

Men's Instant Replay

Section 1. Games with Replay/Television Equipment

Art. 1. Courtside replay equipment, videotape or television monitoring must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), in order to be used by game officials. An on-screen game clock display on the monitor may be used only when the display is synchronized with the official game clock. Officials may use a stopwatch which is embedded in the video replay equipment as long as the video is unaltered and played at normal game speed. In order for an official to change or reverse a call made on the floor, the official must first find that the monitor review reveals by indisputable evidence that the call on the floor was incorrect.

Art. 2. In games with a 10th-of-a-second game clock display and where an official courtside monitor is used, the readying of zeros on the game clock is to be used to determine whether a try for goal, a shot-clock violation or a foul occurred before or after the expiration of time in any period. When the game clock is not visible, the officials shall verify the original call with the use of the red/LED light(s), including LED lights at the scorers' table, if available. When the red/LED light(s) are not visible, the sounding of the game-clock horn shall be utilized. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 3. In games when an official uses instant replay to review a potential shot-clock violation as in Rule 11.2.2.b.4, the official shall determine whether a violation occurred by the sounding of the shot clock horn. If the shot clock horn is not audible, the officials shall use the reading of zeroes on the shot clock to determine if a shot clock violation occurred. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 4. The officials shall not use such available equipment for judgment calls such as:

- a. Determine whether a foul occurred. (*Exceptions: A flagrant foul.*)
- b. Determine whether basket interference or goaltending occurred (*Exception: See Rule 11-2.1.e.3*)
- c. Determine whether a violation occurred, except in Rules 11-2.1.e and 11-3.1.a.2.

Art. 5. Collaborative replay is permitted when a conference establishes an offsite location to assist and facilitate instant replay reviews under procedures established by the NCAA Men's Basketball Rules Committee.

Section 2. Instant Replay-Voluntary Use (Except Where Noted)

Art. 1. Officials may use such available equipment only in the following situations:

- a. Free Throws.
 1. Determine who shall attempt a free throw(s) when there is uncertainty.
 2. Determine whether a player who was fouled on his unsuccessful field-goal try, at or near the three-point line, shall attempt either two or three free throws.
 3. Determine whether the wrong player was permitted to attempt a free throw as per Rule 2-12.1.c.

4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per Rule 2-12.1.d.
- b. Scoring
1. Determine whether a try for goal was a two- or three-point attempt. Before the expiration of the statute of limitations prescribed by Rule 2-12.3, the officials must recognize a potential correctable error and signal to the scorer that an instant replay review is required. This review shall take place at the next electronic-media timeout, except during the last four minutes of the second period or the entire overtime period(s), during which time the correctable error time frame in Rule 2-12.3 must be used.
 2. Prevent or rectify a scoring mistake by the scorer.
 3. Determine whether a score was erroneously counted or canceled as per 2-12.1.e.
 4. Determine if the ball was released on a try for goal before the sounding of the shot clock horn when the try is successful. The officials must recognize the potential mistake and signal to the scorer that an instant replay review is required prior to the ball next becoming live. When the try is unsuccessful, a review is not permissible.
 5. Determine when an off-ball foul occurred in relation to the shot (See Rules 6-5.1.f and 6-6.2)
- c. Timing.
1. Determine whether a timing mistake occurred in starting or stopping the game clock:
 - a. After the malfunction or mistake, such a mistake shall be corrected:
 1. During the first dead ball and before the ball is touched inbounds or out of bounds by a player other than a thrower-in.
 2. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player other than a thrower-in.
 - b. When the game clock has malfunctioned, the problem shall be corrected in the period or overtime period(s) in which it occurred when the officials have knowledge of the problem.
 - c. No timing mistake correction shall be carried over from one half or extra period to another. Such a mistake shall be corrected before the start of intermission.
 - d. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in his judgment, time has elapsed before the game clock stopped. On an out of bounds violation, the official shall determine the elapsed time before the game clock stopped from the time the ball actually hit out-of-bounds.
 - e. In the last two minutes of the second period or the last two minutes of any overtime period, if a shot-clock violation occurs, the official shall determine the correct time to be put back on the game clock from the time the shot-clock violation actually occurred.
 2. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set or reset the shot clock. The malfunction or

