

LHSOA Study Guide 2018-19

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.

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.

Numbers at the end of each question identify appropriate rules which may apply to the question. Rule References are from the 2017-18 Basketball Rules Book, from the NFHS 2018 Rule Changes, 2018 NFHS Comments on the Rules, and 2018 NFHS Basketball Points of Emphasis.

<http://nfhs.org/sports-resource-content/basketball-rules-changes-2018-19/>

<http://nfhs.org/sports-resource-content/basketball-comments-on-the-rules-2018-19/>

<http://nfhs.org/sports-resource-content/basketball-points-of-emphasis-2018-19/>

Terms used in the guide include:

Exc: Exception listed in the rule

Pen: Penalty related to the question

Fund: Basketball Rules Fundamentals

Comm: Comments on the rules

POE: Points of Emphasis

OBS: Officials NFHS Basketball Signals

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; 1-13

2. During the first quarter, the officials notice that the portable benches used for the team bench area are 3 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; 1-13

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 before the tossed ball is touched. 1-3-1; 6-3-5b

4. During the pregame warm-ups, officials notice that the "EAGLES" logo painted in the division line covers a portion of the division line, and there is not a complete, continuous line nor a shadow-bordered line clearly visible to the officials. Officials rule that the game shall be played, and report this to the Assignment Secretary. 1-3-3; LHSAA & Local Association Guidelines

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 on the center restraining circle, free throw lane spaces along the free throw lane, and throw-in spots for a designated out-of-bounds throw-in are the same width and depth. 1-3-1; 1.5.1, 2; 4-42-6

7. While doing a pre-game observation of the playing court, officials notice that there is no 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. 1-13-2; 2-3; 2-4-1

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 to ending and determine with the timer 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; 2-5-5; 2-7-3; 5-6-2, Exc 2

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 the proper 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; 2-2-1, 3; 2-7-3, 5, 6; 2-8-1, 2; 4-19-5c; 4-34-2, 4; 5-8-3a; 10-5-1d, 2, 5; Fund 15

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; 10-6-1c

11. There is no visible alternating possession arrow at the scorer's table. The Referee tells the timer and scorer to keep it at the table using the book and clock. The referee then informs the coaches of this procedure. 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 referee 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. In addition, the LHSAA requires the referee to inquire about proper medical personnel, and to inform both coaches of the availability. 2-4-5; LHSAA video

14. During play, the Lead and Trail officials 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 foul occurred during the act of shooting, while the Trail signals the foul was before the act of shooting began. 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 decide. They cannot. The Center official then tells the Lead official to count the goal. 2-5-3, 2-6; Fund 3, 17

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; 3-3-1 thru 8

16. In the 2nd half, following a goal by Team A, the ball is out of bounds, Team A's coach steps out on the court and requests a time out, with multiple requests. None of the officials see the 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, ignores the request. The new Lead official, still in the backcourt, and, while B1 is still holding the ball, now sees the Coach's request, and grants the time-out. The time out is granted. 1-13-2; 2-7-6, 9, 11; 5-8-3a, b; 10-5-2; 10-6-1b

17. There are five correctable error situations, and all 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. B1 controls the rebound, and their pass is knocked out of bounds by A3. The timer sounds the horn, and the scorer tells the officials that A1 should have been awarded a 2nd free throw. After discussion, A1 is issued their 2nd FT, and the ball taken to the out-of-bounds spot for the Team B throw-in. 2-10-1a; 2-10-6; 2-11-3; 4-36-1, 2b

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 seconds, 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; 2-11-3; 4-36-1, 2b, 3

21. A1 is fouled and awarded a one-and-one. Team A requests 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; 4-19-1, note; 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 status 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; 10-4-6; 10-6-3

23. Scorers should list the number and type of time-outs requested by a team, noting who requested the time-out, and when it was granted. 2-11-6; 4-43; 5-11-1

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 if the officials determine an unsporting act has occurred. 2-8-1; 2-11-11; 4-19-14; 10-2-4

25. The timer should be instructed to sound the horn where there are 15 seconds remaining in any intermission, time-out, or to announce the replacement period for removing a player who must leave the game. 2-12-4, 5

