NCAA Division I Men's Women's Basketball Rules Comparision

ТОРІС	Men's Basketball, Division I	Women's Basketball, Division I
Restricted-Area arc	4 feet	3 feet
Time to replace disqualified player	15 seconds (was 20 seconds)	15 seconds (was 20 seconds)
Length of game	Two 20-minute halves	Four 10-minute quarters
Bonus and Free Throws	One-and-one bonus on 7th team foul of each half Double Bonus on 10th team foul	Two free throws on the fifth team foul
Defending offensive post players	No hand/forearm on the back or hip of the offensive player	defenders are allowed to place a forearm or open hand if elbow is bent, on the back of the offensive player
Music	Played only during timeouts and intermission	Can be played during dead ball situations, timeouts and intermission
Scoring on a Charging Foul	No longer permit offense to score on a charging foul (e.g., airborne shooter)	permitted
Team Fouls	Reset to ZERO at the beginning of the second half	Reset to ZERO at the start of each quarter
Player Substitutions, last 2 minutes during INSTANT REPLAY REVIEW	During all instant replays in the last 2 minutes of the second perior and the last 2 minutes of each extra period(s), substitutions or timeouts shall not be permitted until the results of the review have been reported to both coaches.	During all instant replays in the last 2 minutes of the second perior and the last 2 minutes of each extra period(s), substitutions or timeouts shall not be permitted until the results of the review have been reported to both coaches.
Team Timeouts (MEDIA GAMES)	THREE 30-second timeouts, only two 30-second timeouts carry over to second half	THREE 30-second and ONE full (60- second) timeout; no more than 3 total timeouts will carry over to the second half. In an extra period, each team receives ONE 30-second timeout in addition to any timeouts it has not used previously in the fourth quarter.
Media Timeouts	the first deadball AFTER the 16, 12, 8 and 4-minute mark of each half a timeout called within 30 seconds of a break (at the 16:30 mark) or at any time after the scheduled media timeout becomes the media timeout.	ONE electronic media timeout per quarter Time breaks between 1st and 2nd, 3rd and 4th can be used as an electronic media timout First TEAM-called timeout in 2nd half will become electronic media timeout
Intermission between quarters	N/A	75 seconds for NON-MEDIA games; length of the electronic-media timeout (2:45) for MEDIA GAMES
Coach-called Timeout during a LIVE ball	Coaches prohibited from calling a timeout during a live ball	allowed

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Team timeouts becoming a Media Timeout	a team timeout, granted 30 seconds or less prior to a scheduled media timeout or granted after the designated time for a media timeout when there has been no stoppage in play, will become the scheduled media timeout.	
Advancing the Ball		allows team to advance to front court following a timeout after a made basket in the last 59.9 seconds of 4th quarter advane ball to frontcourt after secruing ball from rebound/change in possession (28 foot mark on scorer's table side of court)
10-Second Violation	10 seconds to cross the half court line and will be reset on all stoppages of the game clock, EXCEPT when: *ball deflected out of bound by defense; *held ball and possession arrow favors offense; *technical foul is called on offense while in backcourt	ball deflected out of bound by defense; held ball and possession arrow favors
dunking pre-game and halftime	eliminated this rule	N/A
Paint Area	Arc area in paint is 4 inches away from baseline	N/A
Shot Clock	30 seconds (reduced from 35)	30 seconds
Quarter by Quarter Breakdown First Quarter	N/A	1 media timeout (2:45)first dead ball at or below 5-minute mark or first team-called timeout above 5 in mark
Second Quarter	N/A	1 media timeout (2:45)first dead ball at or below 5-minute mark or first team-called timeout above 5 in mark
Third Quarter	N/A	1 media timeout (2:45)first dead ball at or below 5-minute mark or first team-called timeout above 5 in mark
Fourth Quarter	N/A	1 media timeout (2:45)first dead ball at or below 5-minute mark or first team-called timeout above 5 in mark