

# GNAC SPORTS REGULATIONS

## WOMEN'S BASKETBALL

### Section 1. PARTICIPATION REQUIREMENT

- 1.1. All member institutions fielding teams in women's basketball shall agree to participate for the championship.

### Section 2. SCHEDULE

- 2.1 All member institutions shall observe the NCAA starting date for pre-season practice.
- 2.2 The maximum number of games permitted in a single season shall not exceed the NCAA maximum number of allowable games. Regular season conference games cannot be exempted games on the Alaska exemption.
- 2.3 Varsity contests shall be scheduled in accordance with the regulations as they appear in Article 17 of the Bylaws of the NCAA.
- 2.4 Conference members shall complete their conference-scheduled contests as assigned yearly by the conference office. The Conference member(s) responsible for failure to meet this requirement shall be declared ineligible for the Conference championship in women's basketball for the year in which the infraction occurs. No Conference game shall be scheduled after the Saturday preceding the Conference playoffs.
- 2.5 The following standard starting times shall be in effect for all conference contests: **Single Games** – 7 p.m. **Doubleheaders** – 5:15 p.m. or 7:30 p.m. Any changes to the standard time may be made by filing a CHANGE OF SCHEDULE form with the conference office, signed by both participating athletic directors. Starting times for non-conference contests shall be determined by the host institution. **Note:** When a doubleheader is scheduled, the home team has the authority to decide in which order the games will be played. (Revised 10/04; Revised 10/07)

### Section 3. NCAA REGIONAL TOURNAMENT REPRESENTATION

- 3.1 The Conference Champion will be the team with the best record against conference teams. In case of a tie, co-champions will be declared.
- 3.2 If there is a tie for the Conference Champion, the tie-break procedure in Bylaw 1.5.3.1. (reprinted below) will determine the team to represent the GNAC at the NCAA Regional Tournament.

**Tie-Break.** In the event of a tie for the championship, the GNAC representative to postseason play shall be determined as follows:

- a) The best won/loss record in all GNAC games played between the tied teams over the past regular season;
- b) The best won/loss record in all games, including non-conference games, played between the tied teams over the past regular season;
- c) The best won/loss record of the tied teams against the next place finisher(s);
- d) If still tied, then teams will be compared to the next place finisher(s), and so on until a representative is determined;
- e) If still tied, the representative will be the institution with the highest NCAA regional ranking.

**Section 4 CONDUCT OF PARTICIPANTS – (See Bylaw Article 10, Section 1)**

**Section 5. PLAYING RULES**

- 5.1. The rules and regulations of the NCAA shall govern the playing of the Conference games, unless exceptions are specifically stated in these regulations.

**Section 6. OFFICIALS**

- 6.1 Three officials shall be used in all Conference games.
- 6.2 No official will be allowed to work more than four Conference games at one site unless scheduling circumstances require additional assignments. Additional assignments must be approved by the Commissioner.

**Section 7. EQUIPMENT**

- 7.1 The official basketball for all Conference games shall be any wide seam NCAA approved ball.

**Section 8. GAME MANAGEMENT/CONDITIONS OF COMPETITION**

- 8.1. All game arrangements, including but not limited to the visiting radio and/or television broadcasting crews and special groups, should be approved by the host institutions athletic director 72 hours prior to the event.
- 8.1.1 Visiting cheerleaders in uniform, mascot included are admitted free to conference contests.
- 8.1.2 Television/radio time-outs should occur as prescribed in the NCAA Basketball Rules Handbook.
- 8.1.3 The host institution will provide ice and water.
- 8.1.4 The official scorer shall wear a black and white striped shirt.
- 8.1.5 It shall be the home team's responsibility to provide adequate game management and security of the game officials and the visiting team. An escort should be provided for the officials at half time and after the game. The announcer shall read the NCAA statement of sportsmanship 10 minutes prior to the scheduled start time (6:50 p.m. for a 7 p.m. game).
- 8.1.6 The host institution will make every effort to provide the visiting team with quality practice times on the day before and/or after the day of the game. It is the visiting team's responsibility to contact the home team to make arrangements at least two weeks prior to the game. The length of the practice times should be minimum of one hour on the day before and a half-hour on the day of the game. The home team shall provide a minimum of six leather balls, same specifications as the game ball, at practice time.
- 8.1.7 Game day order of events, based on a 7 p.m. tip-off:
- 6:00 PM Court available for warm up for both teams. Practice balls to be provided by host institution.

*6:55 PM* Court cleared for introductions of both starting lineups, beginning with the visiting team, and the national anthem. Both teams present for introductions.