26. The official should notify the head coach that a player is disqualified, and immediately notify the timer to start the 20-second substitution period. 2-8-3, 4; 2-12-5; 3-3-3; 4-14-1, 2

27. The timer failed to set the automatic horn on the clock. There is NO LED light on the backboard/basket. As time expires, A1 is shooting towards their basket. The goal is scored. The timer, realizing the horn has not sounded manually sounds the horn. The officials recognize the horn and discuss the last-second shot. They cannot determine if the try was released before time expired. The referee chooses not to discuss this call with the table crew and disallows the goal. 2-5-3; 2-7-3; 2-12-6; 2-13-1, 2, 3; Fund 3, 13, 17

28. It is the Captain's responsibility on the court to talk with the officials to discuss interpretations or information, and to act in an appropriate manner at that time. 3-1-2; 10-4-6a, b

29. A team will receive one technical foul for failing to submit their roster and lineup after 10-minutes prior to game time, and a maximum of one technical foul for changing 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-e; 10-1-1, 2 Pen

30. When A6 goes to the scorer's table in the 2nd quarter to check into the game, the timer tells the nearer official that A6 is not listed in the scorebook. Before A6 enters, the coach returns A6 to the bench. Play continues with no penalty. 4-34-3; 3-3-2b, c; 10.1.2 pen

31. Substitutes may enter the game only when the clock is stopped and the ball is dead. 3-3-1a-d

32. If the substitute has not correctly reported to the scorer's table and the ball is about to become live, the substitute should not be brought into the game by the officials. 3-3-1, 2

33. In all substitution situations, the substitute becomes a player, and the player replaced becomes bench personnel, when the substitute enters legally, or after the ball becomes live. 3-3-3

34. 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

35. 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 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; POE 2018

36. 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; POE 2018

37. Guards, casts, or braces worn on the hand or forearm are legal if they meet the required padding restrictions. 3-5-2a; POE 2018

38. Protective face guards must be molded to the face, but can also cover the entire head, such as a helmet. 3-5-1; 3-5-2d; POE 2018

39. 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; POE 2018

40. Team A's school colors are red and white. Team A comes out with white uniforms, wearing red wrist bands, and red sleeves. Officials allow Team A to play in this manner. 3-5-3b; POE 2018

41. 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. 4-1-1, 2; 4-19-2; 4-41-1; 10-7 pen 1a, 5b; Fund 10, 17

42. 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

43. A ball which touches the front face or edges of a backboard is considered the same as that ball touching the floor inbounds in that court. 4.4.5; Fund 19

44. A ball which touches an official who is out of bounds is should remain in play. 4-4-4; 4-9-1, 2; 7-1-2a2; 7-2-1, 2; 9-3-1; Fund 9

45. A dribbler crossing the division 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, 2, 4, 6

46. 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 basket 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, 4; 9.8; Fund 1, 9

47. Team B has scored, and the ball is bouncing loose near the end line. A6 is between the ball and the end line, is aware that Team B has scored, and sees the ball, then looks around for teammates. The official starts the 5-second throw-in count. 4-4-7d; 7-4-3; 7-5-7; 4-42-3; 2.7.9

48. Each single foul, personal, intentional, flagrant, or technical, called against a specific team will count as one team foul towards the bonus situation. Indirect technical fouls are not applied a team fouls, since the technical foul involved already has been counted as a team foul. 4-8-2

49. The official ends the closely guarded count when the dribbler gets their head and shoulders past the defensive player, regardless of the direction of the dribbler. 4-10

50. A player holding or dribbling the ball is closely guarded when an opponent is legally defending that player within a 6-foot distance, measured by the distance from body to body. 4-10

51. 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; 4-12-2b, 3b, c; 10-7 pen 1b

52. A1 holding the ball, closely guarded by B1, and the official is counting. B2 comes and traps A1. During the count, B1 leaves to guard an open opponent. The official stops the count since the initial defender has left the closely guarded situation. 4-10; Fund 8

53. B6 commits a 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 fouls 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. 4-19-1, 5b; 4-8-1b; 10-4-6a, pen; 10.7 pen 3a, b

54. Continuous motion includes any movement which a player 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, 2; Fund 17

