2026-27 NCAA WBB RULES BOOK AND CASE BOOK CORRECTIONS SHEET

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2025-26 and 2026-27 NCAA Women's Basketball Rules Book (Updated Sept. 1, 2026 – Online Version Only)

*Corrections highlighted in yellow

Rule	Correction
Experimental Rule (page 4)	**Experimental Rule.** For 2025-26 and 2026-27 exhibition games, by mutual agreement of the competing institutions, and for all WBIT postseason tournament games, coaches are permitted to appeal a foul charged to their own team at any time during the contest. There is no limit to the number of appeals a coach may initiate and the appeal must be made before the ball becomes live following the ruling of the foul. Unsuccessful appeals result in a charged timeout to the team. Teams may appeal even when they have no timeouts remaining; however, when a team with no timeouts remaining loses an appeal, they are assessed a team technical foul for an excessive timeout. The NCAA Women's Basketball Rules Committee requests that institutions utilizing this experimental rule provide feedback to the committee. Questions concerning the experimental rule should be addressed to NCAA Women's Basketball Secretary-Rules Editor Brad Schmidt (208-761-0739 or bradschmidt.sre@gmail.com).
1-22.5	The neutral zone(s) of the game jersey shall be of the same single color. A tonal design effect is permitted within the neutral zone(s) provided the tonal shifts are not more than 15% from the color of the neutral zone. Words, including institutional names, mascots, nicknames, logos, and marks, and names intended to celebrate or memorialize persons, events, or other worthy causes, are permitted. Commercial names, logos, marks, and slogans are prohibited *(Exception: Rule 1-22.7.a.2)*.
1-22.7.a.1.d	A logo that replaces an institutional name, nickname, or mascot name may only be used in the front neutral zone. There is no size limitation to this institutional logo when it is replacing an institutional name, nickname, or mascot name in this manner. This does not preclude the use of an institutional logo as in Rule 1-22.7.c.

1-22.7.a.2	No commercial advertising is permitted anywhere on the uniform. *Exception (Division I only): When located on the game jersey, commercial or nonprofit logos must be located either on the front shoulder panel (no closer than one inch from the identifying name, nickname or logo) or on the reverse side of the game jersey, no closer than two inches above or below the number. On the game shorts, the logo must be on the front lower quadrant. Any logo may not exceed 4 square inches. A maximum of two commercial or nonprofit logos are permitted on the uniform or any piece of apparel.*
1-22.7.c *Note*	*Note: A logo containing, or is exclusively, the name/logo of a commercial or not-for-profit organization is not permitted for Division II or Division III institutions.*
1-23.8 (new)	**Art. 8.** (Division I only) A maximum of two commercial or nonprofit logos are permitted on the uniform or any item of supplemental apparel within Rule 1-23. Any logo may not exceed 4 square inches.
1-24.1	A single manufacturer's or distributor's normal logo, label, or trademark shall be contained within a four-sided geometrical space (i.e., rectangle) with an area that does not exceed 4 square inches and is permitted once on the game jersey, once on the game shorts and once on all other items of apparel. Names or logos of professional sports entities are not permitted on any items of apparel.
1-24.3	When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located not more than 2 inches from the bottom of the game jersey's torso and the entire label shall be contained within a four-sided geometrical space with an area not to exceed 4 square inches. The following may be included in the identification label:

