

## LHSAA/LHSOA BASKETBALL STUDY GUIDE - 2016

Information: All Questions are answered by True/False. If the play is legal, or if the rule is applied correctly, the answer is true. All others are false. When possible, rules that apply to a question are listed.

Discussion on questions can be obtained at the LHSOA.com website. Go to LHSOA.com to the Message Board, click on "basketball," ask your questions, and join the discussion. This is the opportunity to fix any problems BEFORE the test goes into the computer program.

Key: Rules are written by Rule, Section, Article. "Fund" represents Basketball Fundamentals. POE represents Points of Emphasis. Mechanics Book is self-explanatory. LHSAA Guidelines represents information from the LHSAA which can be found either on our video information or in the LHSAA Handbook. The Case Book is used for reference to obtain correct answers, but no Case Book rulings are cited in the guide.

1. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal. 6.1.7 f; 4.12.1, 2, 3, 4; 4.41.1; Fund 1
2. There is team control, but not any player control, during a dead ball, jump ball, throw-in, or when the ball is in flight during a try or tap for a goal. 4.12.1, 2, 3, 5; 6.1.7; 4.28.2; 4.41.1; 4.42.3, 4; Fund 2
3. A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or a player control foul. 5.1.1; 6.1.7; 6.7.9; 9.2.7; 4.19.6; 10.6; 10.6 Pen 1b; Fund 3
4. The jump ball and the throw-in are the only methods of getting a dead ball live. 6.1.2; Fund 4
5. Neither the dribble nor the traveling rule operates during the jump ball, throw-in, or free throw. 4.12.1; 4.28; 4.33; Rule 8; 9.1, 2, 6; Fund 5
6. It is possible for a player to travel during a dribble. 4.15; 4.33; 4.44; Fund 6
7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket. 4.2.4; 4.6; 4.22; Fund 7
8. There are only four types of violations and each has its own penalty. 4.46.1, 2, 3; Fund 8
9. A ball in flight has the same relationship to front court or backcourt, or inbounds or out

of bounds as when it last touched a floor or person. 4.4.3, 4; 4.9.2; 9.3.1; Fund 9

10. Personal fouls always involve illegal contact and occur during a live ball, except for a common foul by or on an airborne shooter. 4.19.1, 2; note; 4.19.6; 6.1; 6.7.1, 4; Fund 10

11. The penalty for a single personal or flagrant technical foul is two free throws and disqualification plus awarding the ball to the opponents for a throw-in. 4.32; 4.19.1, 4, 5; Fund 11

12. Penalties for fouls are administered based on the severity of the foul. 4.19.3; Fund 12

13. A live ball foul by the offense (team in the control or last in control if the ball is loose) or the expiration for a quarter or extra period, causes the ball to become dead immediately unless the ball is in flight during a try or tap for goal. The ball also becomes dead when a player control foul occurs. 4.19.1, 2, 7; 1.14; 5.6.2 exc 1; 6.7.4, 5, 6, 7; Fund 13

14. The first or only free-throw violation by the offense does not cause the ball to become dead immediately. 9.1 Pen 1; Fund 14

15. A double personal foul involves only personal fouls and only two opponents; no free throws awarded and the ball is put in play at the point of interruption. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded and the ball is put in play at the point of interruption. 4.19.8a, b; 10.6 Pen 1c; Fund 15

16. "Continuous motion" applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual trying or tapping motion starts and ends when the ball is clearly in flight. 4.11.1, 2, 3; Fund 17

17. Whether the clock is running or is stopped has influence on the counting of a goal. 5.1.2; Fund 18

18. A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds except that when the ball touches the thrower's backboard, it does not constitute a part of the dribble. 4.4.5; 4.15. 1; Fund 19

19. If the ball goes through the basket before or after a player control foul, the goal shall not be counted. 5.1.1; Fund 20

20. In a three-person crew, the officials are a referee, and two umpires. During the game, the three-person officiating crew should generally have a lead, trail, and center official. (Three-person mechanics manual, p. 3)