*7:00 PM* Tip off

*Halftime* Teams notified by game management when five minutes remain in halftime. (Revised 10/03)

- 8.2 The transparent rectangular backboard shall be used.
- 8.3 Adequate equipment shall be provided for conducting the game, including score book, game ball, a visible scoring device and a visible 30-second clock.
- 8.4 The court shall be available for a warm-up no less than 60 minutes prior to the start of the game, except doubleheaders, 30 minutes.
- 8.5 The visitors shall be provided a minimum of six leather game ball for warm- up with the same specifications as the game ball.
- 8.6 A private meeting room or locker room shall be provided for the visiting team one hour prior to the start of the game.
- 8.7 Pre-game information, including parking, appropriate entry into the facility, practice times, etc. shall be communicated in writing to the coach and any appropriate administrators of the visiting team prior to the game.
- 8.8 Flash photography shall not be allowed.

**Section 9. CONFERENCE CHAMPION**

- 9.1 The conference champion will be the winner of the conference regular season play. In case of a tie, the teams shall be designated as co-champions of the conference.

**Section 10. STATISTICAL INFORMATION**

- 10.1 The official NCAA Box Score Form shall be completed using StatCrew software. Half time box scores shall be delivered to locker rooms. After the game, the full game box score and play by play shall also be made available.
- 10.2 The Statcrew game file should be e-mailed to the visiting institution SID and the conference office as soon as possible at the conclusion of the contest. In case of doubleheaders, the file for the first game must be e-mailed prior to the start of the second game.

**Section 11. VIDEO EXCHANGE AND SCOUTING REPORT POLICY (Revised 10/03; 10/04; 10/07;05/08)**

- 11.1 The host institution is responsible for filming the contest and uploading it onto Game Tape Exchange (GTX) as soon as possible following the contest. The upload will be completed no later than 9 a.m. (Pacific Time) on the Monday following the contest. Videos from each contest will be available on GTX for download as soon as the upload is completed.
- 11.2 It is required that the host institution provide the visiting team with a copy of the contest—either on DVD or downloaded to a flash drive, whichever the *host* team prefers—after the completion of the contest. A list will be made available specifying what type of media each school will be providing for each sport.

- 11.3 For film exchange purposes, when a team hosts a non-conference game against another GTX client, the uploaded film will automatically be posted to both the team's account and the account of the non-conference GTX client. Non-conference games against a team which is not a GTX client will be uploaded as soon as possible upon returning to campus. It is the responsibility of each team to ensure that each of their non-conference games is uploaded in a timely manner.
- 11.4 All non-conference contests are required to be shared in the same manner as conference contests,
- 11.5 The host institution will be locked out of the GTX system until the required contest or contests (most recent) have been uploaded. The visiting school is not responsible for uploading the contest and shall not be denied access to video based on any failure to upload the video file.
- 11.6 If the video uploaded by a team is not complete or otherwise not in compliance, the team that noticed the error will contact the conference office and the team not in compliance. The conference office will also notify the uploading team about the problem with their video. That team shall then be responsible to correct the problem to the extent possible by checking the original video for errors and re-uploading the video. It may be necessary to burn DVDs and overnight them to conference members, with priority placed on sending them to host and visiting school's opponents for the upcoming week. When overnighting DVDs, schools must ensure that they arrive the next day. Do not use campus mail.
- 11.7 The host institution is responsible for maintaining an archive of their contests.
- 11.8 Instructions should be provided by a game management designee to video tape camera operators to make sure the following guidelines are followed:
- (a) Volume shall be "on". Camera operators shall not engage in conversation while filming
  - (b) Do not film time-outs, huddles, coaches, halftimes and cheerleaders
  - (c) Focus the camera to be able to see the numbers on the players' uniforms
  - (d) Show the scoreboard at regular intervals and during action breaks (including all time outs)
  - (e) Leave the camera running until the teams have left the floor at the end of the contest
  - (f) Adjust the camera to eliminate any writing on the screen such as the date, record, time stamp, etc. Scoreboard overlays are acceptable and recommended.
- 11.9 Conference members may not provide videos to an external group or individuals except for an officially recognized film exchange with a non-conference opponent (i.e. as required by the NCAA during post-season competition)..
- 11.10 No in-person scouting of conference opponents (by any institutional representative) is allowed, except when teams are competing at the same location (i.e., tournament), unless expressly approved by the Conference Commissioner. In addition, no verbal or written scouting reports on other conference teams may be exchanged between conference teams. Dissemination of scouting information on member institutions to non-conference institutions is not permitted by any means (e.g., tape, phone, e-mail, written materials).
- 11.11 All coaches are responsible to report any situation (i.e., game control, officiating) they wish to have reviewed to the conference office by 4 p.m. on the Monday immediately following the contest. Only situations from the previous week's contests will be accepted. The official's supervisor should also be provided with information regarding the nature of the situation and the time at which it occurred in the contest in order to review the situation on the video from GTX. Submissions of this information will be limited to email only.
- 11.12 The Conference Commissioner has the authority to issue appropriate disciplinary action (including fines) for violation of the Video Exchange and Scouting Report policy.