



2006-07 NCAA Women's Basketball CORRECTABLE ERRORS



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The following information is intended to help officials better understand correctable errors, as well as, when and how to correct them. It is most important to note that not all errors in a game are correctable. Officials make errors and the only errors we can correct, within the rules, are listed below. In addition, knowing dead-ball and live-ball periods are critical to knowing if and when a correctable error can be corrected.

I. **WHAT** to correct:

- A. Failing to award a merited free throw (2-11.1.a)
- B. Awarding an unmerited free throw (2-11.1.b)
- C. Permitting a wrong player to attempt a free throw (2-11.1.c)
- D. Permitting a player to attempt a free throw at the wrong basket (2-11.1.d)
- E. Erroneously counting or canceling a score (2-11.1.e)

***Note:** The monitor may only be used to assess whether correctable errors 2-11.1 c, d, or e need to be rectified. (2-5.1.c)*

II. **WHEN** to correct:

- A. These errors occur under one of two conditions. First condition – when the game clock is stopped (errors a-d). An official must recognize these errors during the first dead ball **after the game clock has been properly started**. Second condition – when the game clock is running (error e). When the error is made while the game clock is running and the ball is dead, it must be recognized by an official before the second live ball to be correctable. (2-11.2)
- B. Understanding live ball and dead ball (6-1.4; 6-5.1)
 - 1. The ball becomes LIVE when:
 - a. On a jump ball, the ball leaves the official's hand.
 - b. On a throw in, the ball is placed at the disposal of the thrower-in.
 - c. On a free throw, the ball is placed at the disposal of the free-thrower.
 - 2. The ball shall become DEAD or remain dead when:
 - a. Any goal is made.
 - b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
 - c. A held ball occurs or the ball lodges on a basket support.
 - d. An official blows the whistle.
 - e. Time expires for a half or extra period.
 - 3. **REMEMBER**, understanding the definitions of live/dead ball are critical. Equally important to understand is that for the purpose of correctable errors, live-ball and dead-ball periods are predicated on when the clock was properly started. The time frame for

correcting errors starts when the game clock starts. For instance, if the error pertains to free throws (errors a-d) and the clock is stopped to award free throws (unmerited, at the wrong basket, or to the wrong player), the error is still being committing while the free throws are being administering. These errors may be corrected anytime before the game clock starts and until the first dead ball **AFTER THE CLOCK HAS BEEN PROPERLY STARTED.**

Just because handing the ball to a free throw shooter is, by definition, a live ball, it does not mean the correctable error time frame begins with that live ball. As mentioned earlier, **live-ball and dead-ball periods, for the purposes of correctable errors, are predicated on when the clock was properly started.** Knowing and understanding the difference between a live and dead ball with the clock running or stopped is critical. Please see the examples below for further explanation.

III. **HOW** to correct:

Errors committed when the ball is dead and the clock is stopped:

A. Failing to award a merited free throw (2-11.1.a)

Play: A1 is fouled and should be awarded a bonus but instead is awarded the ball out of bounds. Team A completes the throw-in and scores a field goal.

Sequence of events:

1. A1 is fouled.
2. Error= A1 is not awarded free throws
3. First live ball= ball is put at the disposal of Team A for a throw-in
4. First dead ball after clock is properly started= ball passes through the net on the made basket by Team A

****ERROR MUST BE CORRECTED NOW – BEFORE TEAM B GETS THE BALL FOR A THROW-IN (Team B getting the ball after the made basket would be the second live ball)**

Correction:

The field goal by Team A shall count. A1 shall be awarded his or her merited free throw(s) and play shall resume at the point of interruption which was the made basket by A1. The ball shall be awarded to the team not credited with the score and they are permitted to run the end line (2-11.4).

B. Awarding an unmerited free throw (2-11.1.b)

Play: A1 is fouled and awarded a one and one before the bonus is in effect. A1 makes the first free throw but misses the second. As a result, the game clock starts, Team B scores a field goal.

Sequence of events:

1. A1 is fouled.
2. Error= A1 is awarded a one-and-one before they are eligible for the bonus.
3. Live ball= ball is put at the disposal of Team A for the first free throws.
(Although this is technically the first live ball, it is ignored, as it relates to the correctable error time frame, because the clock hasn't started)

4. First live ball after clock is properly started= Team B's rebound.
5. First dead ball after clock is properly started = ball passes through the net on the made basket by Team B.

****ERROR MUST BE CORRECTED NOW – BEFORE TEAM A GETS THE BALL FOR A THROW-IN (Team A getting the ball after the made basket would be the second live ball)**

Correction:

The made free throw is cancelled (2-11.3). Score the basket for Team B and award the ball out of bounds to Team A on Team B's end line, which was the point of interruption (2-11.4). Team A is permitted to run the baseline.