55. A1, in the act of shooting, is fouled by B1. The contact throws A1 off balance, and to try to make a play A1 passes off to A2. The official rules that the original intent by A1 was to shoot, and the foul prevented that. A1 is awarded two free throws for the foul by B1. 4-41-1 thru 4; 10-7 Pen 5a; Fund 10, 12, 17

56. Backcourt violations require three distinct actions to be applied for the violation to be called: team/player control in front court; last touched by the offense in front court; first touched by the offense in back court, aside from the Exception in the rule. 9-9-1, Exc; 4-4-1, 2, 4; Fund 8

57. A try touches, then begins to roll around the ring. 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, 8

58. A player moving with the ball must 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; 10-7-9, 10; Fund 10

59. B1 has legal guarding position on dribbler A1. A1 moves laterally to go around B1, and catches the hip of B1, who is moving laterally to maintain 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; 10-7-9, 10; Fund 10

60. 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; 4-45-1 thru 4, 6; 10-7-2, 3, 4, 6; Fund 10

61. 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; 4-27-1, 2; 9-3-1; 10-7-9; Fund 8, 10

62. A1 is dribbling the ball. A1 tries to catch the ball, touches the ball with both hands, but does not catch the ball. B1, defending, tries but fails to get to the ball. 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; 9-5-1, 2, 3

63. A try rebounds out long towards the free throw line and bounces on the floor. A1, chasing the rebound, then 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

64. A1 and B1 are working for a rebound, and a pushing foul is called on B1. A1 then swings their elbow towards B1, missing B1, and while backing away, throws their hand towards B1's head, missing B1. There are no further actions. 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 technical foul. 4-19-2; 4-19-4, 5b; 4.19.14; 7-5-6a; 10-4-6, 8; 10-7 Pen 8a2; Fund 10, 11

65. A1 makes a steal and is driving ahead of the defense towards the goal. B1, chasing the play, runs in behind A1 while A1 is up in the air near the ring. 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, 3c; Fund 10

66. The criterion for guarding a 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

67. The angle of a player's arms when in a "vertical" position in part determine whether the player is in legal guarding position. Arms must remain in the vertical plane to maintain the defender's legal position. 4-45-1, 3; 4-24-1, 6

68. 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

69. 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; 4-37-3; Fund 10

70. 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

71. 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; 4-19-1, 2; 10-7-1

72. 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

73. 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 common foul. 4-19-1, 2; 4-37-1, 2a, 3; 10-7-1

74. When the ball remains alive 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, 8, 10, 13, 14, 16, 20

75. Early in the 3rd quarter, A1 and B1 are in rebounding position near the basket. 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 from A1's hand. Officials signal a foul on B1, award A1 the goal and one free throw. 4-41-1, 2, 7; 4-11-1; 10-7-1, Pen 1a; Fund 10, 17

76. The act of shooting begins with the start of a try or tap, called continuous motion. The try ends when the try is clearly made or missed, or when the ball becomes dead. 4-41-1, 4; 4-11-1; Fund 17

77. The thrower during a throw-in is allowed a space that is 3 feet wide and is legally as deep as the thrower can move away from the line. The thrower shall keep one foot on the floor at the spot designated during the throw-in until the ball is released. 4-42-6, note

78. 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; 4-19-3e; 10-7-2, pen 4

79. A player, moving or stationary, who catches a pass with one foot on the floor, may hop off that foot, and return to the floor with their feet hitting the floor separately without committing a traveling violation. 4-44-2b1, 2; Fund 8; POE 2018

80. 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; Fund 8

81. 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; Fund 8; POE 2018

82. Traveling is moving a foot or feet in any direction in excess of prescribed limits while holding the ball, which starts when a pivot foot is legally obtained. 4-44 all; Fund 8; POE 2018

83. The only situation in which successive time outs cannot be requested 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; 4-43-2; 5-8-3a, b; 5-11-7

84. A1 penetrates the lane and jumps for a try. B1 jumps vertically from the floor, and, while up, reaches both arms over the top of A1 to block the try, without making contact. A1's momentum takes them into B1, who returns to the floor slightly behind their initial take-off point. Officials determine no illegal contact by either player, and play continues. 4-45-1 thru 7; 4-24-6; 10-7-1 thru 4

85. 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 that player, after jumping, returns to the floor in the same vertical plane. 4-23; 4-45-1 thru 4

