailto:mark-wharton@utc.edu">mark-wharton@utc.edu</a>	o: 423-425-4444; c: 814-321-8949
<b>VMI</b>	Dave Diles	<a href="mailto:dilesdl@vmi.edu">dilesdl@vmi.edu</a>	o: 540-464-7838; c: 540-817-5912
<b>Western Carolina</b>	Randy Eaton	<a href="mailto:jreaton@email.wcu.edu">jreaton@email.wcu.edu</a>	o: 828-227-2023; c: 240-417-4180
<b>Wofford</b>	Richard Johnson	<a href="mailto:johnsonra@wofford.edu">johnsonra@wofford.edu</a>	o: 864-597-4099; c: 864-809-8909

### Head Coaches

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