C. Permitting a wrong player to attempt a free throw

Play: A1 is fouled and A2 is erroneously awarded the free throws and makes both of them. Team B completes a throw-in and is subsequently called for a travel violation.

Sequence of events:

1. A1 is fouled.
2. Error= A2 is erroneously awarded the free throws.
3. First live ball= ball is at the disposal of Team B for a throw-in
4. First dead ball after clock is properly started= travel violation

****ERROR MUST BE CORRECTED NOW – BEFORE TEAM A GETS THE BALL FOR A THROW-IN (Placing the ball at the disposal of Team A for the throw-in would be the second live ball)**

Correction:

The successful free throws by A2 are cancelled (2-11.3). The correct player, A1, shall be awarded the free throws with no players on the lane. Play shall resume at the point of interruption by awarding the ball to Team A nearest to where Team B's violation occurred (2-11.4).

D. Permitting a player to attempt a free throw at the wrong basket

Play: A1 is fouled and is allowed to shoot her free throws at Team B's basket. She makes both free throws and B1 inbounds the ball to B3 who is immediately fouled by A2. Team B is in the bonus.

Sequence of events:

1. A1 is fouled.
2. Error= A1 is allowed to shoot her free throws at Team B's basket.
3. First live ball= is at the disposal of Team B for a throw-in.
4. First dead ball after clock is properly started= foul called on A2

****ERROR MUST BE CORRECTED NOW – BEFORE TEAM B GETS THE BALL FOR AWARDED FREE THROWS (Placing the ball at the disposal of Team B for free throws would be the second live ball)**

Correction:

The free throws by A1 which were shot at the wrong basket shall be cancelled (2-11.3). A1 shall be allowed to shoot her free throws at her basket with no players on the lane. Play shall resume at the point of interruption, which is the awarding of free throws to Team B (2-11.4).

Errors committed when the game clock is running:

E. Erroneously counting or canceling a score

Play: A1 attempts a 3-point try for goal, which is successful, and the official awards two points. After the made basket, Team B in-bounds the ball and scores.

Sequence of events:

1. A1 scores.
2. Error= official awards two points on a made three point basket.
3. First live ball while the game clock is running= the ball at the disposal of Team B for a throw-in after the made basket by A1.
4. First dead ball while the game clock is running= ball passes through the net on the made basket by Team B.

****ERROR MUST BE CORRECTED NOW – BEFORE TEAM A GETS THE BALL FOR A THROW-IN (Team A getting the ball after the made basket would be the second live ball)**

Correction:

Three points shall be awarded to Team A. As a result of Team B's goal, play shall resume at the point of interruption which is awarding the ball to Team A at the end line for a throw-in. Team A may run the end line.

IV. WHERE to put the ball in play after a correction:

When an error is corrected, play shall be resumed from the point of interruption to correct the error, **UNLESS** the correction involves awarding merited free throw(s) and there has been NO change of team possession since the error was made. In that case, play shall resume as after any normal free throw. (2-11.4)

V. WHO can request a correction and HOW to administer the request:

The following persons may recognize an error and take procedural steps to correct the error **provided it is still correctable:**

- A. **Official (on the floor):** When the correctable error is recognized by the official, the official should stop play and correct the error. It is preferred that play is stopped once the ball becomes dead. The officials shall correct the error and resume play at the point of interruption unless play is to be resumed as after any normal free throw. (Rule 2-11.4)
- B. **Official (at the table):** When the correctable error is recognized by a table official, the scorer or timer should immediately signal the floor officials once the ball becomes dead. The officials shall correct the error and resume play at the point of interruption unless play is to be resumed as after any normal free throw. (Rule 2-11.4)
- C. **Coach:** The coach may appeal for an error to be corrected by the official. The coach should approach the table and request the table officials to notify the floor officials at the next dead ball that he or she wants an error to be corrected. Once the ball is dead, the horn shall be

sounded and the floor officials shall be informed of the coach's appeal. When the error is correctable, it shall be corrected and play shall resume immediately at the point of interruption (exception Rule 2-11.4). However, when the error is not or is no longer correctable, a timeout shall be charged to the coach's team. If any portion of the timeout remains after the review of the appeal for the correctable error has been conducted, the team is entitled to use it. After the use of the timeout, play shall resume immediately. If the review requires a full timeout or more, play shall resume immediately.

A coach is permitted to make an appeal to the floor official when that official is accessible to the bench area. In such a case, the previously stated recommended procedure shall be followed.

- D. Player: When there is player control, any player of that team may request a timeout to have the error recognized by the officials. A player may also make an appeal for a correction during the first dead ball period and before it becomes live. When the appeal by the player is correctable, no timeout shall be charged. However, when the error is not or is no longer correctable, a timeout shall be charged.