21. On a full timeout with a three-person crew, one of the officials will remain with the

ball at the spot where the ball is to be put back in play and the other two officials shall be located at the 3-point line parallel with the basket. (Three-person mechanics manual, p. 9)

22. The basic principles of a three-person officiating crew include: 1) strong side, ball side, 2) keeping a wide triangle, 3) off ball coverage, 4) officiate the defense; 5) avoid straight line officiating, 6) lead initiates the rotation (with one exception), and 7) the calling official will go opposite. (Three-person mechanics manual, p. 11)

23. On a 30-second timeout, one of the officials will remain with the ball at the spot where the ball is to be put back in play and the other two officials will be on the block part of the free throw lane, facing the two benches. (Three-person mechanics manual, p. 12)

24. When a foul occurs in the semicircle above the free throw line or in the lane, the ball should be inbounded from the baseline. (Three-person mechanics manual, p. 22)

25. The official's whistle seldom causes the ball to become dead. Fund 16

26. A correctable error includes permitting the wrong team to attempt a throw-in.  
2.1.1a-e

27. The time consumed prior to recognition of a correctable error can be restored if the error is corrected. 2.10.5

28. A player who screens behind a stationary opponent must take a position so the opponent is able to take a normal step backward without contact. 4.40.4

29. There is no player control during an interrupted dribble, but there is team control.  
4.12.2c

30. A1 dunks in pregame warmups. A minute later, B1 also dunks in pregame warmups. A bench technical on both teams. Administer the technical foul free throws in the order they occur. 4.16; 4.34; 4.19.10; 10.3.3 Pen; 10.4.1i, Pen; Fund 12

31. A1 touches the ball on the opening tip before it reaches its highest point. The clock starts and shows 7:58 when the official blows their whistle and calls this violation. Re-set the clock to 8:00; Team B's ball. Set the arrow in Team A's direction. 2.5.5; 2.7.3; 4.3.3a; 5.9.2 5.10.1, 2; 5.9.2; 6.3.7a; 9.6, Pen

32. Defender B1 runs out of bounds to avoid a legal screen. The nearer official signals an out of bounds violation. 9.3.3b, d

33. Team A calls an excessive time out late in the fourth quarter, but the scorer does not notify the officials. The game goes to overtime. During the overtime, the scorer realizes that Team A called an excessive time out during regular play. The scorer notifies the officials. Team technical on Team A. 5.11.1; 10.1.7, Pen

34. A1 experiences an interrupted dribble near the end line. A1 and B1 are scrambling in an effort to secure control of the ball. While A1 is touching out of bounds, A1 ties the ball up with B1, as B1 simultaneously gains dual control with A1. The proper call is held ball. 4.25.1; 4.35.1, 2; 7.1.1, 2A1; 7.2.1, 2; 4.15.5, 6d

35. A1 jumps to try for a goal. B1 also jumps and touches the ball and A1 returns to the floor holding the ball. The proper call is held ball. 4.25.2; 4.44.3

36. After a score by Team B, A1 inbounds the subsequent throw-in to A2. After dribbling a short while, A2 throws the ball back toward A1. Instead of reaching A1 directly, it strikes the B team's backboard. A2 catches the ball off the backboard, then begins a dribble toward his own front court. The proper call is LEGAL PLAY. 4.15.1, 3, 4; 4.4.5; 9.5

37. A1 makes a long pass toward A2. The pass is out of A2's reach, hits the floor, the horn sounds to end the 1st quarter, then goes into A's basket without touching anyone. The proper call is SCORE 2 POINTS for team A. 4.41.2; 5.1.1; 6.7.6

38. Team A scores and immediately employs a full court press, trying to deny a throw in. A2, in an attempt to stop B2 from getting open for a pass, contacts B2 from the side and impedes B2's progress. The contact is neither flagrant nor intentional. The ball is still bouncing on the baseline, no Team B player has gotten close enough to pick it up, and the official has not yet started the five second count. The official calls a common foul on A2. 4.19.5c; 6.7.1; 10.6.1; 10.3.7; 10.6 Pen