86. 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

87. 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 alive, and failure to have the court ready following any time out. 4-47-1 thru 4

88. Shaking hands, or fist-bumping, or physically congratulating the free throw shooter is acceptable as a good sporting act. 4-47-2; 10-2-1d, Pen; 10-4-5a, Pen

89. At the first horn, Team A exits a time-out, and the manager is wiping liquid from the floor on the playing court. The official hesitates as all players have not 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; 4-47-4; 10-2-1b; Rule 10 Pen Sum 4

90. Team A was charged with a delay warning for shaking hands with the FT shooter. Later A1 violates the throw-in by crossing over the sideline trying to defend the pass. Official signals a technical foul on A1 for a second team delay. 4-47-1, 2; 10-2-1c, d; 10-4-5a; Rule 10 Pen Sum 4

91. The time expires for the end of the 1st quarter and play has stopped. A1, who believed they were fouled on the play, slams the ball to the floor in disgust. A1 receives a technical foul. The 1st quarter has not ended. The free throws for the technical will be attempted, and the ball will go to the AP arrow to start the 2nd quarter. 4-19-5b; 4-34-1, 2; 6-4-4; 10-4-6a; 10-5-1a; 5-6-2, Exc 4; Rule 10 Pen Sum 4

92. 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. No penalty is attached to the Head Coach. 4-19-5b; 10-4-6a; 10-5-1a, Pen; 5.6.2 Exc 4; 4.34.1, 2

93. 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

94. A time out may only be correctly granted in two situations: when the ball is at the disposal of or player control of one team, or when the ball is dead. Required replacement of a player or player may delay the second option. 5-8-3a, b

95. 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; 10-6-1a, c

96. 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

97. 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

98. 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

99. The ball is live before it is tossed on the jump ball. 6-1-2; Fund 4

100. 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

101. 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; 10-7-1; 4-19-1, note; 4-19-2; 4-19-5c; 4-26; 10-4-7, pen; Fund 4, 10

102. 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; Fund 8

103. 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; Fund 8

104. 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. 6-3-7a, b, c, d; Fund 8

105. 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

106. An official's whistle stops play but there was no legal reason to stop play. Regardless of the situation of the ball (ex: in-bounds pass, missed try, loose ball), the officials will give the ball back to the last team in control. 4-2-1; 4-36-1, 2 all, 3; 6-4-3f; 6.7 all; Fund 16

107. B1 fouls A1 who is in the air on a try. The ball is now dead. 4-1-1, 2; 4-40-4; 6-7-7, Exc a, b, c; Fund 10, 13, 17

108. A dribbler violates if they step on a side or end line while dribbling, even if the ball is not touching their hand. 4-4-3; 4-12-1; 4-35-1a, 2, 3; 7-1-1; 7-1-2a; 9-3-1, note; Fund 8

109. 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; 10-2-1b

110. 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; 10-4-5c

111. A1 is trapped near the sideline/FT line extended in front court. A2 is called for a 3-second violation. Team B gets the out of bounds throw in at the sideline/FT line extended. 4-4-3, 4; 7-5-2a, b, c

112. 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

113. 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

114. 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

115. 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. 4-4-7c, d; 4-42-3; 2-7-9; 7-6-1, 2

116. For a throw-in after a goal, the 5-second count for the team throwing the ball in-bounds begins when the ball is available to the throw-in team and a player of that team is in position to recognize this fact. 4-4-7d; 7-6-1, 2

117. A1 steps out of bounds with the ball for a throw-in following a goal 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. 7-5-7a; 7-6-2, 4, note; 9-2-10 Pen 3; 4-19-5b

118. 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. 2-10; 4-42-3, 5; 7-6-6

119. 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, 4; 9-3-3d; 4-4-7b

120. A1 is attempting the last free throw. B4, standing in the 2nd lane space, sharply brings their arms up sharply 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, d; 9-1-3c; 9-1 Pen 1a

121. B1 fouls A1 during a 2-pt. try, then both are charged with flagrant technical fouls. B2 is also charged with an unsporting technical. Following the ejections, play resumes with A1 attempting their FT's, then Team B, and lastly by a throw in by Team B at the division line opposite the table. 4-19-1, 10-7-1 Pen 5a; 4-19-4, 5b; Rule 10 Pen 1 c, note; 3-3-1c; 8-2; 8-3; 8.6.2, 3; Fund 11, 15

122. 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

123. 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 from anywhere along the end line. 8-1-5; 9-1-3f; 9-1 Pen 1a

124. A1 is at the FT line. B1, in the 1st lane space, is standing with both feet on the side of the space closest to the FT line, and deep, away from the FT lane line. As A1 begins the motion for the try, B1 quickly and distinctly moves down to the opposite side of their space, very close to the FT lane line. The free throw is missed, officials signal a violation, and a replacement FT. 8-1-4a, b; 9-1-3c, g; 9-1 Pen 2b

125. On A1's final FT, B1 steps into the lane area before the ball is released. After the release, but before the ball strikes the ring, A4 enters the lane area from outside the 3-point line. The try is missed. The next play is an AP throw-in from the end line. 8.1.4, 5; 9.1.3f; 9.1 Pen 3, 4b; 4-2-1; 6-4-3f; Fund 1, 2

126. A1 is attempting a FT. B4, in the 3rd lane space, enters legally and moves to screen A1 from the rebound. Before the ball hits the ring B4 backs into A1, moving A1 off the FT line area. A1 is off balance, struggling to recover their footing. The FT is missed. Official signals a pushing foul on B4, then directs a replacement FT, and a penalty for the foul on B4. 8-1-1, 2, 4; 9-1-3h, Pen 2b; 10-7-1; 10-7 Pen

127. A1 is attempting a FT. B3, in the 3rd lane space, enters legally and steps across the FT line, clearly making A1 step back several steps to avoid the contact. The official recognizes a delayed dead ball, and, after the FT is made, ignores the violation. 8-1-1, 2, 4; 9-1-3h, Pen 2a

128. 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

129. 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

130. After a goal, A1 is out of bounds for the throw in. 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 an intentional foul on B1. A1 gets two shots, and the ball will return to Team A at the spot of the foul for a designated spot throw-in, with a warning to Team B for a delay of game violation. 4-35-1a, 2; 4-19-3e; 10-7-1, 2; 10.7 Pen 4; 9-2-10, Pen 1, 4; 7-5-4b, 7b

131. A1 is making an end line cut along the end line, and B1 is moving legally beside A1. 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

132. 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, Fund 8

133. 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 leg, and, with the ball stopped, grabs the ball with their hands. Officials allow play to continue. 9-4-4, note; Fund 8

134. A1 attempts to pass the ball to A2, and B1, moving to intercept the pass, steps towards the ball in a normal defensive movement, 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; Fund 8

135. A1, dribbling into the lane in their front court, throws the ball off their backboard, and, without the ball striking the ring, catches the ball off 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 1, 2, 19

136. 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; 4-15-3a, c, d

137. A1 catches a pass and is trapped near the division line by B1 and B2. Seeing no other option, A1 tosses the ball out of the trap, steps through the two defenders 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. 9-5; 4-15-1, 3

138. The 10-second count begins when player control is obtained by a team in their backcourt. The count is ended when the ball is touched, or touches, a player, official, or the floor in the front court. 9-8; 4-35-1b, 2; 4-12-1, 2, 3

139. Goal tending by the defense and basket interference at the opponent's basket are not the only plays in which points can be awarded. 4-6; 4-22; 9-11; 9-12; Fund 7

140. A player excessively swinging their elbows must contact an opponent for a foul or violation to be called. 4-24-8a, b; 9-13-1, 2, 3; 10-7-1

141. Unsporting fouls 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. 4-19-14; 10-4-6a, c, f, i

142. B1 fouls A1 on a try for goal. Both then verbally taunt each other face-to-face. Team A's HC and A9 come from the bench and pull A1 away to stop their player. 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 HC. A1 gets 2 FT's for the personal foul, Team A gets 2 FT's for the flagrant technical foul, and Team A's the ball out of bounds at the division line. Team A's HC retains the use of the coaching box. 10-7-1, Pen 1, 2, 3 10-4-5, Pen; 10-5-5, Pen; Rule 10 Pen 8b1; 10-6-1a; 4-19-1, 4, 5a, b, e

