

Rules Questions 2015-16

Officials are reminded that it is their job to interpret the actions of a play, and apply the rules appropriately and correctly to that play. It is their job to interpret player actions, behaviors, and responses to game situations. Several questions will put this requirement on the forefront. It is also necessary that the official not substitute their personal meaning for the meanings of words used, but to use the commonly accepted meaning as it would apply to basketball. Finally, it is not proper for officials to substitute their own interpretation of the rules for the words written in the rulebook, nor to decide that they don't call something as it is written in the rules.

If the statement or question is correct, or if the rule is properly interpreted, then it is marked true. If not, it is marked false. There are no multiple choice questions.

Guide: Numbers at the end of each question identify appropriate rules which may apply to the question.

Terms used in the guide include:

Exc: Exception listed in the rule

Pen: Penalty related to the question

Fund: Basketball Rules Fundamentals, p. 74

Comm: Comments on the rules, p. 70

Int: Intent and purpose of the rules, p. 8

TFPS: Technical Foul Penalty Summary, p. 71

POE: Points of Emphasis, p. 68

CB: Case Book

OBS: Officials NFHS Basketball Signals, p. 72

1. Officials observing the court during the pre-game notice that the chairs used for team benches are placed in front of the existing permanent bleachers and that there is only 3 feet of open space in front of the empty chairs. The officials rule that this bench area is legal for this game. 1.2.1

2. During the first quarter, the officials notice that the portable benches used for the team bench area are four feet back from the floor. There is additional room behind the benches that will not obstruct spectator movement. The officials request that home management move the benches back further from the floor. 1.2.1

3. Spaces for non-jumpers around the center circle during a jump ball are only as deep as needed for a player to stand along the circle. Players off the circle can have any part of their feet directly behind an opponent along the circle. 1.3.1; 6.3.5

4. During the pregame warm-ups, officials notice that the “EAGLES” logo painted in the mid-court line covers a portion of the mid-court line, and there is not a complete, continuous line clearly visible to the officials. Officials rule that the game shall be played, and report this to the Assignment Secretary. 1.3.3

5. During a live ball play inbounds in front court, A1 is standing along the free throw lane with her foot standing just off the side of the free throw lane line, touching the 2nd lane space line. The lead official begins a silent 3-second count. 1.5.1, 2; 9.7.1, 2

6. Spaces for non-jumpers and free throw lane spaces along the free throw lane are the same width and depth. 1.3.1; 1.5.1, 2; Figure 1 diagram

7. While doing a pre-game observation of the playing court, officials notice that there is only one designated line marking the coaching box for each bench area. The Referee asks home management to place a piece of tape along a line that approximates the correct distance of the coaching box on both bench areas. 1.13.8; 2.3; 2.4.1; SAA 2

8. As time is running out ending the period, an official sounds their whistle to signify a traveling violation. After the whistle, the timer signals to the nearer official that the red LED light has come on, and the clock reads “0:00.0.” The officials discuss that they were aware that the period was near its ending, and determined that there was no timing error. The Referee rules the period has now ended because the LED light has come on, even though no horn was heard by the officials or table crew. 1.14; 2.5.3, 5; 2.7.3; 5.6.2 & Exc 1

9. Team A’s Coach requests a time-out during a scramble for a loose ball near the sideline by Team A’s bench. Her request continues until A1 gains control, and the nearer official recognizes the time out. As players begin to move off the floor, A2 and B2 begin to verbally confront each other, and A2 pushes B2. Several Team A bench personnel/players are on the court as the time-out was signaled by the official. Officials immediately separate A2 and B2, and make the appropriate Technical foul calls on both players. The officials then discuss the bench personnel situation, and rule that no Technical fouls will be called on bench personnel since none of them were involved in the altercation, and that the rules allowed them to be on the court in the Team A time out area. 1.13.1, 3; 2.6.1, 2; 2.7.3, 5, 6; 2.8.1, 2; 4.34.2; 5.8.3a; 10.5.2, 5

10. Team A is using an iPad in the bench area for score-keeping and statistics. In the 2nd quarter, Team A’s coach approaches the official during a dead ball and shows the official on the iPad that there is a discrepancy in the number of fouls called on one of Team A’s players. The official administers a Technical foul to the coach for an unsporting act. 1.19; 2.2.1; 2.5.5; 2.11.11; 10.1.3; 104.1b

11. There is no visible alternating possession arrow at the scorer’s table. The Referee shall ask home management to find something which would act as the arrow. 1.16; 2.3; 2.4.1

12. Officials retain complete jurisdiction over the game until the last of the officials on the crew has left the visual confines of the playing area. 2.2.4

13. The officials will verify with the head coach of each team that the team has proper uniforms and equipment, that their team will wear the uniforms and equipment properly, and that their teams will exhibit proper sporting behavior throughout the game. 2.4.5

14. During play, the Lead official and the Trail official both sound a whistle on a play during a drive towards the basket by A1, signaling a foul on B1. The ball enters the basket after the whistle. The Lead official signals that the try for goal was successful, while the Trail signals the goal was not successful. The two officials confer for several seconds. The Center official, who is the Referee on the crew, enters the conversation and tells the other two officials to come to a conclusion. They cannot. The Center official then tells the Lead official to count the basket. 2.5.3, 2.6; Fund 3

15. While it is generally understood that the official nearest the scorer's table should control substitutions, any official can beckon substitutions into the game, or deny substitutions when appropriate. 2.7.7

16. In the 2nd half, following a Team A basket, the ball is out of bounds, Team A's coach steps out on the court and requests a time out, with multiple requests. Neither the new Trail official, nor the Center official, see the time-out request, and B1 now has the ball at their disposal out of bounds for the throw-in. The new Trail official starts a visual count, and seeing the Coach's request, waves it off. The new Lead official, still in the backcourt, and, while B1 is still holding the ball, sees the Coach's request, and signals the time-out. 1.13.2; 2.7.6, 9; 5.8.3a; 10.4.2; 10.5.1b

17. There are five correctable error situations, and four of the five relate only to free throw situations. 2.10.1

18. Errors on erroneously counting or canceling a score may be made at any time during a game. 2.10.1e, 2; 2.11.11

19. A1 is fouled and awarded two shots. Officials fail to communicate, and A1's first free throw is missed, and play continues. Team B rebounds the ball, and after several seconds, the ball is knocked out of bounds by Team A. The timer sounds the horn, and the scorer tells the officials that A1 should have been awarded a 2nd free throw. The officials return the ball to the other end, line all the players up on the free throw lane, and play continues after the 2nd free throw. 2.10.1a; 2.10.6; 4.36.1, 2b; CB 2.10.1 Sit A

20. A1 is fouled and awarded two shots. Officials fail to communicate, and A1's first free throw is missed, and play continues. Team A rebounds the ball, and after several second, a foul is called against B1, with A2 in the act of shooting. The timer sounds the horn and the scorer tells the officials that A1 should have been awarded a 2nd free throw. The officials administer A1's 2nd free throw with no players on the lane, then line the players up for the free throws by A2. 2.10.1a, 2; 2.10.5, 6; 4.36.1, 2b, 3

21. A1 is fouled and awarded a one-and-one. Team A calls a time-out. After the time-out, A2 is mistakenly put at the free throw line, and shoots the first free throw. The free throw is missed, and during the rebound, B1 intentionally pushes A2. Officials call the intentional foul. While reporting the foul, the scorer informs the officials that A2 was not supposed to shoot the free throw during the one-and-one. Officials recognize the correctable error, disallow and cancel the intentional foul, and place A1 at the free throw line to shoot the proper one-and-one. 2.10.1c; 2.10.2, 4; 4.19.3; Fund 12

22. If a player has committed five personal fouls or received two technical fouls and is not removed from the game, the play shall be stopped immediately regardless of the situation of the ball, and the player shall be removed. If the act is deemed to be deliberate or intentional by the player or the coach, a flagrant technical is called on the head coach, and that coach is ejected from the visual confines of the playing court. 2.11.5, note; 10.3.6; 10.5.4; 10.4.1; Fund 11

23. Scorers shall list the number and type of time-outs called by a team, noting who called the time-out, and when it was called. 2.11.6

24. If the official scorebook is removed from the scorers' table during halftime and taken to the home locker room a technical foul is called against the home team. 2.8.1; 2.11.11; 4.19.14; 10.1.6; CB 2.11.11

25. The timer shall be instructed to sound the horn when there are 15 seconds remaining in any intermission, time-out, or required substitution period for removing a player who must leave the game. 2.12.4, 5

26. The official shall notify the head coach that a player is disqualified, and immediately notify the timer to start the 20-second substitution period. Five seconds later a horn shall be sounded. 2.8.3, 4; 2.12.5

27. As the end of a period nears, the timer has failed to set the automatic horn on the clock. There is NO LED light on the backboard/goal. As the clock runs out, A1 is shooting a last shot towards their goal. The ball enters the basket. The timer, realizing the horn has not sounded, then manually sounds the horn. The officials recognize the horn, and will now discuss the last-second shot. The referee talks with the crew, and they are not able to clearly determine that the shot is good, or not good. The referee then chooses not to discuss this call with the table crew, and disallows the goal. This is the correct procedure. 2.5.3; 2.7.3; 2.13.1, 2, 3;3e; Fund 3

28. While an official may communicate with any player on the court during the game, it is the responsibility of the captain to deal with the officials to discuss interpretations or information, and the responsibility of the captain to act in an appropriate manner when speaking to the officials. 3.1.2; 10.3.6a, b

29. A team will receive a maximum of two technical fouls for failing to submit their roster and lineup after 10-minutes prior to game time, and then changes a starter (except for injury/illness), or adding a team member, or changing a number, or changing a jersey to match a number, or having identical numbers on team members. 3.2.1, 2a, b, c, d, e

30. In all substitution situations, the substitute becomes a player, and the player replaced becomes bench personnel, when the substitute enters legally, or, if the substitute enters illegally, after the ball becomes alive. 3.3.3

31. Substitutes may enter the game only when the clock is stopped and the ball is dead. 3.3.1a, b, c, d, e

32. If the substitute has not correctly reported to the scorer's table and the ball is about to become alive, the substitute should not be brought into the game by the officials. 3.3.1, 2

33. Late in the game, A6 commit a foul, and is replaced by A5. During the immediate throw-in situation, A5 commits their 5th foul, after the live ball began but prior to the clock starting. A6 reports to the scorer to check in for A5. Officials bring A6 into the game. 3.3.1d; 3.3.4

34. Officials order A3 to leave the game because of a uniform violation involving wearing the jersey tucked into the shorts. Team A calls a time-out in order to keep A3 in the game. After the time-out, A3 remains in the game wearing the uniform in a proper manner. 3.3.5; 3.3.7 note 2; 5.8.3b

35. The referee shall not permit any team member to wear equipment or apparel which, in their judgment, is dangerous or confusing to other players, or is not appropriate. 3.5.1

36. Guards, casts, or braces worn on the hand or forearm are legal if they meet the required padding restrictions. 3.5.2a

37. Protective face guards must be molded to the face, but can also cover the entire head, such as a helmet, which covers the head, ears, and sides of the face. 2.4.1; 3.5.1; 3.5.2d

38. Arm sleeves, leg sleeves, tights, wrist bands, and head bands must all be the same color on any single player, but teammates may wear different colors. 3.5.3c

39. Team A has school colors of red and white. Team A comes on the court with white uniforms, wearing red wrist bands, and red sleeves. Officials allow Team A to play in this manner. 3.5.3b

40. A4 attempts a 3-point try from the corner with their feet remaining on the floor. B2, jumping from several feet away, does not block the clearly-released try, but then crashes into A4. The try is missed. The calling official awards 3 free throws to A4. 4.4.1; 4.41.1; 10.6 pen 1a, 5b; Fund 10, 17

41. The location of the ball is directly related to two things: when a player is touching, or last touches the ball, and, which court, front or back, in which the ball or the player involved was touching. 4.4.1; Fund 9

42. The backboard which a ball touches is considered to be the same as that ball touching the floor inbounds in that court. 4.4.1; 4.15.1; Fund 19

43. A ball which touches an official who is out of bounds is considered to remain in play. 4.4.4; 4.9.2; 7.1 .9; 9.3.1; Fund 9

44. A dribbler crossing the mid-court line from backcourt to front court must have both of their feet and the ball touch in front court before they can be considered to have left backcourt. 4.4.1; 6

45. A1 is dribbling in backcourt as the official reaches the visible count of 8 in their 10-second count. A1 then picks up the dribble, holds for 1 second then makes a long pass towards their goal to A2. After the ball clearly is in the air over the front court, near A1's basket, the official stops the count since the ball has entered the front court. 4.4.3; 4.12.2b; 9.8

46. Following a field goal by A1 the ball is lying on the court just outside the end line as B1 delays the inbounds by getting instructions from their coach. The official determines that the throw-in count should begin as B1 has had ample time to secure the ball, even if B1 has not yet picked up the ball and stepped out of bounds. 7.4.3; 4.42.3; 7.5.7; 2.7.9; 4.4.7d

47. All single fouls called against a specific team will count as one team foul towards the bonus situation. Indirect technical fouls are not applied at team fouls, since the technical foul involved already has been counted. 4.8.2

48. A player who throws the ball against their own backboard has not attempted a dribble. 4.15.1; 4.41.2; Fund 19

49. A player holding or dribbling is closely guarded when an opponent is legally defending that player within a 6-foot distance, measured from the reach of the player's arms. 4.10

50. A1 is passing towards A2, and B2 deflects the ball. As A1 chases the ball, they push B2 with their body, and a foul is called on A1. Team B is in the bonus, and B2 is awarded a one-and-one. 4.8.1; 10.6 pen 1a, b

51. An official is counting 5-second closely guarded while A1 is trapped by B1 and B2. B2, seeing an open opponent near by, leaves the trap. The official stops the 5-second count, and begins a new count, since the defender on the ball has changed. 4.10

52. B6 commits a non-shooting personal foul on A1, and then slams the ball to the floor in disgust. The official correctly awards a Technical foul for the unsporting act. Team B had 8 personal fouls prior to the foul on B6. Because the two fouls on B6 puts Team A into the double-bonus situation, the free throws awarded to A1 will be a two-shot foul. 4.8.1b; 10.6 pen 3b

53. Continuous motion includes any movement which a player holding the ball needs to use to attempt a try, and a foul by the defense occurs after these motions begin. The individual offensive players' movements need not necessarily be "under control" for the try to start, or be completed. 4.11.1, 2; 4.41.1; Fund 17

54. The location of the ball is directly related to the last player who touched it, or by the last place on the court that the ball itself touched, including the backboard. 4.4.1, 2, 3, 4, 5; Fund 9

55. Backcourt violations require three distinct actions to be applied for the violation to be called: player control in front court; last touched by the offense in front court; first touched by the offense in back court. 9.9.1; 4.4.1, 2, 4

56. A try touches, then begins to roll around the rim. A2 jumps to rebound or tap in the try, and catches their hand in the net. Officials allow the play to continue. 4.6.1; 9.11; Fund 7

57. A player who is moving with the ball is required to stop or change direction to avoid contact if the defensive player has legal guarding position in the ball handlers' path. 4.7.2a; 4.23.1, 4

58. B1 has established legal guarding position on dribbler A1. A1 moves laterally to go around B1, and catches the hip of B1, who is moving laterally to retain their position. The contact causes A1 to stumble and lose the ball. Officials call a blocking foul on B1. 4.7.1, 2a, b; 4.23.1, 2a, b, 3a, c; Fund 10

59. A1 penetrates the lane area, where B1 is defending. As A1 moves towards the basket, B1, who is facing A1, both feet on the floor, jumps vertically to block the try, extending their arms up from the body and contacting A1 on the hands, and on the ball. A1 tries to push the ball through B1's hands, as B1 returns to the floor in their initial position, and the ball is knocked free. Officials call a foul on B1 for illegal contact. 4.23.1, 2, 3d; 4.24.1, 2, 6; 10.6.2, 3, 4; Fund 10

60. A1 is dribbling near the sideline against defender B1. B1 moves laterally and obliquely along the sideline to maintain their defensive position, only about two feet from the sideline. As A1 moves to go past B1, there is contact and A1 then dribbles on the sideline. A foul is called for blocking on defender B1. 4.23.1, 2c, 4a; 4.7.2c; Fund 10

61. A1 is dribbling the ball and, in an attempt to catch the ball, touches the ball with both hands, but does not catch the ball. The ball returns to the floor, slightly away from A1. B1, defending, tries to get to the ball. While doing this, A1 reaches down and hits the ball towards the floor. The ball bounces back up to A1, who then catches the ball. Official signals a double dribble violation on A1. 4.12.1; 4.15.1, 3, 4a; 4.21

62. A try rebounds out long towards the free throw line and bounces on the floor. A1, chasing the rebound, then intentionally bats the ball to the floor near their body. The ball bounces back up to A1, who catches the ball, then, after faking a pass, starts to dribble the ball up the court. Official signals a double dribble violation. 4.15.1, 3, 4; 9.5

63. A1 and B1 are working for a rebound, when a common foul is called on B1 for pushing A1. A1 then swings their elbow towards B1, missing B1, and while backing away, throws their hand towards B1's head, missing B1. Officials separate the two players. Officials report a common foul on B1, then a flagrant Technical foul on A1 for fighting. A1 is then restricted to the Team A bench for the remainder of the game. Following the free throws by Team B, the ball is administered at the throw-in spot nearest the flagrant foul. 4.19.2; 4.19.4, 5b; 4.19.14; 10.3.6, 8; 10.6 Pen 8a2; Fund 10, 11

64. A1 makes a steal, and is driving ahead of the defense towards the basket. B1, chasing the play, runs in behind A1 while A1 is up in the air near the rim. B1 runs past A1, lightly clipping A1, and A1 is thrown off balance and falls to the floor. Officials signal a personal foul on B1. 4.19.1, 2, 3

65. The criterion for guarding a moving player without the ball: time and distance to obtain a legal guarding position; giving the opponent time and/or distance to avoid contact, not more than the two strides; for an airborne opponent the guard must have legal guarding position before the opponent leaves the floor. 4.23.5

66. The angle of a player's arms when in a "vertical" position will determine whether or not the player is establishing or maintaining legal verticality. Arms must remain in the vertical plane to maintain the defender's legal position. 4.45.1, 3; 4.24.1, 6

67. The simple fact that contact occurs does not mean the contact represents a foul on either player involved in the contact. 4.27.1; Fund 10

68. A1 and B1 are both chasing a loose ball, coming from different directions. Both players take a direct path towards the ball, and simultaneously crash into each other near the ball. The officials should decide which player committed a foul and charge the foul appropriately. 4.27.1, 2, 3; 4.23.1; 4.37.3; Fund 10

69. A1 is dribbling against legal defender B1. A2, several steps away, sets a blind screen, outside the visual field, of B1. As B1 contacts the screener A2, A2 opens up their body and moves towards the basket in front of, and in the same line as B1, looking for a pass. Official calls a blocking foul on A2. 4.19.2, 7; 4.27.1, 3; 4.40.1, 2, 4, 6

70. Team A is running a weave-type offense around the top of the free throw circle, where 3 teammates are passing the ball while crossing the floor generally moving towards the sidelines. As A1 is dribbling, B1 is guarding, moving towards the bench sideline. A2, guarded by B2, moves towards A1, receives the very short hand-off pass from A1. A1 immediately stops in the path of B2, setting a screen. There is no room for B2 to avoid the screen, and B2 crashes into A1. Officials call a pushing foul on B1. 4.40.1, 2 all, 3, 5; 4.45.7

71. Every player is entitled to a spot on the playing court, provided the player gets there first without illegally contacting an opponent. 4.23.1; 4.27.1, 2, 3; 4.37.3

72. A1 is in the lane area looking to set up for a rebound as A2 is jumping for a try. A1, moving into B1, continues to move B1 in the lane area as the try moves towards the basket. B1 is attempting to hold their ground but is failing. Officials signal a pushing foul on A1, calling the foul a team control foul. 4.19.1, 2; 4.37.1, 2a, 3; 10.6.1

73. When the ball remains live after a violation or a foul during a try for goal, the point of interruption is determined to be when the ball becomes dead following the violation or foul. 4.36.3; Fund 1, 2, 13, 20

74. Early in the 3rd quarter, A1 and B1 are in rebounding position near the goal. Both players jump for the ball, with B1 hitting A1 on the forearm before the ball touches A1's hand. The ball is then tapped into the basket. Officials signal a foul on B1, award A1 the basket and one free throw. 4.41.1, 7; 10.6.1; 10.6 Pen 1a

75. Continuous motion begins with the acts a player uses which would result in a try. The try ends when the try is clearly made or missed, or when the ball becomes dead. 4.11.1; 4.41.1, 4; Fund 17

76. The thrower during a throw-in is allowed a space out of bounds that is 3 feet wide, and is legally as deep as the thrower can move away from the out of bounds line. The thrower must keep one foot on the floor on the spot designated during the throw-in until the ball is released. 4.42.6, note

77. A1, out of bounds with the ball during a throw in, is passing the ball towards the court when B1, legally on the court, strikes A1 on the hand while the ball is still in the hands of A1, on the inbounds side of the plane of the out of bounds line. Official signals an intentional foul on B1 for illegally contacting A1 before the throw-in pass is released. 9.2.10, note; 9.2 Pen 4; 10.6.2

78. A player, moving or stationary, who catches a pass with one foot on the floor, may hop off of that foot, and return to the floor with their feet hitting the floor separately without committing a traveling violation. 4.44.2b1, 2

79. A player who catches the ball in the air may land on both feet (a jump stop) and then pivot using only the single foot of their choice. 4.44.2a1

80. A player who catches the ball in the air may land on one foot, then jump to the other foot, and finally jump off the initial landing foot for a dunk attempt. 4.44.2a2; 2b1

81. Traveling is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The limits of foot movements depend upon when a pivot foot is legally established. 4.44 all; 4.33; 4.46.1

82. The only situation in which successive time outs cannot be called is when the playing time has expired at the end of a 4th quarter or overtime period. Until then, all time-outs (except for injury/blood involving opponents at the same time) should be administered in the order of requests by the teams. 3.3.7, notes 1, 2 & CB 3.3.7 Sit C; 4.43.2; 5.8.3a, b; 5.11.7

83. Verticality refers to a legal position. A player is allowed their position on the floor in a vertical plane if they legally get to that position first. 4.23.1; 4.37.3; 4.45

84. When a player is working from a vertical plane, the officials must look at the angle of the body and the arms to determine if the actions of that player are legal, and whether or not that player, after jumping, returns to the floor in the same vertical plane. 4.23; 4.45.1, 2, 3, 4

85. A player with the ball is to be given no more protection or consideration than the defender when judging which player has violated the rules. 4.45.7

86. Warnings for delay shall be administered to the team whose player creates the delay, or the team that creates the delay. Delay warnings are issued for throw-in plane violations, huddles during free throws, contact with the free throw shooter, interfering with the ball being made live, and failure to have the court ready following any time out. 4.47.1, 2, 3, 4

87. A6 goes to the scorer's table in the 2nd quarter to check into the game. The timer sounds the horn to gain the attention of the officials, and the nearer official is told by the scorer that A6 has a number that is not listed in the scorebook. Team A's coach then pulls the substitute from the table area and does not allow the player to enter the game. Officials then continue play with no penalty. 4.34.2, 4; 3.1.1, 2c; 10.1.2c, Pen; CB 3.2.2 Sit C

88. After the first horn, Team A is coming out of a time-out, and the manager is wiping water and juice from the floor on the playing court. The official hesitates as all players are not yet returned to the court from the time-out. As all players have returned by the second horn, and the official is ready to administer the throw-in, the court is clear. No warning for delay is required. 2.12.4; 10.1.5b

89. Team A was charged with a delay warning for delaying the free throw by shaking hands with the shooter. Later in the game, A1 violates the throw-in by crossing over the sideline while trying to defend the pass. Officials signal a technical foul for a second delay action. A1 is charged with the technical foul. 4.47.2; 4.47.1; 10.1.5d

90. The time expires for the end of the 1st quarter, and playing action has stopped. A1, who believed they were fouled on the last play, slams the ball to the floor in disgust. The official awards A1 with a technical foul. The 1st quarter has not ended. The free throws for A1's Technical will be attempted, and the ball will go to the alternating possession arrow to start the 2nd quarter. 10.1.8; 10.3.6; 5.6.2, Exc 4; 4.34.1, 2

91. The time expires for the end of the 1st quarter and playing action has stopped. A1, who believed they were fouled on the last play, slams the ball to the floor in disgust. The official awards A1 with a technical foul. A1's Technical foul is charged only to A1 as one of their five fouls, and a team foul is given to Team A. 10.1.8; 10.3.6; 10.4.1, Pen; 5.6.2 Exc 4; 4.34.1, 2

92. An official may suspend play when a player is injured. The official should wait until the ball is in the control of the team of the injured player, or wait until the opponent completes a play. The official may also decide to stop play immediately when necessary to protect the injured player. 5.8.2a, note; Fund 16

93. A time out may only be granted in two situations: when requested correctly by the team in control of the ball or when the ball is at that team's disposal, or when the ball is dead. Required replacement of a player or players may delay the second option. 5.8.3a, b

94. When a coach requests a time out for a correctable error, the official will meet with the coach of the team in question at the scorer's table. The opposing coach is not allowed to participate in the discussion, and must remain in their bench area. 5.8.4

95. Team A's 60-second time out is granted, and Team A is ready to play after 15 seconds. The officials require Team B to return to the floor immediately. 5.11.2

96. Late in the game, A1 and B1 collide while chasing a loose ball. After bringing the coaches and trainers on the court, and informing both coaches of the substitution options, Team A requests a time out to prevent the forced substitution of A1. After the time out, Team B's coach wants to leave B1 in the game. Officials allow this to occur. 5.11.8; 3.3.6; 3.3.7, note 1, 2

97. There are only three ways to get a ball to become live: a jump ball, a throw-in, or a free throw. 6.1.1, 2; Fund 4

98. The ball is live before it is tossed on the jump ball. 6.1.2; Fund 4

99. The ball is not live while it is at the disposal of a team out of bounds on a throw-in. 6.1.2; 4.4.7; Fund 4

100. A1 is out of bounds for the throw-in to start the 2nd quarter. As the ball is bounced to the thrower, but before catching the ball, B1 is called for a holding foul on A2. The official signals a personal foul on B1, and play continues with another throw-in for Team A. 6.1.1, 2b; 10.6.1; 4.19.1, 2; 4.19.5c; 10.3.5a, pen; Fund 4

101. When the official is ready, and until the ball is tossed, non-jumpers shall not move onto the restraining circle, nor change positions around the circle. 6.3.2a, b

102. During the jump ball, non-jumpers not on the restraining circle are not allowed to move about the playing court from the time the official is ready to toss the ball until after the ball is tapped by either or both jumpers. 6.3.2a, b; 6.3.3; 6.3.5a, b

103. During the jump ball, the jumpers shall not touch the ball before it reaches the highest point, catch the ball before the jump ends, nor touch the ball more than twice. 6.3.6a, b, c, d

104. The alternating possession throw-in ends when the throw-in ends. If the throw-in team commits a foul, or the defensive team commits a violation before the throw-in ends, the arrow is reversed at this time. 6.4.4, 5; 4.42.5

105. The official's whistle rarely causes the ball to become dead. 6.7 all; Fund 16

106. The ball becomes dead when a foul occurs on a player in the air on a try. 4.1.1, 2; 6.7.7 & Exc a, b, c

107. A dribbler violates if they step on a side or end line while dribbling, even if the ball is not touching their hand. 4.4.4; 4.12.1; 7.1.1; 7.1.2a; 9.3.1 note

108. The resumption of play procedure is used to start the 2nd half if a team is not ready to play. 6.2.3; 7.5.1

109. If the coach is talking to the free throw shooter near the sideline while the players are lined up on the free throw lane, the official will use the resumption of play procedure to begin the free throw. 7.5.1; 10.3.5c

110. The designated out of bounds spot for the throw-in is nearest where the violation occurs for violations, goaltending, basket interference, and free throw violations when no additional free throws awarded. 4.4.3, 4; 7.5.2a, b, c

111. The designated out of bounds spot for double personal, double technical, and simultaneous fouls shall be the out of bounds spot nearest to where the ball became dead at the time of the call by the official. 4.4.3, 4; 7.5.3b

112. The designated out of bounds spot for player-control and team-control fouls or common fouls prior to the bonus is the spot out of bounds nearest to where the ball was located when at the time of the call by the official. 4.4.3, 4; 7.5.4a

113. The designated out of bounds spot for intentional fouls or flagrant personal fouls is the spot out of bounds nearest to where the foul was called by the official. 4.4.3, 4; 7.5.4b

114. The ball is not at the disposal of a player for a throw-in after a field goal by the opponent until the throw-in team is holding the ball out of bounds on that end line. 4.4.7d; 7.6.1, 2

115. For a throw-in after a basket, the 5-second count for the team throwing the ball in bounds should begin when the ball is at the disposal of a player of the team entitled to the throw-in. 4.4.7d; 7.6.1, 2

116. A1 steps out of bounds with the ball for a throw-in following a basket by Team B. A2 also steps out of bounds on the same end line, in a play where Team A will pass the ball from A1 to A2 while both are out of bounds, then A2 will pass the ball in bounds to a teammate. B1, guarding the end line, reaches across the boundary and catches the pass from A1. B1 then jumps make a try for goal, and is fouled by A3. Official signals a foul on A3, and awards B1 two shots on the missed try and foul. 4.19.5b; 7.5.7; 7.6.2, 4, note; 9.2.10 Pen 3; 4.19.1 note

117. The official signals a traveling violation against Team A, then awards a time out to Team A. Following the time out, the official presents the ball to Team A for the throw-in. A1 makes a long pass to A2 in the backcourt. While the ball is in the air, Team B's coach is yelling about the throw-in, saying it should be their ball. After A2 catches the ball, the official recognizes the mistake, signals, and awards the ball to Team B at the original throw-in spot. 2.3; 2.10; 7.6.6; 7.5.3

118. A1 is at the free throw line for a single try. The official bounces the ball towards A1, and does not see that B3 is trying to get to the 3rd lane space on the opposite side. By the time A1 catches the ball, B3 is crossing the free throw line, moving into the 3rd lane space. The officials acknowledge a delayed dead ball situation, and then award A1 a substitute free throw when the try is missed. 8.1.1; 8.1.4; 9.1.3d; 4.4.7b

119. A1 is attempting the last free throw. B4, standing in the 2nd lane space, abruptly brings their arms up aggressively over their head as A1 is bringing the ball up to shoot. The try is missed, and the ball is rebounded. Officials allow play to continue. 8.1.1; 8.1.4c, e, d; 9.1.3c; 9.1 Pen 1a

120. When resuming play for any single technical, flagrant, or intentional foul, or if any of these is the second part of a multiple, double, or simultaneous foul, the ball shall be put in play with a throw in for the team awarded the ball. 8.6.2, 3

121. It is a free throw violation for any player in a marked lane space to fake a violation and cause the opponent to then violate, or for the thrower to fake a try. 9.1.3b, c

122. A1 is at the free throw line for the last try. A4, standing outside the 3-point circle, crosses the line into the lane area on the release of the try by A1, and tips in the missed try. Officials allow Team B to inbound the next play. 8.1.5; 9.1.3f; 9.1 Pen 1a

123. A1 is attempting a free throw. B1, in the 1st lane space, is standing with both feet on the side of the space closest to the free throw line. As A1 begins the motion for the try, B1 quickly and distinctly moves down to the opposite side of their space. The free throw is missed, and officials allow play to continue. 8.1.4a, b; 9.1.3c, g; 9.1 Pen 2b

124. During the last free throw, B1 steps into the lane area before the ball is released. After the release, but before the ball strikes the rim, A4 enters the lane area from outside the 3-point line. The try is good. Officials rule a double violation, go to the alternating possession, and allow the next play to be a throw-in from the end line. 8.1.4, 5; 9.1.3f; 9.1 Pen 3, 4b

125. A1 is attempting a single free throw. B4, in the 3rd lane space, enters legally and moves to screen A1 from the potential rebound. B4 contacts A1 with their hips before the ball hits the rim, and moves backwards into A1, moving A1 off the free throw line area. A1 is off balance and has to struggle to recover their footing. Official signals a pushing foul on B4, and administers the correct penalty for this foul. 8.1.1; 8.1.2; 9.1.3d; 10.6.1; 10.6 Pen; POE 3

126. During a throw-in in the front court on the sideline by the bench, B1, defending the pass right along the sideline, deflects the pass up into the air, and the ball enters the basket. Because the throw-in has not ended and team control was not established inbounds, the administering official signals the ball dead, and disallows the 3-point basket. 4.42.5a; 4.12.1, 2d; 5.1.1, 2; 5.2.1, 3

127. During the throw-in, the thrower may touch the side-or-end line with their feet, but may not touch the area of the court on the inbounds side of the line while still touching, or, before completely releasing the ball. 4.42.3, 5, 6, note; 9.2.2, 4, 5

128. A1 is out of bounds for a designated spot throw-in. B1, guarding the line closely, jumping and waving their arms, moves slightly over the line with their feet. Official stops play and issues a warning to Team B for a throw-in violation. 4.35.1a, 2; 9.2.10, Pen 1

129. A1 is out of bounds for a throw-in after a made basket. B1, guarding the line, is trying to block the pass by A1. A1's arms extend over the end line towards the inbounds side of the line, and B1 strikes A1 across the arms, knocking the ball free. Official signals a contact foul on B1, making the foul an intentional foul. A1 will be awarded the two shots, and the ball will return to Team A at the spot of the foul for a designated spot throw-in, and issue a warning to Team B for a delay of game violation. 4.35.1a, 2; 4.19.3e; 10.6.1, 2; 10.6 Pen 4; 9.2.10, Pen 1, 4; 7.5.4b

130. A1 is making a baseline cut along the end line, and B1 is moving legally along side. There is not enough room for A1 to move between B1 and the end line, and A1 runs with one foot outside the end line, coming out on the other side of the lane. Official allows A1 to then catch the pass before calling an out of bounds violation on A1. 4.35.1a, 2; 9.3.3, Pen

131. A1 jumps high for a rebound attempt, but, realizing that they will not get the ball cleanly, punches the ball with their fist to keep it away from B1. Official signals a violation for hitting the ball with the fist. 9.4.4

132. A1 and B1 are scrambling for a loose ball, both players off their feet with bodies on the court. As the ball is rolling towards B1, A1 traps the ball with their foot, and, with the ball stopped, grabs the ball with their hands. Officials allow play to continue. 9.4.4, note

133. A1 attempts to pass the ball to A2, and B1, moving to intercept the pass, steps towards the ball, with B1's feet landing on the floor before the ball hits their leg. Official calls a violation for kicking the ball. 9.4.4, note

134. A1, dribbling into the lane in their front court, throws the ball off of their backboard and without the ball striking the rim, catches the ball off of the backboard and then dribbles out of the lane area. Officials allow play to continue. 9.5.1; 4.41.2; 4.15.3, 4; Fund 19

135. A1 is dribbling near the top of the circle in front court, and B1, legally reaching for the ball, touches the ball but does not interrupt the dribble action by A1. A1 then grabs the ball as it returns up to their hands, and, after faking a pass, begins a new dribble. Official signals a violation for an illegal dribble, or a double dribble. 9.5.2; 4.15.4a, c, d

136. A1 catches a pass, and is trapped near the mid-court line by B1 and B2. Seeing no other option, A1 tosses the ball out of the trap, steps through the two defender without making illegal contact, and then after the ball bounces twice, beats both of them to the ball, pushing the ball to the floor and dribbling. Official allows play to continue. 9.4; 9.5; 4.15.1, 3

137. The 10-second count begins when player control is established by a team in their backcourt, and lasts until the ball gains front court status. 9.8; 4.35.1b, 2; 4.12.1, 2, 3

138. Goal tending by the defense and basket interference at the opponent's basket are the only plays in which points can be awarded. 4.6; 4.22; 9.11; 9.12; Fund 7

139. A player excessively swinging their elbows must make contact with an opponent for a foul or violation to be called. 4.24.8a, b; 9.13.1, 2, 3; 10.6.1

140. Unsporting acts include, but are not limited to, taunting opponents, faking being fouled, disrespectfully addressing an official, and leaving the playing court for an unauthorized reason to show resentment, disgust, or intimidation. 10.3.6a, c, f, i

141. A1 and B1 begin to confront each other after a foul by B1 on a drive to the goal. They face off, very close, and both are verbally taunting each other. Team A's head coach and A9 come from the bench area and pulls teammate A1 away to prevent the confrontation from continuing. Officials signal the personal foul on B1, a double technical foul on A1 and B1, a flagrant technical foul on A9, and charge that technical as an indirect technical to Team A's head coach. A1 will receive free throws for the personal foul. No free throws for the double technical foul. Team B will receive free throws for the flagrant technical, and Team B's ball out of bounds at mid court. 10.6.1, Pen 1, 2, 3a, b; 10.4.5, Pen; 4.19.1, 4, 5a, b, e; Fund 12

142. Defenders who place two hands on a ball handler/dribbler, or an extended arm bar, or keep one hand on that player, or contact that player more than once in the same possession have committed a contact foul. 10.6.1, 12

143. A post player without the ball can be legally defended by the opponent who uses an their body to hold their position without pushing with their body or an arm bar, or holding, hooking, or pinning the body or leg of an opponent. Displacement by either player of the opponent is illegal. 10.6.1; 4.23.1; 4.24.5, 6; 4.37.2, 3; POE 1

144. A1 is in the post area, with B1 behind them defending and legally trying to hold ground. A1 "walks down" B1, backing them towards the basket, and as they get inside the lane, catches a pass and turns to score. Officials allow play to continue. 10.6.1; 4.23.1, 2a, b; 4.37.3; POE 1a, f

145. B1 has inside position for rebounding against A1. As the ball approaches, A1 jumps high from behind, maintaining verticality, in an attempt to get the ball. B1 continues to "box-out" by backing into the jumping A1, and after A1 gains possession while in the air, B1, still backing up, has A1 land on their back. Official signals a foul on A1 for pushing. 10.6.1, 6; 4.37.1, 2, 3; 4.44.2, 4, 5, 6, 7; POE 2a, c, d

146. Technical fouls for administrative violations, substitutes entering without reporting

or being beckoned on, and called on players in the game involved in acts while playing are not charged as indirect technical fouls to the head coach. 10.1, 2, 4; TFPS

147. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal. 4.12.1, 4; Fund 1

148. A ball in flight has the same relationship to front court or back court, or inbounds or out of bounds, as when it last touched a person or the floor. 4.4.3; Fund 9

149. Regardless of the status of the ball, the ball does not become dead when a player control foul occurs. 6.7.4; Fund 13

150. A double personal foul or double technical foul only involves two opponents. Free throws are awarded, and the ball is put in play at the point of interruption nearest the spot of the foul 7.5.3b; Fund 15