mistake may only be corrected in the shot clock period in which it occurred. When a timing mistake or malfunctioning problem occurs that gives a team more time than that team is entitled to, any activity after the mistake or malfunction has been committed, and until it has been rectified, shall be canceled, excluding a flagrant 1 or 2 personal foul or any technical foul.

d. Fouls.

1. After a call has been made, determine if a flagrant personal foul or a flagrant 2 contact technical foul or a contact dead ball technical foul occurred. When it is determined that a flagrant personal or flagrant 2 contact technical foul did not occur, but a contact dead ball technical foul or common foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized. When the review discloses, by indisputable evidence, that there was no foul, the foul call shall be reversed with no foul charged.
 - a. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead-ball period following the call. When the ball becomes live, there shall be no review of the made call.
 - b. When there is a foul called for swinging of the elbows involving the cylinder rule or a hook and hold play, the officials may review the play and adjudicate all penalties by removing fouls, assessing fouls against any player or concluding that no foul(s) occurred.
2. When officials err and fail to observe the fouls according to 11-2.1.d.1 (this shall not include a common foul) or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, when the act occurs:
 - a. When the game clock was stopped, it must be corrected:
 1. During the first dead ball after the clock was properly started.
 - b. When the game clock was running, it must be corrected:
 1. During the first dead ball after the clock was properly stopped; or
 2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run.
3. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul or a fight did occur within the prescribed time frame, the infraction(s) should be penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. Any previous activity before the monitor review shall not be canceled or nullified. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul or a fight did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act.
4. A coach may request a monitor review to determine if any flagrant 2 contact foul occurred. When a flagrant 1 or 2 contact foul or contact dead ball technical foul is not assessed, a timeout shall be charged to that team.
5. After a foul has been called, to determine to whom a foul is to be charged when there is uncertainty.

6. To determine if a player faked being fouled (Rule 10-3.1.d), but only as part of an instant replay review to determine if a flagrant personal foul, or contact dead ball technical or a flagrant 2 contact technical foul occurred.
 7. To determine if a foul occurred prior to a shot-clock violation.
- e. Violations.
1. In the two minutes of the second period and of any extra period(s), to determine which team caused the ball to go out of bounds when there is a deflection involving two or more players.
 2. In the last two minutes of the second period and of any extra period(s), to determine if a secondary defender was inside or outside the Restricted Area Arc when an official has stopped the game and has made either a blocking call or a player control/charging call. A head coach may request a monitor review after a call has been made to determine if a secondary defender was inside or outside the Restricted Area. A timeout shall be charged to the coach if the original call is confirmed.
 3. In the last two minutes of the second period or the last two minutes of any overtime period, and only when a call/decision has been made, to determine if basket interference or goaltending has occurred. When the call/decision on the floor is reversed as a result of the review, the officials must determine if there was team possession when the call was made and award the ball to the team if in possession. Otherwise, team possession will be determined by the alternating-possession arrow.

Section 3. Instant Replay-Mandatory Use

Art. 1. Officials shall use such available equipment in the following situations:

- a. When there is a reading of zeroes (or should have been zeroes on the clock) on the game clock at the end of any period, after making a call on the playing court, in the following situations:
 1. Determine whether a try for field goal entering the basket was released before the reading of zeros on the game clock. When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
 2. Determine whether a shot-clock violation occurred before the reading of zeroes on the game clock.
 3. Determine whether a foul occurred before the reading of zeroes on the game clock. When it is determined that the foul occurred before the reading of zeroes on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.
- b. To determine whether a fight occurred and the individuals who participated or left the bench area.