2026-27 NCAA Women's Basketball Case Book

*Corrections highlighted in yellow

Ruling	Correction
A.R. 2-25	Following Team B's successful try, Team A inbounds the ball in its backcourt, where B1 intentionally kicks A1's pass with 26 seconds on the shot clock. Following the kicked ball violation, Team A inbounds the ball, and while A1 is dribbling the ball in Team A's backcourt, B2 fouls A2 in Team A's frontcourt. Team A is not in the bonus. The shot clock shows (1) 23 seconds or (2) 18 seconds. **RULING: Play shall resume with a Team A throw-in in its frontcourt at the designated spot specified in Rule 7-3.2.a. In (1), the shot clock will remain at 23 seconds. In (2), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.** **Note: The determining factor is the location of the foul, not the location of the ball.** **(Rules 2-11.6.c.1, 7-3.2.a)**
A.R. 2-26	Following Team B's successful try, Team A inbounds the ball in its backcourt, where B1 intentionally kicks A1's pass with 26 seconds on the shot clock.. Following the kicked ball violation, Team A inbounds the ball, and while A1 is dribbling the ball in Team A's backcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (1) 23 seconds or (2) 18 seconds. **RULING: Play shall resume with a Team A throw-in in its backcourt at the designated spot nearest to where B1's foul occurred. In both (1) and (2), the shot clock will be reset to 30 seconds because the foul was committed in Team A's backcourt.** **(Rules 2-11.6.b.5, 7-3.2.b)**
A.R. 9-33	With 12.4 seconds remaining in the game, Team A inbounds the ball into its backcourt, and the ball remains in its backcourt when the dribbler requests a timeout with 1.6 seconds showing on the game clock. **RULING: The officiating crew has erred for failing to rule a 10-second backcourt violation. When the shot clock is not running, officials shall use the game clock to determine whether a 10-second violation has occurred. Any activity after the violation and until it is rectified shall be cancelled, excluding a flagrant 1 or flagrant 2 foul or any technical foul. The violation must be recognized before the ball becomes live following the stoppage in play. The game clock will be reset to the time the violation occurred (2.4 seconds).** **Note: When an official rules that a 10-second backcourt violation has occurred, but is late in making the ruling and the violation causes the ball to become dead, there shall be no adjustment made to the game clock (as no timing mistake has occurred).**

	Suggested mechanic: In a different situation, when the 10-second backcourt count is nearing the 10th second, and a foul or violation occurs very near the 10-second violation, officials must check to see if the backcourt violation occurred prior to the foul or violation and make an immediate decision. **(Rules 9-10 and 2-7.9)**
A.R. 11-13	With 6:00 remaining to play in the first quarter of a game using the electronic-media timeout format, A1 scores a goal that is signaled as a three-point goal. Before the expiration of the correctable-error timeframe (second live ball following the made goal), Team B's coach requests a replay review because they believe it was a two-point goal. **RULING: When the coach of Team B requests a replay review as to whether or not the goal was properly counted as a three-point goal before the second live ball following the goal, the request will be honored as it was made within the correctable-error timeframe in Rule 2-12.3. The replay review will occur at the next electronic-media timeout. If the replay equipment fails to work, the officials will have until the ball becomes live following the timeout to review the made goal. If the equipment malfunction cannot be corrected before the ball becomes live at the end of the timeout, the ruling on the floor stands, and Team B is not charged with a timeout.** **(Rules 11-3.1.e, 11-4.1.e, 2-12.1.e and 2-12.3)**
A.R. 11-44	A1's try is successful. During the dead-ball period following the successful goal, B1 commits a flagrant 1 foul against A2 which is unobserved by the officials. B2 inbounds the ball to B3, who dribbles into their team's frontcourt. A2 commits a flagrant 1 foul against dribbler B3 which is ruled by the official. Team A's head coach requests the officials review for the unobserved flagrant 1 foul by B1. The officials use the available replay system and determine that the play is reviewable and that B1 committed a flagrant 1 foul. **RULING: The officials may use replay to determine if a contact flagrant 2 or flagrant 1 foul occurred against B1 as they are within the timeframe to review and penalize the foul. When there is clear and conclusive evidence that B1 committed a flagrant 1 foul, the foul shall be penalized. A2's flagrant 1 foul occurred during live ball, and B1's flagrant 1 foul is considered to have occurred at the time it is observed on replay, which is during the dead ball following A2's flagrant 1 foul. Since A2's flagrant 1 foul occurred during live ball, and B1's flagrant 1 foul occurred during the subsequent dead ball, the fouls are not of equal gravity, and the penalties for the flagrant 1 fouls shall be administered in the order in which they occurred. Any member of Team B will be awarded two free throws for A2's flagrant 1 foul, followed by any Team A member being awarded two free throws for B1's flagrant 1 foul. Play shall resume with a throw-in to Team A at a designated spot at the division line opposite the scorers' table.** **(Rules 11-3.1.m, 11-4.1.l, 7-4.11)**