



2017-19 NCAA Women's Basketball BAND AND AMPLIFIED MUSIC GUIDELINES

Prepared by Jon M. Levinson, NCAA Women's Basketball Secretary-Rules Editor

Beginning with the 2015-16 season, bands and amplified music may be played during any dead ball period. This document has been produced in order to give game management personnel, including band directors and music coordinators, guidance as to when music may be played during the course of a contest.

A band may be the collective institutional group or one member of the group; amplified music may be sourced by a music player, radio, computer, etc. under the control of game management.

Rule 5-14.17 states that "bands/amplified music are permitted to play or be played during any dead ball." The ball becomes dead when:

- Any goal (field goal or free throw) is made;
- When a free throw is unsuccessful (and is to be followed by another free throw or awarded throw-in);
- When the ball lodges between the rim and backboard or comes to rest on the flange (the "box" that connects the ring to the backboard);
- An official blows the whistle **except when a try is in flight**;
- Time expires for a period **except when a try is in flight**;
- An official blows the whistle for a floor violation (such as, but not limited to, traveling, out of bounds, etc.), basket interference or goaltending, or there is a free throw violation by the free thrower's team.

When the ball is dead, there are three methods to make the ball live again:

- When an official tosses the ball for a jump ball to start the game or any extra period;
- When the ball is at the disposal of a thrower-in;
- When the ball is at the disposal of a free-throw shooter.

Disposal is defined as either handing the ball to a thrower-in or free-throw shooter, catching the ball by a thrower-in or free-throw shooter after it has been bounced to her by an official,

placing the ball on the floor at the throw-in spot or free-throw line, or making it? available to a player after a goal and the official begins the throw-in count (Rule 4-10).

Here are some examples of game situations with the time frame delineated as to when a band or amplified music may be played:

Play 1: A1 tries for goal and after the ball has been released, a foul is called on B1. **Ruling:** The ball does not become dead until the try is successful or unsuccessful. At that time, the band or music may play until the ball is placed at the disposal of a thrower-in or free-throw shooter.

Play 2: A1 scores a goal. **Ruling 2:** Once the ball passes through the basket, the ball is dead and remains dead until an opponent secures control of the ball and steps out of bounds for a throw-in, or if the ball is available but no opponent goes to get the ball, the official begins the five second throw-in count. **NOTE:** This time period may be quite brief.

Play 3: A1 attempts a free throw which is successful. Team A's drummer bangs the drum once or strikes a cymbal with the drumstick. **Ruling:** Provided the ball is not at the disposal of A1 for a second free throw or at the disposal of Team B for a throw-in, this is legal.

Play 4: The official blows the whistle for a travel violation. May music be played immediately?

Ruling: Yes. Once the whistle is blown for the travel, the ball is dead and music may be played.

Play 5: As part of a promotional event, spectators are provided with "thunder sticks" or "vuvuzuelas". May spectators use these devices during any dead ball? **Ruling:** No. These devices may only be used during timeouts or intermissions.

Play 6: May cheerleaders bang their megaphones on the floor as part of a cheer activity while the ball is live or during any dead ball? **Ruling:** No. The megaphones are considered artificial noisemakers when used in this fashion. When used in this manner, their use is permitted only during timeouts and intermissions. When used as intended, they may be used at any time during the game.