

National Federation and NCAA 2004–05 Rules Differences

Item	National Federation	NCAA
Administrative Infractions	Maximum of two—one at 10-minute mark, one for remainder of game	One before the start of game. One after the start of the game
Airborne Shooter Rule	In air after release of try	M—Not a rule W—Same as NF
Basket Interference	During a free throw it is a violation	During a free throw it is a violation and if pulled down ring contacts ball before returning to original position
Changes in Roster Numbers Before Game	Technical foul on team	Legal as long as change is reported to an official and scorer
Bonus Starts	On 7th team foul	On 7th personal and/or direct technicals
Closely Guarded	Holding or dribbling in front court at 6-foot distance, if player remains closely guarded on defensive switch, count continues	M—Same as NF except on defensive switch start a new count W—Holding only (frontcourt and backcourt, 3-foot distance)
Coaching Box		
● Size	State option—14-foot maximum	Extends from 28-foot mark to endline
● Loss of Use	If coach is charged with a technical foul	No rule
Disqualification		
● Players	5th foul or 2nd technical foul	5th personal, includes direct tech. fouls
● Player participates After Disqualification	Direct technical foul also charged to head coach	Indirect technical foul charged to head coach
● Nonsquad Bench	2nd technical foul	2nd direct technical foul
● Head Coach	3rd (combination of direct or indirect) or 2nd direct technical foul	3rd (combination of direct or indirect) or 2nd direct unsporting technical foul
Duplicate Number	2nd listed number is team technical foul	2nd listed number is indirect technical foul
Fighting/Squad Member	Disqualification	Disqualification, 1 game suspension, then season suspension; team and coaches
● Head Coach Enters Floor During Fight	Must be beckoned by official; if not, flagrant technical foul	Allowed
Flagrant Fouls by Player	Must go to the bench	Must go to locker room
Fouls/Double—Personal or Technical	A/P arrow	Team that is in control; or possession of throw-in; retains ball (pt. of interruption); shot clock and arrow remain the same
Fouls/Multiple Unsuccessful 3-point Try	2 free throws for each foul	3 free throws
Free Throw		
● Violation	Restrictions end when ball touches ring, backboard, or free throw ends	Restrictions end on release of ball
● Violation Opponents Fol- by Free Throwing Team Along Line	Only first offender penalized; if simultaneous, double violation. Be aware of and consider disconcertion.	Same as NF
● Delay	Technical following warning for huddling or making contact with free thrower	No rule
Headwear	State association may approve for medical, cosmetic, religious reasons	M & W—No rule

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Injured Player/Bleeding/ Unconscious	May remain, max. 1 timeout. If replaced, 30-sec. interval of time, not a timeout No return without physician authorization	Same as NF No rule
Jump Ball—Jumper Violates by Catching	Same as NCAA (2002–03)	Violation only; nonoffending team receives ball, for throw-in, offending team gets first A/P arrow
Numbers—Same Style/Color Front and Back	Required	Not required
Officials on Court	15 minutes before start	M—One at 30 minutes W—15 minutes before start, must return at 3 minutes.
Player Control Foul	Includes airborne shooter	M—No airborne shooter; W—Same as NF
Shot Clock	No rule	M—35 seconds; W—30 seconds
Swinging Arms/Elbows Excessively	Violation (2002–03) If contact, may be player control, intentional, or flagrant foul	Violation
Stop Clock After Goal	No rule	After successful basket in last 59.9 secs. or less of second half and any overtimes
Team Control Foul	No rule	Penalize same as player control
Technical Fouls	Two free throws and ball at division line opposite the table	M and W—Direct, 2 FT's, point of interruption; Indirect, 2 FT's, point of interruption; Dead ball contact, 2FT's, ball at division line either side; NCAA Women's exception on excessive timeout, nonoffending team gets 2 FT's and the ball
Ten-Second Rule	Time limit to advance from backcourt	M—Same as NF; W—No rule
Throw-In Following Technical Foul	Opposite table	Direct/indirect—Point of interruption; Flagrant/intentional—Div. line, either side
Timeouts		
● Erroneous	Charge it and use it	Is not assessed
● Length	60 seconds; reduced if both teams are ready	75 seconds; reduced if calling team is ready (nonmedia)
● Number	Three per game—45-second warning	Four per game (nonmedia only), one 60-second timeout (media only)
● 30-second	Two per game—warning horn at 20 seconds	Four 30-second (media only), two 30-second (nonmedia) warning horn at 15 seconds
● Request by	Player/Head coach may also request	M—Same as NF; W—Any coach
TV Replay Monitor	Not allowed for use by officials in making any game decision	Officials may use for a scorer's or timer's mistake, clock malfunction, or to decide fighter(s)
Videotape	Illegal to use during the game or intermission for coaching	M & W—Illegal only at courtside

Note: These differences do not include length of game, overtime, quarters versus halves, smaller ball for women, etc.