

New Rules Review 12.12.2019

Substitutions

3-6.1. i.1- A replaced player may re-enter the game at the next opportunity to substitute when the **opponents commit a foul or violation** before the game clock has properly started.

3-6.2. b- During **multiple free throws for personal fouls, a substitute may enter before the first attempt in the sequence or after the final attempt has been successfully converted.**

Substitutions: When entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorers, the timers shall sound the game-clock horn when the ball is dead and time is stopped.

Substitutes: during a timeout or during the intermission following the first or third periods must report to or be in position to report to the official scorer **before the warning horn.**

Substitutions **shall not be permitted after the warning horn.** (Exception: Rule 3-6.3. d)

Substitutions: between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that **ends the intermission rather than before the warning horn.** When the substitute(s) has not reported before the final horn to end the intermission, the five players from the previous period shall begin the next period.

Substitutions: shall not be permitted when the game clock has been stopped after a successful field goal in the last 59.9 seconds of the fourth period or any extra period and before the clock has been properly started, except for:

- Those substitutions permitted by rule including, but not limited to, injury, blood, violation, foul, disqualification, or timeout, or for a lost, displaced, or irritated contact lens or displaced eyeglasses.
- There shall be no substitutions during the dead-ball period when the clock is stopped for a successful field goal to correct a timing or scoring mistake or for an inadvertent whistle.
- A player who has been withdrawn or replaced by a substitute may re-enter the game at the next opportunity to substitute, provided that the game clock has been properly started after the withdrawal or replacement.
- A replaced player may re-enter the game at the next opportunity to substitute when the opposing team has committed a foul or a violation before the game clock has properly started.
- A player who legally enters the game during a dead ball may leave the game during that same dead-ball period without penalty.

Substitute & Free throws. An entering player shall not replace a free-throws. When the substitute desires to replace a player, who is to attempt a free throw, the substitute shall remain at the scorers' table until the next opportunity to enter the game.

- During multiple free throws for personal fouls, a substitute may enter the game only before the first attempt in the sequence unless otherwise authorized by the rules or after the final attempt has been successfully converted.
- Substitutions during a timeout but before the warning horn are permitted between multiple free-throw attempts.
- On free throws for technical, intentional, or disqualifying fouls, all substitutes are permitted to enter before the first attempt or after the final attempt unless otherwise required by rule. (See Rule 3-6.2. d.)

When a player is required to be replaced, such as for disqualification, injury or blood, or a lost, irritated, or displaced contact:

- Before the administering of multiple free throws, all substitutes, who had legally reported to the official scorer before the player who had to be replaced, may enter the game; or
- When no free throws are awarded, all substitutes, who had legally reported to the official scorer before the player who had to be replaced, may enter the game.

Required substitutions.

A bleeding player or a player who has a lost, displaced or irritated contact lens is required to be substituted for, if the issue cannot be resolved within **20 seconds**. However, a timeout may be requested and granted when this player desires to remain in the game. When the condition is remedied within the granted timeout, the player is permitted to remain in the game.

A player with blood on her uniform shall have the uniform evaluated by medical personnel. When medical personnel determine that the blood has not saturated the uniform, the player may immediately resume play without leaving the game. When medical personnel determine that the blood has saturated the uniform, the affected part of the uniform shall be changed before the player is permitted to return.

When substitutes have reported to the scorer prior to any situation in which a player is required to be replaced, such as for disqualification, injury or blood, or a lost, irritated, or displaced contact, the substitutes are permitted to enter the game.

An immediate substitute shall be required *when the coach or any other bench personnel is beckoned and/or comes onto the playing court* to attend a player(s) who has been injured unless a timeout is requested by and granted to her team in that dead-ball period.

An immediate substitute shall be required when a timeout has been granted for a player who is injured or bleeding, has a blood-saturated uniform, or has a lost, irritated, or displaced contact lens and that player is **not ready to resume play after the final horn** that indicates the expiration of the timeout.

The opponents shall be permitted to counter with a substitution

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