143. 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. 10-7-1, 12

144. A post player without the ball can be legally defended by the opponent who uses 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. 10-7-1, 6; 4-23-1; 4-24-5, 6; 4-27-5; 4-37-2, 3

145. A1 is in the post area, with B1 behind them defending, 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. 10-7-1, 6; 4-23-1, 2a, b; 4-37-2a, b, c, 3

146. B1 has inside rebound position against A1. As the ball approaches, A1 jumps high from behind, maintaining verticality, 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. 10-7-1, 6; 4-37-1, 2, 3; 4-44-2, 4, 5, 6, 7

147. Technical fouls for administrative violations, substitutes entering improperly, and players involved in actions in the game are not charged as indirect technical fouls to the HC. The HC retains use of the coaching box. 10-1, 2, 4

148. Regardless of the status of the ball, the ball does not become dead when a player control foul occurs. 6-7-4; Fund 13

149. 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

150. A1's try in the air. A2 strikes B2 with an elbow in the head, and B2 retaliates with a push of A2. The ball goes through the basket. The official signals a double foul, and after a discussion with the crew, reports the fouls as a part of a double flagrant foul. The official counts the basket, ejects A2 and B2, and awards the ball under the alternating procedure arrow. 4-11-1, 3; 4-19-4, 8a; 5-1-1, 2; 4-2-1; 6-4-3; 6-5; 7-4-3; 7-5-3a, b

151. A1 in backcourt throws a pass towards A2. The is blocked by B1, who is in front court, and goes directly in the air to A3 who is standing on the division line. The official signals a backcourt violation on Team A. 4-4-1, 2, 3; 4-12-1; 9-9-1, Exc

152. A1, in front court near the division line, has their pass blocked by B1, the ball flying in the air towards backcourt. A1 then steps on the division line before catching the ball in the air. Officials allow play to continue. 4-4-1, 2, 3; 4-12-1; 9-9-9, Exc

153. A1, in front court near the division line, has their pass blocked by B1, the ball flying in the air towards backcourt. A1 then touches the ball before stepping on the division line, grabbing the ball while stepping into backcourt. Officials allow play to continue. 4-4-1, 2, 3; 4-12-1; 9-9-1, Exc

154. It is the officials' role to monitor the players and the uniform. This role begins in pre-game warmups, even when much of the uniforms and accessories may not be visible. Vigilance, visual monitoring, and communication with both coaches and players during this time may prevent unfortunate situations and their subsequent penalties. Violations cannot be ignored. When preventative monitoring can prevent a player from entering the game with non-compliance items, those steps should be taken. If that isn't possible, then proper penalties must be levied, whether it be against the player or the coach. 2-2-1, 2, 3; 2-4-5; 2-7-5; 3-4; 3-5; 3-6; POE 2018

155. A1 steps onto the court to start the game, wearing a navy blue uniform, with gold tights extending below the uniform shorts to the ankles. A1 is permitted to play. 3-5-1a, b, c; POE 2018

156. A1 penetrates the lane while dribbling, pivoting off the right foot, spinning around backwards holding the ball, and stepping "left foot-right foot" to jump for a try. Officials allow the play to continue. 4-12-1; 4-15-4a; 4-33; 4-44-2b,1, 2, 3a, b; 9-4; POE 2018

157. A1 catches a lob pass in the paint, landing on their right foot near the block. A1 then steps "left foot-right foot" and jumps to dunk the ball. Official signals a travel violation. 4-12-1; 4-44-2a2, 3a; 9-4; POE 2018

158. A1 penetrates the lane, pivoting off the left foot, spinning around backwards holding the ball, and jumps towards the basket. A1 then lands "right foot-left foot" in a quick "one-two" step movement then jumps to make a try. Official signals a traveling violation. 4-12-1; 4-44-2b1, 2, 3a; 9-4; POE 2018

159. A defender does NOT have to remain stationary for a player control foul to occur. After obtaining a legal position, a defender may move laterally, even, diagonally to maintain position but may NOT move toward an opponent. 4.23-2 all; 4-27 all; POE 2018

160. There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in their path. If there is less than 2 feet of space, the dribbler has the greater responsibility for the contact. 4-23-3, 4, 5; 4-27 all; POE 2018