

8. Substitutions:

- a) Substitutions may be made after a basket, foul shot, stoppage of play, and any time an official beckons the player onto the court.
- b) Players MUST be beckoned onto the court by the referee. Entering the court without being beckoned will result in a warning from the official; all subsequent violations will result in a technical foul and loss of possession.
- c) Both the offensive and defensive team may substitute after the first free throw of a two shot foul, and after the second free throw of a three shot foul.
- d) The defensive team can only substitute after a made basket or free throw, (when it is the final free throw taken) and ONLY if the offense is substituting at that time. Violating this rule will result in a warning from the official; all subsequent violations will result in a technical foul loss of possession.
- e) On all stoppage of play (i.e., violations such as traveling, double dribble, three seconds, or out of bounds, etc.) either team can substitute as long as they request to sub prior to the inbounder having the ball in the throw-in area.

9. Fouls and Penalties:

- a) A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.
- b) Team fouls carry over into the second half and overtime periods.
- c) Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession.
- d) Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.
- e) Any player control foul shall result in disallowing a converted basket, recording the foul and a change in possession.
- f) Prior to the seventh team foul, any common foul shall result in loss of possession for the offending team.
- g) All personal and technical fouls shall be counted against a team total (except for unsporting technical infractions-see below). On the seventh team foul, a bonus shall be awarded for the remainder of the game.

10. Bonus Situations:

- a) Beginning with the seventh team foul, any common foul shall result in a single free throw plus a bonus free throw if the first free throw is made, and the offended team shall retain possession.
- b) Beginning with the 10th team foul, any common foul shall result in two free throws, and the offended team shall retain possession.

If a shooting foul occurs during the running time part of the game:

- a) All players will remain behind the arc and the offense will re-gain possession of the ball, even if the clock goes to the two-minute mark. At that time, the clock will stop until the ball is put in play again from the throw-in area.
- b) All the players behind the arc may cross the arc once the shooter releases the ball. The shooter may cross the free throw line after the ball strikes the rim, flange or backboard or retrieve the ball upon completion of the last free throw.

During the stopped time portion of the game:

- a) During the last two minutes of each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect)
- b) During live rebounding all players on both teams are allowed to line up along the free throw lane when the free throws are shot.
- c) The free-throw shooter shall not break the vertical plane of the free-throw line with either foot until the ball strikes the rim, flange or backboard or until the free throw ends.
- d) No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-throw shooter has released the ball.
- e) If the shooter makes the last awarded free throw, the opposing team will inbound the ball.

11. Unsporting and Administrative Technical Infractions:

- a) An unsporting technical infraction shall be when a player, substitute, coach or any bench personnel commit or display any unsportsmanlike behavior as set forth and defined by NCAA guidelines. Penalty for unsporting technical infractions shall be two free throws attempted by any player from the offended team and possession of the ball. Additionally, this technical counts towards the team foul total. Any player receiving two unsporting technical shall be removed from the game. Any unsporting technical called on bench personnel are assessed to the coach as well. Combination of two direct or indirect unsporting technical to the coach will require their removal from the game. Examples of unsporting behavior include taunting and baiting, use of profanity, continuous questioning of official's judgement, defense breaking the plane of the throw-in area, making contact with the ball or the thrower, just to name a few.
- b) Administrative technical infractions are issued for the following with a penalty of two free throws by any player from the offended team and possession of the ball but does not count towards team foul total or disqualification or ejection:
 1. Delay of Game: A warning will be given the first time any of the following occur: