

2017-2018 LHSAA Basketball Study Guide

It is important for officials to review the rules often, as much as daily. This group recommends reading a “rule-a-day,” during the season, so that you cover the rules several times during the season. It is also important when working on this guide that you remember the concept that officials must make “interpretations” of plays the moment they occur. When you read a question, you are “interpreting” the acts, or words, of the question. Words have basic meaning, especially those in the rulebook. Work hard NOT to read into the question, or use a “different” meaning of the words of the rule. Finally, it is not your job, or your privilege, as an official, to “interpret” the words of the rule to fit YOUR meaning. Just enforce the rules as written, and everyone benefits.

Rule 1

1. There shall be at least 3 feet (AND PREFERABLY 10 FEET) of unobstructed space outside boundaries. 1-2-1
2. Spaces for non-jumpers around the center circle are 30 inches deep. 1-3-1
3. The midcourt center line must cross the entire length of the court. A “shadow-bordered line” is permissible, so long as the continuous outline is clearly visible to the officials. 1-3-2, 3
4. All lines designating the free-throw including the lane-space marks are part of the lane. 1.5.1
5. Lane space marks identify areas that extend 36 inches from the outer edge of the lane lines towards the sidelines, and there are four lane spaces on each lane boundary line. 1-5-2
6. The backboards shall be padded along the bottom surface of the board and up the side surfaces of the board to a distance 15 inches up from the bottom. This padding shall be 2 inches thick. 1-9-1
7. Any backboard support behind the backboard that is lower than 9 feet from the floor must be padded on the bottom surface to a distance of 2 feet from the face of the backboard. All portable backstops must have the bases padded to a height of 7 feet on the court-side surface. 1-9-2
8. The coaching box is 14 feet long and is located by a line 14 feet from the mid-court line and a second line 14 feet further from midcourt. 1-13-2
9. The bench area chairs are placed only 3 feet from the sidelines. The players sitting in the chairs and the coach standing in the box are within this area. The officials, seeing this just after the game starts, stop the game and require the chairs to be placed farther from the court, so that there is a minimum of 3 feet of unobstructed space on that sideline. 1-2-1, 1-13-2
10. The time-out area is not defined. During a time-out, a team may meet anywhere on the floor, particularly to avoid the fans near their bench area. 1-13-3

11. The LED light on a backboard is used to end a quarter or extra period. If there is no LED light, the audible timer's signal shall indicate that time has expired. 1-14
12. There is not a requirement to have the possession arrow at the scorer's table. The arrow on the clock is sufficient. 1-16; 4-2-1; 6-4-3
13. Music and/or sound effects shall only be permitted during pregame, time-outs, intermission, and post-game. Artificial noisemakers are not permitted. Cheerleaders are the only persons allowed to use megaphones, and then only to voice cheers to the crowd. 1-18
14. Non-players shall remain outside the playing area during 30-second or less time-outs. No persons may stand in the area off the courts in between the free throw lane lines extended. 1-20

Rule 2

15. The official scorer and official timer should be seated next to each other. 2-1-3
16. The jurisdiction of the officials begins when they arrive on the floor. This arrival cannot be more than 15 minutes before the official game time. 2-2-2
17. The final horn has sounded, and the R and U1 have entered the locker room, while the U2 is having a quiet talk with a player outside the door, which opens to the playing area. At that time, the losing coach begins berating the U2, and, even after a warning by the U2, continues. The U2 calls the R out of the locker room, and informs the R that they will eject the losing coach. The ejection is given directly to the losing coach. The R goes back to the scorer's table, and records that ejection, and later that day completes all required reports. 2-2-3, 4, note; 10.5.1a, c; Fund 12
18. The umpires shall inspect the ball, floor, baskets and backboards, scorer's and timer's signals. 2-4-1
19. The Referee shall designate the official timepiece and official timer before the game; the official scorebook and official scorer before the game; be responsible to notify teams 3 minutes prior to the start of each half; verify with the head coach that all uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior during the contest. 2-4-2, 3, 4, 5
20. Any official may toss the opening toss, and administer the alternating possession throw-in between quarters. 2-5-1, 2
21. The Referee makes final decisions on forfeits, counting goals when officials disagree, scorer/timer disagreements, correct obvious timing errors, inform the table officials and teams of the procedures for overtime. 2-5-3, 4, 5, 8
22. Center officials do not need a visible count during free-throw attempts. 2-5-9
23. Team warnings for delay must be reported to the official scorer and then directly to the head coach. 2-5-10
24. Officials should notify the bench when a team has used its final allotted time-out. 2-5-11

25. There are actions in which an official, or a crew, may penalize a team for the actions of its followers. Home management is responsible for spectator behavior, and can intervene in place of penalties given to either team. 2-8-1
26. The officials, after being informed that a player has fouled out, shall have the timer start the replacement interval, then inform the head coach of the disqualification. 2-8-4
27. Any official has the authority to immediately remove a player who exhibits signs, symptoms, or behaviors consistent with a concussion. 2-8-5; 3-3-8
28. On a traveling violation, the calling official sounds the whistle, immediately gives the signal for traveling, points in the proper direction, giving the color of the team entitled to the throw-in, and points to the designated spot for the throw-in. No other signals are required. 2-9-1, 2
29. The preliminary signal to stop the clock, either an open hand, or a fist, shall be given on all situations in which any official stops live ball action. 2-9-1, 2
30. A1 is fouled, and should have received a 1-and-1 free FT. A1 completes a throw-in to A2, who scores, and B2 then completes the throw-in to B1, and B1 is fouled by A1 while dribbling. The officials are notified of the correctable error, and then allow A1 to shoot the 1-and-1, with no players on the lane, before returning the ball to the point of interruption for Team B. 2-10-1, 2; 6-1-2; 6-7-1; 4-36; Fund 10, 12
31. Correctable errors include: the wrong player attempting a FT; attempting a FT at the wrong basket; awarding an unmerited FT; erroneously counting or cancelling a score. 2-10-1b, c, d, e
32. The scorer may signal to stop the game to declare that B5 has fouled out while Team A is passing the live ball among teammates inbounds. 2-11-3
33. The scorer shall record the warning, and number of them, in the scorebook, including bench and coaches' warnings. 2-11-3; 5, note
34. The timer shall sound the warning signal at the beginning and the end of the 15-second interval permitted for replacing a disqualified or injured player, or a player directed to leave the game. 2-12-5, note
35. The timer shall indicate by signal the expiration of playing time in each quarter or extra period. If the red/LED light is used, the light is the official expiration of time. 2-12-7; 1-14
36. The Referee is the sole arbiter of the decision whether to count or disallow a goal, or a foul (unless flagrant or intentional), when the act occurs so close to the expiration of time, and no horn or signal was given or heard. 2-13-1, 2, 3; 2-3; 2-5-1, 5

Rule 3

37. A team may play with as few as one player. There is no penalty for this action. 3-1-1
38. While officials may appropriately communicate with any player, it is the captain who is responsible to deal with the officials while on the court to discuss interpretations of rules, calls, or other information, and that captain's responsibility to act in a sporting manner when dealing with the officials. 3-1-2

39. The referee shall verify at least 10 minutes before starting time that both teams have submitted proper rosters, with numbers, and all designated starters. 3-2-1, 2; 2-4-1 thru 5; 10-1-1, 2
40. Substitutions during multiple free throws shall be made only prior to the last free throw, unless the free throw shooter will be replaced. If a player must be replaced due to disqualification or injury, all substitutes who have properly reported shall enter legally. 3-3-1, 2, 3
41. A1 is fouled and injured during a try. A1 cannot attempt the FT's, and is replaced by A6. After the successful 2nd FT, A6 is replaced by A7. This is an illegal substitution. 3-3-3
42. Due to injury, Team A must return a player to the game who is not normally eligible to substitute due to the rules, in order to have 5 players. The officials will allow the substitution if no other eligible substitutes are available. 3-3-1, 4
43. A1 and B1 are injured while playing a loose ball. Both Coaches are beckoned to the floor for the injury. Team A's Coach would like A1 to remain, so they take the required time out. After the time out, B1 returns to the game, and the ball becomes live. This is the proper action by the officials and table crew. 3-3-4, 6, note 1, 2; 5-11-8
44. Players must keep their uniform shirts properly tucked into the uniform shorts, and uniform bottoms properly worn, unrolled, at the waist, or be removed from the contest. NO warning is required for this action. 3-3-4, 5
45. A player who is bleeding, an open wound, or blood on their uniform shall be directed to leave the game until the next opportunity to substitute. A time out does not remove this requirement. 3-3-6, 7
46. Any official has the authority to remove a player from the game who shows signs or symptoms of a concussion, and to require the proper clearance by an appropriate health care professional before that player can return to play. 3-3-8; 2-6; 2-8-5
47. Officials may allow players to participate with a guard, cast or brace on the elbow or lower arm when properly padded with a closed-cell, slow-recovery foam padding no less than ½" thick. 3-5-1, 2a, b, e
48. Undershirts shall be a single solid color similar to the torso of the jersey. Arm sleeves can be a different color than the undershirt and jersey. 3-5-3, 4, 5
49. The Referee has no authority on players when the question of hair styles, or fingernails, or other concerns come to light. 2-3; 3-7

Rule 4

50. A2 is fouled while in the air in the act of shooting, prior to releasing the ball. A2 is NOT considered an airborne shooter. 4-1-1, 2; Fund 1, 10
51. An airborne shooter is a player in the act of shooting who has left the floor, and has not returned to the floor, regardless of where that player is still holding the ball. 4-1-1, 2; Fund 1, 10
52. The possession arrow shall be at the scorer's table, and should point in the direction of the team's basket for the alternating possession procedure. 4-2-2; 1-16; 6-4-1

53. Team A has a player dunk the ball in pregame warm-up. While B1 is attempting the technical foul free throw, B2 receives a technical foul for taunting. After all free throws are completed, the ball is presented to Team B for the initial throw-in, and the arrow is set to Team A's basket for the next alternating possession, since the first act establishing control was the free throws by Team B. 4-2-1; 4-3-3b; 6-4; 10-4-3; 10-4-6c; Rule 10 Pen Sum
54. Ball location is determined by whether a player is inbounds or out of bounds, or in front court or backcourt, or is touching multiple players, even if the player or players are not touching the floor, or is touching an official. 4-4-1, 2, 3, 4; Fund 1
55. A ball is at the disposal of a player when it is handed to a thrower or free thrower; caught by a player after it is bounced to them; placed on the floor at the spot; available to a player after a goal before the official begins the count. 4-4-7
56. A ball touching a basket or net while on or within a basket, may not be legally touched by a player. This included a ball above the basket in the imaginary cylinder which has the ring as its lower base. 4-6-1, 2; Fund 3, 7
57. It is not basket interference when a player attempting to dunk pulls down the movable ring, which the ball then touches, before the ring returns to its normal position. 4-6-4
58. B1 is guarding a moving A1, and B1 makes body contact while moving towards A1 in an attempt to cut off A1's path to the basket. The official signals a blocking foul on B1. 4-7-1, 2; 4-23-1, 2, 3; Fund 10
59. B1 is guarding a moving A1, and B1 makes body contact while cutting off A1's path. B1 earned a position while moving where both feet established in A1's path, facing A1, prior to contact. The official signals a blocking foul on B1. 4-7-2b; 4-23-1, 2, 3; Fund 10
60. A1 is dribbling, with B1 standing facing A1 while 5 feet away. B1 is not aggressively playing A1, looking around in all directions, but waiting for A1 to move. The official signals a count, and calls a 5-second violation on A1 when reaching the proper count. 4-10-1; 9-10-1a
61. Michael Jordan is breaking away and will dunk, leaving the ground from the FT line. He is in the air when he catches the pass in the air, and is slapped on the arm after the catch by LeBron James. His right foot lands about just above the 3-pt circle. The official sounds the whistle for the foul. Jordan then jumps from the FT line, poses as Air Jordan, then powers the dunk. Mindy Rudolph waves off the basket, saying the foul was before the act of shooting, since the foul occurred 30 feet from the basket. 4-11-1, 2; 10-7-1; Rule 10 Pen Sum 2; Fund 3, 10
62. A closely guarded situation occurs when a player in control of the ball in their team's front court is continuously guarded by the same defender who is within 6 feet. 4-10; 4-12-1; 9-10-1a
63. A1 is dribbling along the end line, moving past B1. After grabbing the bottom of the ball in one hand, stepping with one foot, B1 then pushes A1 with their body. The official signals a foul, and A1 continues through the next step, powering up and scoring a

- basket. The official waves off the basket, stating the foul was not in the act of shooting. This is a correct call. 4-11-1, 2; 10-7-1; Fund 3, 10
64. A1 is moving downcourt, and reaches slightly behind them to catch a pass with one hand. The ball cleanly moves from that hand to the other hand, where A1 then pushes the ball to the floor to start the dribble. Player control began with the initial movements of the hand bringing the ball to the other hand on the pass. 4-12-1
65. Team control does not begin with player control. 4-12-1, 2; Fund 1
66. Team control exists on a pass from A1 to A2, but player control does not exist during that same pass. 4-12-1, 2, 3; Fund 1
67. Once a ball is in player/team control inbounds, the front court for a team includes the midcourt line. 4-13-1, 2
68. B5 has committed 4 personal fouls, when, on the call for that 4th foul, B5 jumps high in the air in disgust. The official signals a technical foul, making the 5th foul on B5. This foul is not a bench technical, since the Head Coach of Team B has not been informed, and Team B's Head Coach will not lose use of the coaching box. 4-14-1, 2; 10-7-1; 10-4-6a; 10-5-2, 3, Pen; Rule 10 Pen Sum; 1-13-2; Fund 12
69. A1 blocks a pass with their hand, allowing the ball to drop to the floor. This is the start of a dribble. A1 cannot then catch the ball with two hands off that bounce, and then start another dribble. 4-15-1
70. A2 is in the low post when they catch the ball in the air, landing on both feet simultaneously. Their next movement is to jump in the air with both feet in a move towards the baseline, then release the ball towards the floor, and dribble around the defender to make a reverse lay-up. The official signals a traveling violation. 4-15-3; 4-44-1, 3b; Fund 6
71. A1 is dribbling towards the basket in penetration, splitting two defenders. A1 ends the dribble by touching the ball with both hands attempting to start up for a try, but does not catch the ball. A1 then reaches down with one hand towards the ball, pushing the top of the ball back to the floor, catching it when it bounces back up again. A1 then scores on a try. The officials allow play to continue. 4-15-4c; 4-15-1
72. During an interrupted dribble, closely guarded counts are terminated; player control fouls cannot be called; team control fouls can be called; time outs cannot be granted; out of bounds violation does not apply on the player involved in the interrupted dribble. 4-15-6; Fund 6
73. Dunking or stuffing the ball must involve contact with the rim. 4-16-1. 1-10-1; 4-6-2, exc
74. The length of an extra period is four minutes. 4-17
75. Fighting includes attempting to kick, punch, or strike using a fist, hands, arms, legs, or feet, regardless of contact. It also includes an unsporting act which causes a person to retaliate by fighting. It also includes acts by a player on a teammate. 4-18-1, 2; 10-4-8; Fund 11

76. A1, A2, and B1 are charged with fighting each other during a live ball inbounds. The Flagrant Fouls administered will offset, and the ball will be returned to play using point of interruption. 4-18-1, 2; 10-4-8, Pen; Rule 10 Pen Sum 8a2; Fund 11, 12
77. Team A's Assistant Coach enters the floor to break up a live ball fight between A1 and A2. A1, A2, and Team A's Assistant Coach are all ejected. Team B will shoot 6 FT's for the three Flagrant Fouls, receive the ball at mid court opposite for a throw-in, and Team A's Head Coach will lose the use of the Coaching Box for the remainder of the game. 4-18-1, 2; 10-4-8, Pen; 10-5-1, Pen; Rule 10 Pen Sum 8b1; Fund 11, 12
78. An Intentional Foul requires excessive contact on the opponents' advantageous position, or contact away from the ball with some player/players clearly not involved in the play, or contact with the thrower out of bounds. 4-19-3 a, b, d, e; 9-2-4, Pen 4
79. A live ball contact foul by one player on an opponent cannot be a Technical Foul. 4-19-1, 2, 5
80. A Flagrant Foul must involve contact with a player or an opponent. 4-19-4; Fund 11
81. A player-control foul is committed by a player with the ball, or by an airborne shooter prior to returning to the floor. 4-19-6
82. B1 fouls A1, and, A1 immediately flagrantly shoves B1. Team A is in the bonus. This is a Double Foul. A1 is ejected, and their substitute will attempt FT. Team B will attempt their FT's, and receive the ball at midcourt opposite. 4-19-8a, b, 9; 10-7-1; Rule 10 Pen Sum 1c, Note; Fund 11, 12
83. A1 fouls B1. After the whistle, while clearing the play, B1 fouls A2. This is a false double foul. Apply the penalties first to the foul by A1, then the foul by B1, with the ball at midcourt to Team A following the FT's by Team A. Disqualify B1 if either foul is flagrant. 4-19-9; 4-19-1, 4, 5c; 10-4-7, Pen, Note; Rule 10 Pen Sum 2, 3, 4, 5; Fund 11, 12
84. A player, after ending a dribble, can deliberately fumble the ball and regain control without another player touching the ball in between. 4-21; Fund 6
85. Legal guarding position can be obtained while moving. 4-23-1, 2
86. It is possible for a charge to be called on the offensive player while the defensive player is moving. 4-23-2, 3, 4; 10-7-8, 9; 4-7-2
87. While guarding a stationary opponent without the ball, a player must give proper time and distance. 4-23-4a, b
88. B1 is guarding a moving A1, without the ball. B1 steps in front of A1 while cutting straight down the lane, with A1's last step just inches away from B1. A1 then runs over B1. The official signals a blocking foul on B1. 4-23-5a, b, c; 10-7-1
89. A1 is airborne near the basket, while B1 is jumping in correct vertical next to them. A1 then uses their right arm slightly extended from the body to stop B1 from reaching over to block the try. The official allows the play to continue. 4-24-1, 5, 6
90. B1 gains a rebound and is holding the ball near their chest, with two hands on the ball, and their elbows extended straight out. B1 then uses a small pivot/rotation to move their entire body away from the defender they can see, but makes slight contact with

- the defender on the other side. The opponent is not displaced. The officials allow play to continue. 4-24-6; 4-26-8a, b; 4-27-1, 3; 10-7-1; 9-13-1, 2, 3
91. B1 attempts to block A1's jump shot from behind, and clearly strikes A1's hand before the ball leaves A1's hand. The slap is heard around the floor. The official signals a contact foul on B1. 4-24-2; 10-7-1
 92. A player excessively swinging their elbows does not have to make contact for a violation to be called but must make contact for a foul. 4-24-8a; 9-13-1, 2, 3
 93. A rebound deflects out towards the corner, where A1 and B1 both chase the ball from different angles. They meet at the ball, inbound, and knock each other down, with the ball going out of bounds off A1. The official signals the out of bounds violation on A1, and awards the ball to Team B. 4-27-1; 9-3-1
 94. B1 is moving legally defensively while guarding ball handler A1. A1 starts to pass the ball, and it strikes B1's leg which is on the floor in legal guarding position. The official signals a kicking violation. 4-29; 9-4, Note
 95. B1 is sitting on the floor when the ball rolls in between their legs. B1 uses their legs to trap the ball, then grabs the ball, passing to B2. Official signals a kicking violation. 4-29; 9-4, Note
 96. A1 misses a try just before the red LED light ending the 3rd period. A1 verbally abuses the official while walking towards their bench. A Technical Foul is awarded A1. The official begins the 4th period with Team B shooting 2 FT's and then awards the ball to Team B at mid-court opposite. The alternating possession arrow is not changed. 4-34-1, 2; 10-4-6a; 10-5-1; Tech Foul Pen Sum; 4-2-1, 2; 4-3-3b; 6-4; 5-6-2; Fund 12
 97. A1 misses a try just before the red light ending the 3rd period. A1 verbally abuses the official while walking towards their bench. A technical foul is awarded A1. The official begins the 4th period with Team B shooting 2 FT's and then awards the ball to Team B at mid-court opposite. The possession arrow is not changed. Team A's Head Coach retains the use of the coaching box. 4-34-1, 2; 10-4-6a; 10-5-1; Tech Foul Pen Sum; 4-2-1, 2; 4-3-3b; 6-4; 5-6-2; Fund 12
 98. A1 and B1 commit fouls against each other during A2's try, after which the goal is counted. The point of interruption is the alternating possession arrow since there was no team control during the foul. 4-36-1, 2b, 3; 4-19-8a; 7-4-3; Fund 15
 99. The point of interruption is the method to return the ball to play following double personal/technical fouls, simultaneous fouls, correctable errors, an interrupted game, or an inadvertent whistle. 4-36-1; Fund 15
 100. B1 has inside position on A1 while rebounding. B1 and A1 jump straight up for the ball, with A1 reaching over the top of B1, gaining control without displacing B1. The official signals an "over the back" foul on A1 for reaching over the position of B1. 4-37-2a, b, c, d; 10-7-1
 101. Team A fails to break their huddle after both the warning horns, and whistle to resume play after a time out. The ball belongs to Team B, so the officials place the ball in B1's

- hands, while Team A is in their huddle. B1's pass to B2 results in a score. The officials have acted correctly. 4-38; 4-47-1; 2-12-5; 7-5-1
102. To start the second half, it's Team B's ball. Team A has not returned to the court. The Referee made sure that Team A was notified with 3 minutes remaining. Warning horns and whistles were given, and as Team A returns to the court, B1 is presented the ball, passing to B2, who scores. The officials have acted correctly. 4-38; 7-5-1a; 2-12-1, 2, 4; 10-2-1a, b
103. A2 is screening B1 for stationary A1. A2 sets the screen directly behind B1, so that when A1 makes a move towards the basket, B1 immediately contacts A2 and is denied the movement to defend. The official signals a blocking foul on A2, and awards the ball to Team B at the spot of the foul. 4-40-4; 10-7-1; 4-7-1; 7-4-6; 7-5-4a
104. A1 is dribbling straight down the court, with A2 running right next to them. B1 tries to get between A1 and A2 to defend against A1, forcing A2 off path during this action. Since A2 was screening a moving opponent, A2 is called for an illegal screen against that moving opponent. 4-40-3, 6; 10-7-1; 4-23-1
105. A1 tries a shot while standing on the floor from the corner, and B1 jumps from several feet away to attempt to defend. B1 lands on A1 while A1 is on the floor, but after the try has left their hands. The try is good. Team A retains the ball out of bounds since they were not in the bonus. 4-41-1; 10-7-1; Rule 10 Pen Sum 1a; 7-4-3; 7-5-7
106. A1 is rebounding, and, before the ball is tapped, is pushed from behind by B1. The ball then hits A1's hand, and enters the basket. The official signals a foul, counts the basket, and awards A1 one FT. This is a correct call. 4-41-1, 5, 6, 7; 4-37-2a; 10-7-1; 6-7-7, 9 exc a
107. A throw-in ends when the passed ball touches or is touched by another player inbounds, or another player out of bounds, or if the throw-in team commits a violation. The exception is allowed for the throw-in after a made basket when a team may pass out of bounds to a teammate prior to the ball being passed towards inbounds. 4-42-5
108. The designated throw-in spot is shoulder-wide and three feet deep. 4-42-6
109. A1 catches the ball near the block, back to the basket. A1 dribbles backwards for two steps, catching the dribble while moving left with their left foot on the floor, then steps to their right, on the right foot, spinning around on that foot, setting the left foot down and jumping to try. The try is good. The official signals "no basket" and calls a traveling violation. Team B ball at the spot of the violation. 4-44-2b, 3a; 6-7-7, 9; Fund 6, 8
110. A1 catches the ball in the air in the lane, landing on their right foot, then steps left, right, and jumps to dunk the ball. The official allows play to continue. 4-44-2b, 3a; Fund 8
111. A1 has the ball, facing B1, with a legal pivot foot. A1 raises the pivot foot up to the toe, then back to the heel, without moving the foot from the original position. This is a legal movement. 4-33; 4-44-1; Fund 8
112. A1 dives for a loose ball, gaining possession/control prior to coming to a stop. Before coming to a stop, A1 rolls over to their back to throw a pass. The official signals a traveling violation. 4-44-5b; Fund 8

- 113. A1 dives for a loose ball, gaining possession, and coming to a stop. A1 then releases the ball on the floor, gets up, and picks up the ball. The official signals a traveling violation. 4-44-5b; Fund 8
- 114. A1 drives and leaps for a try near the basket. B1, using verticality, jumps straight up into the air, arms straight up, to deny A1 the open basket area. There is contact which causes A1 to be displaced away from the basket, making them unable to attempt a try. The official signals a foul on B1 for illegal contact. 4-45-1, 2, 3, 4; 4-27-1, 2; 4-7-1, 2; 10-7-1
- 115. A player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules. 4-45-7
- 116. The warnings for delay include: throw-in plane violations; delaying putting the ball in play following a time-out or intermission; a huddle by either team or contact with the free thrower; interfering with the ball following a goal; failure to have the court ready for play following any time out. 4-47-1, 2, 3, 4; 9-2-10; 10;2;1c, d, e, i; 4-38; 10-2-1a, b

Rule 5

- 117. An untouched throw-in which enters the basket is the exception to the live ball/goal rule. 5-1-1; Fund 8
- 118. A1, in their backcourt, jumps to throw a pass near the top of the key. The pass is blocked by B1 who is outside the 3-point arc, and the deflected ball enters Team B's basket. A 2-point goal is scored since B1 did not "try, tap, or throw" the ball towards their basket. 5-2-1
- 119. While the ball is in flight for a 3-pt try, B1, jumps from on the 3-pt line and deflects the ball in its upward flight towards the basket. The ball goes through the basket. The touching does not end the try, and scores 3 points for Team A. 5-2-1; 5-5-1; 6-7-9, note; 4-41-4
- 120. The quarter/extra period starts when the ball first becomes live. It ends when the signal illuminates or sounds indicating time has expired, unless a tap or try is in flight. 5-6-1, 2, exc 1
- 121. Officials should stop play for an injured player regardless of the situation involving the ball. 5-8-1 Note
- 122. A1's dribble hits their foot, and bounces away. A2 signals for a time-out, as does Team A's Head Coach. The official signals a time-out. 5-8-3; 4-12-1, 2c; 4; 4-15-6c
- 123. When the clock may have malfunctioned or not been started or stopped properly, the officials may use their definite knowledge to correct the errors. This can include an official's count, exact time observed, or other official information provided. 5-10-1, 2
- 124. The official signals a traveling violation late in the 1st quarter, and sees the clock at 00:05.3. The timer stops the clock at 00:04.1. The official allows the clock to remain at that time. 5-10-1, 2; 2.5.5
- 125. Team A has a throw-in in their backcourt with 00:13.1 seconds remaining in the game. A1 throws to A2, who is trapped near the Team B bench, and signals a time-out. The

- Center official notices the clock failed to start. The officials confer, and the Trail official indicates they had used 6 seconds of the 10-second backcourt count, so the Referee sets the clock at 00:07.1 seconds. 5-10-1, 2; 2-5-5
126. Charged time-outs are 30- or 60-seconds in length, with a warning signal to prepare to resume with 15 seconds remaining, unless during 60-second time outs the calling team is ready to resume play early. 5-11-1, 2
 127. Officials should ignore time-out requests prior to the initial jump ball to start the game, and not acknowledge the time-out request by a team prior to overtime if that team has used their previous 5 legal time outs. 5-11-5
 128. Successive time-outs are allowed at any legal time except when there is no time on the clock in the 4th period or any extra period. 5-11-7
 129. A1 and B1 are both injured during play. Both Head Coaches choose to use a time-out to keep their player in the game. The time-out period will last two minutes. 5-11-8; 3-3-6, note 2
 130. Team A has used their 5 allowed time-outs, when A1 requests and is granted a time-out. The time-out will last 60 seconds, and following the time-out, Team B will receive two free throws and the ball at midcourt opposite the scorer's table. 5-11-6; 10-2-3, Pen; 7-4-2; 7-5-6

Rule 6

131. The ball becomes live on when: on a jump ball when the official is ready to toss; on a throw-in, it is at the disposal of the thrower; on a free-throw, when it is at the disposal of the free thrower. 6-1-2a, b, c
132. During the jump ball toss, but prior to the legal touching, A2, standing along the circle, moves off the circle directly backwards. This is legal. 6-3-2; Fund 8
133. During the jump ball toss, but prior to the legal touching, A3, standing legally off the circle, runs across the midcourt line towards their basket. The official signals a violation on A3 for moving during the toss. 6-3-2; Fund 8
134. During the jump ball toss, but prior to the legal touching, A4, standing legally along the circle, steps across the circle line but does not touch the floor, or step into the space next to them where B4 is standing. The official signals a violation. 6-3-5a, b; Fund 8
135. The jump ball is legally tapped, and touches the official in the circle prior to touching the floor. Jumper A1 then grabs the ball. The official signals a violation. 6-3-6; Fund 8
136. Neither jumper shall touch the ball more than 2 time before it strikes the floor, a non-jumper, or an official. 6-3-7d; 9-6; Fund 8
137. The A/P arrow is set when one team obtains initial control of the legally tapped jump ball, or the ball is handed to the thrower or free thrower for a violation or a foul for actions which may have occurred prior to the opening tap. 6-4-1; 4-3
138. During the jump ball, B2 jumps in the air from inbounds, catches the ball over out of bounds territory, and, while passing back towards B3, the pass is stolen by A2. The

- arrow is set towards Team B's basket for first control inbounds by Team A. 6-4-1; 4-3-1; 7-1-1; 4-35-1; Fund 9
139. The tap on the jump ball is loose when jumper A1 and non-jumper B2 gain control. The jump ball must be re-administered with A1 and jumper B1, since neither team gained control of the original jump ball. 6-4-3 note; 4-25-1; 4-28-1
140. During an alternating possession throw-in, A1 holds the ball through the inbounds side of the end line plane. B1 grabs the ball, for a held ball. The throw-in ended on the touch by B1, changing the arrow to Team B. Team B ball for an alternating possession throw-in. 6-4-4; 4-42-5
141. The A/P arrow is changed if either team commits a foul before the A/P throw-in ends, or if the defense commits a violation during the throw-in. 6-4-5; 4-42-5
142. The A/P throw-in ends when the passed ball touches or is touched by another player inbounds; the passed ball touches or is touched by another player out of bounds (exc 7-5-7), or the throw-in team commits a violation. 6-4-4; 4-42-5; 9-2-3
143. A1 is in the act of shooting, prior to the release, when A2 fouls B2. Officials count the basket, and award Team B the ball for a throw-in, since Team B was not in the bonus. 6-7-4; 4-11-1; 4-41-1; 7-4-5; 7-5-4a; Fund 10, 17
144. A3 is in shooting/dunking motion, carrying the ball into the cylinder, and is fouled by B3. Before the ball leaves A3's hand, the red light ending the period goes on. A3 completes the dunk. The official counts the basket on continuous motion, and awards A3 one FT. 6-7-6 exc c; 4-11-1, 2; Rule 10 Pen Sum 5a; Fund 10, 17
145. The ball becomes dead when a defensive foul occurs during a try, or if a foul by the shooting team occurs after a try has left the shooter's hand, other than a player control foul or a foul by an airborne shooter. 6-7-7, exc a, b, c; Fund 10, 17
146. A1's try is in flight when the signal sounds ending the quarter. B1 legally touches the ball, and it continues into the basket. The goal will count. 6-7-6, exc a; 6-7-9, Note; Fund 17

Rule 7

147. The ball is not out of bounds when it is touching the floor inbounds while the dribbler is touching the sideline. 7-1-2; 4-12-1; 4-35-1a; 9-3-1 Note; Fund 8, 9
148. A1 leaves the floor while cutting along the end line to avoid the defender. The violation occurs when A1 touches out of bounds. 7-1-1; 9-3-3; Fund 8
149. After a score, A1 is out of bounds for the throw-in. After releasing the pass, B2 fouls A2 near the division line. Team A is not in the bonus. The official awards the ball to Team A nearest the spot of the foul. 7-4-4, 6; 7-5-4a
150. After a score, A1 is out of bounds for the throw-in. After releasing the pass, B2 fouls A2 in the lane area below Team B's basket. Team A is not in the bonus. Officials award a spot throw-in to Team A nearest the spot of the foul. 7-4-4, 6; 7-5-7b

151. At the beginning of the 2nd quarter, Team A remains in their huddle. The officials declare that Team A is delaying the ball from becoming live, and charge Team A with a Team Technical Foul. 7-5-1; 10-2-1a, b; 4-38
152. The designated throw-in spot for a double personal or double technical foul is nearest to where the ball was when it became dead. Play resumes from the point of interruption. 7-5-3; 4-38; Fund 15
153. A designated out of bounds throw-in spot may be inside the free throw lane lines extended out of bounds under a basket. 7-5-5
154. A/P and Technical Foul throw-ins must occur at the midcourt line opposite the scorer's table. 7-5-6; 7-4-7; 6-4-3a
155. Team A is assessed a Technical Foul. After B1 catches the ball for the FT, B2 shoves A2. B2 is disqualified. No players along the lane for B1's 2 FT's; no players along the lane for A2's 2 FT's. Team B ball out of bounds at mid-court opposite for the Technical Foul. 7-5-6a; 7-4-2; 4-19-5c; 10-4-7, note; 8-6-2, 3; Fund 12
156. B1 goaltends airborne A1's try. A1 fouls B2 while returning to the floor. No free throws from the player control foul. Count the basket. Team B's throw-in is from anywhere along the end line. 7-5-7a; 9-12, Pen 1; 4-19-6; 6-7-4; 6-7-9 exc d; Fund 7
157. The administering official on the end line in front court bounces the ball to thrower A1 to begin a throw-in. This is the proper action. 7-6-1; Mechanics
158. The throw-in pass must be released by the thrower within the 5-second count. 7-6-2; Mechanics
159. The throw-in pass may be caught by a teammate of the thrower before it crosses the out of bounds side of the throw-in boundary plane. 7-6-2; Fund 8
160. The throw-in pass that does not touch any player before then going out of bounds will be returned to the original spot for the succeeding throw-in. 7-6-2; 7-4-1; 7-5-2a; Fund 8
161. B1, defending the throw-in, has their hands/arms slightly over the out of bounds side of the throw-in line. There is no interference with A1's throw-in since A1 backed away from the line to avoid interference. The official allows the play to continue. 7-6-4; 4-47-1; Fund 8
162. Following a time-out, Team A should receive the throw-in, but the official administers the ball to Team B. Team B completes the throw-in, and begins to run a play. Officials discover their mistake, stop play, but, then give the ball back to Team B since this is not correctable. 7-6-6; 4-36-1, 2a

Rule 8

163. The ball bounced to the free thrower is at the disposal of the thrower when it leaves the official's hand. 8-1-1; 4-4-7b
164. Team B shall occupy the two bottom lane spaces. Team A may occupy the next space on either side, but Team B may also occupy these if Team A chooses not to do so. 8-1-4b, c, d, e

165. The try for goal shall be made within 5 seconds after the ball has been placed at the disposal of the free thrower. 8-4; 9-1-3a
166. A1 is fouled in the act of shooting, but then receives a Technical Foul for taunting, which becomes their 5th personal foul. A1 will attempt their FT's prior to being replaced. 8-2; 10-6-3; Fund 12
167. B1 is penalized for dunking in pre-game warm-up. A6 and A7 are sent to the table to substitute for starters A1 and A2, respectively, to attempt one of the Technical Foul FT's each. 8-3

Rule 9

168. If the free thrower fakes or feints a try, but no player on the lane violates, there is no violation on the free thrower. 9-1-3b, Pen 1; Fund 8, 14
169. Players occupying marked FT lane spaces may not enter the FT line semicircle until the ball touches the ring, enters the basket, or the FT ends. 9-1-3h; Fund 8, 14
170. After a score, A1 has the ball out of bounds, and throws a pass to A2, who is also out of bounds. B1 reaches through the plane, and deflects the pass back out of bounds. The official signals a Team A throw in at that spot. 9-2-2, 10, Pen 3; 7-5-7a; Fund 8
171. Distracting the shooter, by any opponent, is a violation. 9-1-3c, Pen 2a, b; Fund 8, 14
172. B4, attempting to "box-out" the free throw shooter, causes contact with the shooter prior to the free throw ending. Unless the contact affected the try, there is no violation or foul. 9-1-3h, Pen 2a, b; 10-7-1; Fund 8, 10
173. During a throw-in, the ball shall be passed by the thrower directly into the court from out of bounds so that it touches or is touched by another player on the court before going out of bounds; the ball cannot lodge between the rim and backboard, or come to rest on the flange before it is touched or touches another player; the thrower cannot carry the ball onto the court; the thrower cannot touch the ball in the court before another player touches or is touched by the ball. 9-2-2, 5, 6, 8; Fund 8
174. The thrower may not penetrate the plane of the boundary line while holding the ball out of bounds during the throw-in. The opponent may not reach through the boundary, even if that opponent does not touch the ball or thrower. 9-2-10, Note; Fund 8
175. B1 reaches through the boundary plane and contacts thrower A1. An Intentional Foul is called, and A1 attempts two FT's. The next throw-in is at the original spot, and B2 is called for a violation of the throw-in plane. The penalty is a Technical Foul against Team B, and results in two FT's for Team A, and a throw-in at the midcourt opposite. The Intentional Foul also constitutes the warning for delay. 9-2-10 Pen 4; 4-19-3e; 4-47-1; 4-19-5b; 10-2-1c; Fund 8, 12
176. A1 receives a pass after being in the lane area for nearly 3 seconds. A1 immediately moves towards the basket, reverse dribbling 2-3 times before trying to score. Just before the try begins, some official signals a 3-second violation. 9-7-3; Fund 8
177. Team A completes a throw-in in the back court, and has the ball there for 8 seconds, when a long pass towards the front court is attempted. The official continues their

- count, and when it reaches 10 seconds before the ball touches the floor or a player in front court, signals a 10-second violation on Team A. 9-8; Fund 8, 9
178. A1 is dribbling near midcourt, when they lose control of the dribble, and then slaps the ball off the leg of B2, making the ball to go into backcourt. A1 then enters backcourt and retrieves the ball, starting a new dribble. The official, realizing that A1 caused the ball to enter backcourt, signals a backcourt violation. 9-9-1; 4-4-1; 4-35-1b, 2; Fund 8, 9
179. A1 inbounds the ball at the division line. A2 jumps from frontcourt, catches the ball in the air, and, while in the air, passes to A3 who is in backcourt. Legal play. 9-9-3; 4-4-1, 4; 4-35-1b, 3; Fund 8, 9
180. A1 is closely guarded by B1, while dribbling. B2 comes to set a trap, establishing legal guarding position on A1, with B1, and then B1 leaves the trap. A1 is still dribbling. When the official reaches 5 seconds, a violation must be called. 9-10-1; 4-23-1, 2; Fund 8
181. A closely guarded count may be started or continue during an interrupted dribble. 9-10-2, 3

Rule 10

182. Technical fouls for late line-ups, scorebook changes, line-up changes, and the like will not result in the loss of coaching box privileges for the Head Coach. 10-1-1, 2, Pen
183. The warnings for delay include: committing a violation of the throw-in boundary; contact with the FT shooter or a huddle of two or more players in the lane prior to a FT attempt by either team; interfering with the ball following a goal; failing to have all player return to the court at approximately the same time following a time-out; not having the court ready for play following any time out. 10-2-1, a, b, c, d, e, f; 4-47-1, 2, 3, 4; 10-2-5
184. Intentional contact while the ball is dead constitutes an intentional technical foul. If other dead ball contact is not flagrant or intentional, it should be ignored. 10-4-7; 4-19-1 note; 4-19-5c
185. A1 discovers blood on their uniform, and, after leaving the game, goes to the locker room and changes to a different jersey. A1 returns and re-enters the game. Team B's Head Coach reports to the officials that this information was not shared when it happened. A1 is ejected, and Team B will receive two FT's and the ball at midcourt opposite. 10-4-1, Pen; 7-4-2; 8-5-2
186. A1 is the designated thrower, and following the throw-in pass, remains out of bounds for 3-4 seconds while waiting for the screen on the baseline, so they can pop out to the corner for a try. The official allows play to continue. 10-4-2; Fund 8
187. Unsporting fouls include, but are not limited to, the following: disrespect towards an official or opponent; taunting or baiting an opponent; profane language; inappropriate gestures; purposely obstructing an opponent's vision by waving or placing a hand or hands near their eyes; faking being fouled; removing the jersey or pants/skirt within the

- visual confines of the playing area; leaving the court for an unauthorized reason to demonstrate resentment, disgust, or intimidation. 10-4-6a, b, c, d, f, h, i
188. On a 2-shot foul, the official is prepared to bounce the ball to the shooter at the FT line, with players along the lane, but the shooter is over at the team bench talking to the Head Coach. The official waits for the Head Coach to release the shooter. 10-4-5a, c
189. The Head Coach is allowed to enter the court during a dead ball situation to assist in defusing a possible fight, or deal with an injured player, without being beckoned onto the floor by the officials. 10-5-5, note; 10-6-1 note
190. By philosophy, officials will give Head Coaches more leeway and latitude while dealing with them during a game. A warning can be issued for minor infractions of unsporting behavior by the Head Coach and/or bench personnel, but severe violations should be handled by a Technical Foul, even if a warning has not been given. 10-5-1 all; 10-5-2, 4; 4-48-1, 2, note
191. Team A's Asst. Coach is constantly standing during both live and dead ball situations to give instructions to players. The officials allow this to continue. 10-5-4 a, b, c, d
192. Assistant Coaches are to remain seated on the bench at all times, with the following exceptions: during a charged time-out, or the intermission between quarters and extra periods; to spontaneously react to an outstanding play by a team member, or to acknowledge a replaced player(s). Other than this, they must remain seated. 10-5-4b, c
193. Assistant Coaches may enter the court when a fight or possible fight occurs. 10-6-5
194. A5 has fouled out. An official shall notify the Head Coach, request the timer to begin the 15-second replacement interval by sounding the horn, then inform the player. 10-6-2; 2-8-4
195. A1 jumps for a 3-point attempt, and is intentionally fouled by B1. The goal is scored. A1 will receive one FT for their made basket, with all player lined up along the lane. 10-7-1; Rule 10 Pen Sum 4; 4-19-3; 7-4-2; 7-5-4b; Fund 12

New Rules

1-13-2: The coaching box shall be outlined outside the side of the court on which the scorer's and timer's table and team benches are located. The area shall be bounded by a line drawn 28 feet from the end line towards the Division line. At this point a line drawn from the sideline toward the team bench becomes the end of the coaching box going towards the end line. Rationale: The restriction of the coaching box penalizes the level of communication between coach and player. Allowing a coach freedom to move within the new box between the 28' mark and the end line provides a coach more access to coach his/her players.

196. Team A's Head Coach is moving along the sideline in the coaching box, and is standing courtside near the end line. This is legal behavior. 1-13-2
197. The Head Coach of Team A is giving instructions to his players during a live ball while standing near the end line. The official issues a bench warning for being out of the coaching box. 1-13-2; 4-48-1, 2; 10-6-1

2-9-1: When a foul occurs, an official shall signal the timer to stop the clock. The official shall verbally inform the offender, then with finger(s) of two hands, indicate to the scorer the number of the offender and the number of free throws. Rationale: To minimize foul reporting errors, that occur between the officials and the scorekeepers when the information gets lost in the translation. Two handed reporting is easier for the scorekeepers to see and comprehend in addition to being less confusing.

198. Officials will use two hands when reporting double-digit numbers to the scorer for a foul called on a player. The right-hand will report the “10’s” digit and the left-hand the “1’s” digit.

3-4-1d: There are no color/design restrictions in the area of the team jersey from the imaginary line at the base of the neckline to the top of the shoulder and in the corresponding area on the back of the jersey. There are restrictions on what identifying names may be placed in this area (see Article 3-4-4). Rationale: Provide guidance on the forthcoming restrictions for this area of the jersey.

199. There is no color or design restriction in the area of the team jersey from the imaginary line at the base of the neckline to the top of the shoulder and in the corresponding area on the back of the jersey. 3-4-1d

3-4-4: Identifying name(s) shall adhere to the following: a. If used, lettering with school name, school’s nickname, school logo, player’s name and /or abbreviation of the official school name shall be placed horizontally on the jersey. b. The panel in the shoulder area of the jersey on the back may be used for placing an identifying name as well. Rationale: Provide guidance to persons purchasing uniforms in determining what wording should go onto the jersey.

200. Identifying names on a team jersey shall adhere to the following: lettering with school name, nickname, logo, or player’s name and/or the abbreviation of the official school name shall be placed horizontally on the jersey. The panel in the shoulder area of the jersey on the back may be used for playing an identifying name. 3-4-4a, b

4-48 NEW: Warning for Coach/Team Conduct

A warning to a coach/team for misconduct is an administrative procedure by an official, which is recorded in the scorebook by the scorer and reported to the Head Coach:

Art. 1 . . . For conduct, such as that described in rule 10-5-1a, b, c, d, e, f; 10-5-2; 10-5-4 the official shall warn the head coach unless the offense is judged to be major, in which case a technical foul shall be assessed. Note: A warning is not required prior to calling a technical foul.

Art. 2 . . . For the first violation of rule 10-6-1, the official shall warn the head coach unless the offense is judged to be major, in which case a technical foul shall be assessed. Note: A warning is not required prior to calling a technical foul.

Rationale: Stopping play and making sure that the bench and the coach know that an official warning has been given, sends a clear message to everyone in the gym and impacts the behavior of the coach, and in some cases the behavior of

the opposing coach. This change in behavior creates a better atmosphere and many times avoids the need to administer a technical foul.

201. The officials are continually hearing the questioning the calls of the officials from the bench area of Team A. The Referee, during a dead ball, directly addresses the Head Coach of Team A with a warning, asking that these comments be addressed, and telling the scorer to record the warning in the scorebook. 4-48-1; 10-5-1
202. Team A's Head Coach loudly protests a call against A1 on a player control foul near the basket in the first quarter. The calling official is reporting the foul, and, upon hearing the complaint, issues a warning to Team A's Head Coach, asking that the Coach be aware of their actions, and telling the scorer to record the warning in the official scorebook. 4-48-2; 10-6-1
203. Team B's Head Coach yells at the Referee on a call late in the game, jumping in the air, and yelling again about the call. The Referee issues a direct Technical Foul to the Coach, prior to any warning given. 4-48-2; 10-6-1a, b, c

Fundamentals.

204. While the ball remains live, a loose ball always remains in control of the player who last had control, unless it is a try for goal. Fund 1
205. Neither team nor any player is ever in control during a dead ball, jump ball, or when the ball is in flight during a try or tap. Fund 2
206. A goal is scored when a live ball enters the basket from above and remains in or passes through. Fund 3
207. It is not possible for a player to travel during a dribble. Fund 6
208. A ball in flight has the same relationship to frontcourt or backcourt, or inbound or out of bounds, as when it last touched a player or the floor. Fund 9
209. Penalties for fouls are administered based upon the point of interruption. Fund 12
210. The first or only FT violation by the offense causes the ball to become dead immediately. Fund 14