39. A1 is in the act of shooting a layup when B1 undercuts them. A1's try is good. The official calls an intentional foul and awards B1 one free throw, followed by a throw in at the spot of the foul. 4.19.4; 10.6 Pen 4; 7.4.2; 7.5.4b

40. A1 is called for a player control foul against B1. Team B's coach comes out to check on the player, who is immediately ready to play. Team A calls a time out. At the end of the time out, while the throw in is in the air, Coach A is assessed a technical foul. Coach B sends B1 in for B3 to shoot the free throws for the technical foul. The officials allow the substitution and administer the free throws with B1 as the shooter. 3.3.4; 8.3

41. All personal fouls involve contact between opponents. 4.19.1

42. After reporting a foul on B3, the scorer's table notifies the ruling official that B3 has five fouls. The ruling official notifies the head coach, player and then request timer to begin 20 second replacement interval. 2.12.5

43. When a post player moves backwards into an opponent and displaces, or forces, that opponent to move out of a legally obtained position, a foul must be called on the player forcing the action. 4.23.1; 4.37.3; 10.6.1; POE 5

44. Player A2 goes up to dunk. B1 is able to knock the ball away but A2's momentum

continues and A2 grasps the ring. While A2 is touching the ring, the ball enters the basket. A2 releases the ring and ball goes through the net. Officials rule a legal play and Team B inbounds. 10.3.3; 4.6.1; 9.11, Pen

45. During a live ball team A has six team members on the court. Officials recognize it and stop play. A6 quickly runs off the court. The officials charge A6 with a technical foul. 3.1.1; 10.1.6, Pen

46. B2 is called for a team control foul in the 1st quarter. As both teams return to the court from halftime the head coach of Team B notifies the referee that the foul was marked on B1 in the official book. The referee shall leave the foul as marked in the official book unless they have knowledge that the foul was marked on the wrong player. 2.11.11

47. A1 intentionally fouls B1 while attempting a try for goal, the try is successful. B1 is awarded one free throw plus Team B is awarded a throw in at the division line. 4.19.3, 6; 5.1.1; 6.7.4; 10.6 Pen 4; 7.5.4b

48. A1 takes a player control foul and falls to the floor striking his head on the floor. They appear to be confused when they get up. Officials rule the player must leave the floor immediately. Team A has an EMT on their bench and they tell the officials A1 is clear to play. A1 is allowed to return to play. 2.8.5; 3.3.8; LHSAA GUIDELINES

49. B4 is designated as a starter 10 minutes prior to start of the game, then becomes ill before the game starts and is unable to play. B6 replaces B4 in the starting lineup without penalty. 3.2.1, 2a; 3.3.2

50. A1 dunks the ball during pre-game warm-ups. A1 is charged with a technical foul, the head coach is charged indirectly with a technical foul and loses the privilege of using the coaching box for the entire game. 10.4.1i

51. Team A advances the ball from its backcourt toward its front court. A1 passes the ball to A2 who has both feet on the floor, with one foot on either side of the division line. A2 lifts the foot which is in the backcourt and then puts it back on the floor in the backcourt. This is a backcourt violation. 4.12.1; 4.4.1, 2; 9.9.1

52. In a closely guard situation, the closely guarded count shall be terminated when the offensive player in control of the ball gets their head and shoulders past the defensive player. 4.10; 9.10.1

53. During a free throw situation, if a fake by an opponent causes the free thrower or a teammate of the free thrower to violate, only the fake is penalized. 4.20; 9.1.3d, Pen

54. Music, sound effects, and artificial noisemakers are all legal. 1.18

55. It is a player technical to purposely or deceitfully delay returning after legally being

out of bounds. 10.3.2; 9.3.3

56. The halftime intermission is 10 minutes and may be extended to a maximum of 15 minutes. 5.5.1

57. Contact caused by a defensive player who approaches from behind is pushing; contact caused by the momentum of a player who has thrown for a goal is charging. 10.6.6

58. A1 is shooting the second of 2 free throws when B1, in a marked lane space, enters the lane prematurely. The administering official properly signals the violation and A1's attempt does not touch the ring. The official gives A1 another free throws due to the lane violation. 9.1.3c, g, Pen 2b, 4c; 6.4.3

59. A1 is dribbling in A's backcourt when the ball accidentally strikes their ankle and bounces away. During the interrupted dribble, A1 fouls B1 in attempting to continue the dribble. Team Control foul. 4.12.1; 4.15.5, 6b, 4.19.7

60. B1 is charged with an intentional foul on A1 who is in the act of shooting an unsuccessful three point try. A1 is awarded 2 shots due to the intentional foul. 4.19.3; 10.6 Pen 5b

61. Thrower A1 inbounds the ball to A2. A2 immediately throws the ball back to A1. When A1 touches the pass, they have one foot touching inbounds and the other not touching the floor. Officials allow the play to continue. 4.4.4; 4.35.1

62. While attempting a throw-in, A1 holds the ball through the plane of the end line. B1 simply grabs the ball and then throws it through B's basket. Official cancel the goal and charge B1 with a technical foul for touching ball during a throw-in. 7.6.4; 9.2.10, note

63. A1 catches the throw-in pass with one foot on the floor in A's front court and the other foot not touching the floor. The non-pivot foot then comes down in A's backcourt. Official signals backcourt violation. 4.4.1, 2, 4; 4.35.1; 9.9.1

64. A1 requests and Team A is granted a time-out late in the fourth quarter. Team A had already used its three 60-second time-outs and its two 30-second time-outs. Team A is granted the time-out and is charged with a technical foul. The head coach is also charged with an indirect technical foul. 5.8.2 a, b; 10.1.7

65. A1 is dribbling down the court. A2 sets a legal pick. B1 sees the pick and runs over A2 forcefully. The Officials call a technical foul. 4.19.3, 5; 10.6.1, 7, Pen

66. Following a goal by Team A, B1 is in the process of making a throw-in to a teammate. The official begins the 5 second count once B1 is in possession of the ball out of bounds. B1 loses control of the ball and it rolls down the baseline out of bounds. B1 leaves the throw-in spot, gets the ball, returns and proceeds with the throw-in. The

official starts a new 5 second count when B1 retrieves the ball to continue the throw-in. 4.42.3, 4, 5; 7.6.2; 9.2.4

67. A1 is closely guard by B1. In an attempt to force B1 to give space, without pivoting, A1 swings their elbows with the ball. The official will assess A1 with an intentional foul for swinging their elbows. 4.19.3; 9.13.1; 10.6.1, Pen

68. During a throw-in by Team A, B1 reaches over the boundary line and makes contact with A1, the thrower. B1 will be assessed an intentional foul for making contact with thrower A1 while they are in the process of completing the throw-in. 7.6.4; 9.2.10, Pen 4; 4.19.3e

69. During a throw-in in the front court, on the sideline, by the bench, B1, defending the pass right along the sideline, deflects the pass up into the air, and the ball enters the basket. Officials signal a 2-point basket, since there was not a try by either team. 4.42.5a; 4.4.3; 5.1.1; 5.2.1, 3

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

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

72. A3 in their front court is being closely guarded by B4, and when noticing the officials closely guarded count is at 4, A3 picks up the dribble and requests a time out. The covering official ignores the timeout and penalizes A3 with a 5 second closely guarded count. 5.8.3A; 9.10.1a, b

73. During A2's drive to the basket the Lead official calls a foul on B1, who is guarding A2. The official jogs out above the three point arc, reports the foul, then goes back to the baseline to administer the throw in. This is the proper switch for 3-person mechanics after a foul. Three-Person Mechanics Manual

74. If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the quarter or extra period ends with the held ball violation. 5.6.2, exc 2

75. After B4 receives a technical foul for an unsporting act, the official gives the ball to A1 at the point of interruption for a spot throw in. 4.19.14; 10.3.6, 10.6 Pen 4

76. A1 jumps to receive a pass. While in the air, B1 moves into legal guarding position. A1 lands, pivots and incidentally hits B1 with their elbow. Official calls a player control

foul. 4.23.4; 4.27.1, 2; 4.19.7; 10.6.1

77. A1, with the ball for an attempt on their second free throw, feints the shot and then immediately shoots and makes the attempt. Officials disallow the basket, and award team B the ball with the option to run the baseline. 9.1.3b

78. Team A calls a time-out during play. Following the second horn of the timeout, Team A continues to huddle and talk. Officials administer a technical foul for delay of game. 4.38; 7.5.1

79. A player who is bleeding, may remain in the game as long as all blood is removed by the end of a timeout. 3.3.7, 3.7

80. Team A assistant coach stands and yells a play to his team during a live ball. Officials inform the head coach of this act and warn them. Later in the game, the assistant does it again. Officials issue a technical foul and then use POI to resume play. 2.3; 4.36.1, 2; 10.4.4, Pen

81. B1 and B2 are setting a double screen and lock arms so A1 cannot go between them. Officials allow play to continue. 10.1.10

82. Team A and Team B's players start to fight on the court. Any coach is allowed on the floor to help separate the fight. 10.5.1e

83. A1 dunks over B1 and then taunts B1. B1 retaliates and punches A1. Both A1 and B1 are charged with a flagrant technical foul for fighting and are disqualified. 4.18.1, 2; 10-3-6c; 10.3.8; 10.6 Pen 4

84. It is possible for airborne shooter A1 to commit a foul which would not be a player control foul. The airborne shooter could be charged with an intentional or flagrant personal foul or with a technical foul. 4.19.2, 3, 4, 5, 14; 4.45.7

85. A1 is dribbling the ball in the front court when A2 sets an illegal screen against B2. Team B is not in the bonus. No free throws are awarded for this team-control foul. It is Team B's ball at a designated spot out of bounds closest to where the foul occurred. 4.12.2; 4.19.6; 7.5.4

86. A1 drives to the basket with B1 in pursuit. As A1 begins the act of shooting, B1 gets a hand on the ball from behind and the subsequent contact takes A1 forcefully to the floor and out of bounds. An intentional foul shall be charged when the contact is judged to be excessive, even though the opponent is playing the ball. 4.11; 4.19.3d

87. A1 attempts to catch the ball while running rapidly. A1 muffs the ball, but succeeds in securing it before it strikes the floor. A1 then begins a dribble after taking several steps between the time the ball was first touched until it was caught. This is legal as long as the pivot foot restrictions were not violated. 4.15.1, 2, 3; 4.21; 4.33

88. During an alternating possession throw in, thrower A1 holds the ball through the end-line plane and B1 grabs it, resulting in a held ball. Since the throw-in had not ended and no violation occurred, it is still A's ball for an alternating-possession throw-in. 4.2.1; 4.25.1; 6.4.4; 4.42.5a, c

89. A1 is attempting to make a throw-in and Team B is applying a great deal of pressure. B1 reaches through the boundary-line plane and waves their hand in an effort to prevent the pass. Team B is warned for violation of the boundary plane. The warning shall be reported to the scorer and to the coach and applies for the rest of the game. Any subsequent delay-of-game situation by Team B shall result in a technical foul charged to Team B. 4.47.1; 9.2.10; 10.1.5c

90. A1 dribbles in Team A's backcourt for nine seconds, then passes the ball towards A2 in the front court. While the ball is in the air traveling from backcourt to front court the 10-second count is reached. Violation by team A as the ball has not gained front court location. It is B's ball for a throw-in from the out-of-bounds spot closest to where A1 released the ball on the pass toward A2. 4.4.1, 3; 4.12.2; 9.8; 7.5.2a

91. The official has reported the foul and has given directions to players along the lane. The official is ready to put the ball at the free thrower A1's disposal, but A1 is at the sideline talking to the coach. A technical foul for delay is charged to A1; no warning is required. 10.3.5c

92. Prior to A1 releasing his first free throw of a 1-&-1, B1 steps into the lane, then steps back. The Lead official signals a delayed lane violation. After A1 releases the free throw but before the free throw reaches the basket, A2, in a marked lane space, rushes into the lane to rebound. The free throw is missed. Official signals a substitute free throw. 9.1.3d 9.1.Pen 2b

93. Prior to the referee tossing the jump ball to start the overtime period, A1 is called for an intentional foul on B1 near B's basket. Award B1 two free throws. Play is resumed with a throw-in on the baseline near B's basket. 4.28.1, 2; 6.1.2a; 4.19.3, 5; 10.3.7; 10.3 Pen

94. With 3 seconds left in the game, Team A scores to take the lead 65-64. After a time-out to set up a play, Team B inbounds the ball by heaving a long pass down court from Team A's baseline. While the ball is in flight, A2 and B2 are called for double personal fouls in the lane near B's basket. Award the ball to team B for a throw-in from its own baseline near their basket with 3 seconds on the clock. 4.4.3; 4.19.8a; 4.36.2; 7.5.3b

95. With Team A losing 68-65 with 5 seconds left, A1 is fouled in the act of shooting. After the first of two free throws is made making the score 68-66, Team A calls timeout. Returning to play, A1 makes their second free throw making the score 68-67. After the made free throw, A2 jumps out of bounds with the ball and makes a throw-in to A3, who

loses the ball to B1, who gets confused and scores in Team A's basket. Horn goes off. Game over. Team A wins 69-68. 5.1.1; 5.2.3; 7.6.6; 4.42.5

96. While dunking the ball, A1's hand contacts the rim while the ball is in the cylinder. Official signals basket interference and cancels the basket. 4.6.2 exc; 9.11

97. After a made basket, Team A calls time out. Play is resumed with Team B's throw-in on the baseline. B1 runs the end line and inbounds a pass which is deflected out of bounds by A3 across the lane but out on the baseline. Team B is awarded another throw-in on the baseline. B1 again runs the end line and inbounds the ball to B2. This is a legal play. 4.42.2, 5a; 7.5.7b; 7.6.1

98. A1 is fouled by B1 in the act of shooting and is awarded 2 free throws. Substitute B6 is at the table to enter the game. The timer sounds the horn indicating that B1 has committed their fifth foul. The covering official beckons B6 into the game replacing B1, and the first free throw is attempted. 4.14.1; 3.3.1c

99. With 3 seconds left in the game and Team B leading 64-61, A1 is fouled in the act of shooting a two pointer. The covering official is ready to administer free throws and no Team B players are in the first lane spaces. Team B's Coach informs the Trail official they do not want their players to foul so they want to keep them out of the lane. Shoot the free throws with first lane spaces unoccupied. 8.1.4b; 9.1.2 Pen 2a, b; 10-1-5c, Pen Fund 12

100. A1, driving to the lane, picks up their dribble to attempt a layup. Before A1 leaves the floor, A2 is called for a holding foul on B1 across the lane. A1 completes their drive and makes the basket. Count the basket because of continuous motion. Team B is in the bonus. Team B is awarded a one and one on the other end of the court. 4.11.1, 3; 4.19.7; 10.6 Pen 1b; Fund 17

101. The possession arrow points towards Team B's basket. A1 and B1 chase down a loose ball and a held ball is called. Following a time-out Team A is given a throw-in on the baseline. A3 completes the throw-in to A4 who dribbles down the court. The horn sounds and the timer indicates the ball was inbound by the wrong team. Return to the baseline and allow Team B a throw-in. 4.2.1, 4; 6.4.3, 4; 7.6.6; 4.42.5

102. A1 is dribbling in the backcourt when the ball strikes their ankle and bounces away. During the interrupted dribble, while attempting to secure the ball, A1 fouls B1. Team B is in the bonus. Award B1 a bonus free throw. 4.15.5; 4.19.7; 10.6 Pen 1b

103. The four warnings for delay: plane violation, correctable error, water on floor, & huddle in the free throw lane, must be recorded in the official book. A second warning results in a technical foul on the head coach. 4.47.1, 2, 3, 4, 10.1.5 ALL

104. Airborne shooter A1 charges into B1, after which A2 touches the ball while it is in the cylinder. Count the basket because the shooter had not returned to the floor. Give

team B a throw-in on the baseline. 4.6.1; 4.19.6; 6.7.4; 10.6 Pen 1b

105. Late in the game with the outcome decided, Team A's Coach sends five subs to the table to enter the game at the next opportunity. A1 is shooting two shots after being fouled. After the first shot is missed, the trail official beckons all five subs into the game. A1 shoots their last free throw, misses and B4 rebounds the miss. The new Trail official notices 6 team A players in the game. Assess a technical foul on Team A coach. 3.1.1; 4.34.1; 10.1.6, Pen

106. When considering whether goaltending has occurred, an official must consider 3 elements; legal try or tap; ball in downward flight above the rim; the ball possibly entering the basket. 4.22; 9.12

107. A1 drives to the basket and lays the ball up for a try. Defender B1 blocks the shot by pinning the ball on the backboard outside the box. Goaltending by B1. 4.22; 9.12

108. A1 drives to the basket and lays the ball up for a layup. Defender B1 trailing the play, leaps to block the shot and slaps the backboard. Technical foul on B1. 10.3.4

109. The four types of delay warnings are: plane violation; huddle in free throw lane; interfering with the ball after a made goal; having the court ready for play. While the infraction must be entered in the official book, the head coach does not need to be notified. 4.47

110. A1 is attempting a throw-in on the baseline. Defender B1 reaches across the boundary and slaps the ball out of A1's hand. Assess a technical foul on B1, allow Team A two free throws, and return to the baseline for a throw-in. No delay warning is issued. 9.2.3 Pen; 10-3-10, Pen

111. After the initial player/team control is established, an alternating-possession throw-in results in all of the following situations: double fouls; simultaneous free-throw violations; a live ball lodges between the backboard and the ring; a live ball comes to rest on the flange; a held ball. 6.4.3a, b, c, d, e, f

112. Only the referee is authorized to correct the erroneous awarding of a score. 2.10.1e

113. When a technical foul is also charged indirectly to the head coach, it counts only as one team foul. 4.8.2

114. An intentional foul should be called when illegal contact occurs away from the ball specifically designed to stop the clock. 4-19-3c

115. A1's free throw ends when A1's foot breaks the vertical plane of the edge of the free-throw line farthest from the basket before the try touches the ring or before the free throw has ended. 9.1.3e

116. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have had a legal position when the contact occurs. 4.23.1

117. If the opponent with the ball is airborne, the guard may obtain legal position in the opponent's landing spot after the opponent is airborne. 4.23.5

118. A jumper is required to be in their proper half of the center restraining circle during a jump ball, but is not required to face their own basket. 6.3.8 note

119. If a mistake has been made and an umpire is still on the floor at the end of the game, they may call the referee back to make a correction. 2.2.4

120. No official has the authority to set aside or question decisions made by any other official within the limits of their respective outlined duties. 2.6

121. A team is in control of the ball in all of the following situations: when a player is holding a live ball; while a live ball is being passed among teammates; during an interrupted dribble; when a try for goal is in flight; when a player is dribbling the ball. 4.12.2a, b, c, d

122. If B1 intentionally fouls A2 during A1's successful unmerited free throw and the free throw is subsequently canceled because the error is corrected, B1's foul is also canceled. 2.10.4; 6.1.2c

123. Play is resumed at the point of interruption in all of the following situations: an official's inadvertent whistle; a double personal foul; a double technical foul; a simultaneous foul. 4.36.1

123. A1 has the ball for a throw-in. The throw-in pass deflects off A2. A2 and B2 chase the ball, and A2 illegally pushes B2. Team B is in the bonus. Since the throw-in ended on the touch by A2, and team control does not exist, B2 will shoot the bonus free throws. 4.12.3a, b, c; 4.12.4; 4.10.7; Fund 1

125. In the 4th quarter, A1 and B1 are given simultaneous Technical Fouls for taunting. As the players move around the center circle for the jump ball to start OT, and the U2 is ready to toss, A1 makes illegal contact stepping into B1 along the circle. The U1 calls a foul on A1. Since the U2 was ready to make the toss, the jump ball has begun; the ball is live. This is a personal foul, and if Team B is in the bonus, they will be awarded the bonus with players lining up on the free throw lane. 4.28.2; 6.1.2a; 4.19..1, 2, 5; 2.5.1

126. The jump ball is legally tapped by A1, and, while in the air, tapped again by A1. The ball hits B2, who legally entered the circle. A1 then taps the ball towards A2, who catches the ball. U1 signals a violation because A3 tapped the ball three times. 4.28.2; 6.3.7d; 9.6

127. A1 jumps to try for goal. B1 places a hand on the ball, and keeps A1 from releasing it. A1 is unable to control the ball and it drops to the floor. Play continues. 4.25.2; 4.21

128. Each of these situations results in an alternating possession throw-in: simultaneous free throw violations; opponents commit technical fouls during the same dead ball several seconds apart; opponents commit simultaneous goal tending or basket interference violations. 6.4.3c, 3; 4.19.5; T-Foul Pen Sum; Fund 12 False

129. Prior to the last FT by A1, B6, the only remaining sub for Team B, replaces B2. During the unsuccessful FT, A4 illegally pushes B4 prior to anyone touching the ball. The foul causes B4 to be injured, and they cannot continue. Team B is in the double bonus. B6 cannot enter the game as a sub due to the rule of subs returning prior to the clock legally starting, so, Team B will choose a player on the court to make the FT attempts, and, B6 cannot enter the game until the clock legally starts. 3.1.1; 3.3.1d; 8.2

130. During a FT attempt, Team A must have players in the first two lane spaces. Their 3rd and 4th players may then line up in any empty space, on either side. 8.1.4b, c, d, e

131. During a 1-and-1 FT by A1, A2 fouls B2 on the successful FT. Team B is in the bonus. A1 will attempt their 2nd FT, then B2 will attempt their FTs. The ball will be put in play under the A/P arrow out of bounds at the spot of the foul. 4.19.1; 10.6 Pen 3a, b; Fund 12

132. A1's long throw-in pass from back court goes out of bounds in the air near mid-court, but does not hit out of bounds until near the far end line. The officials put the throw-in spot near the mid-court line where the ball left the playing court. 4.4.3, 7; 7.5.2a; 9.2.2

133. A1's throw-in pass from near their bench is actually a pass designed for A2 to complete an outstanding dunk attempt. A2 misjudges the pass, and the ball enters the basket from out of bounds. The violation is called by the officials, and the spot throw-in is on the end line near the free throw lane. 4.4.3, 7; 7.5.2a; 9.2.2;

134. A1 receives the ball out of bounds for a throw-in. A1 then fumbles the ball in the out of bounds area, and leaves the designated spot to retrieve the ball. A1 then returns to the designated spot, and completes the throw-in prior to the 5-second violation. Officials allow play to continue. 9.2.1; 4.42.6, note

135. A1 is awarded a FT. They catch the bounce pass from the official, and, while holding and bouncing the ball, loses control of the ball and it bounces away. The Center official continues the count, and when the count reaches 10 seconds, signals a violation on A1. 9.1.1, 3a

136. A1 scores a goal, then crashes into the out of bounds area near the goal. A1 is not injured, but is slow in returning to the court. The ball is bouncing out of bounds near the

lane area, and B1 is ignoring the opportunity to begin the throw-in. The new Trail official begins a 5-second count. While the ball is still in that area, A1 accidentally hits the ball with their leg while trying to return to the court. The ball rolls slowly away from the nearest Team B players. The official continues the count, and, in spite of B2's attempt, the ball is not inbounded within the 5-second time period. The violation gives the ball to Team A at the spot of the throw-in. 4.47.3; 9.2.4

137. Late in the game, a Technical foul is called on A1. Team B makes two FT's, and then requests that the ball be placed out of bound on the table side of the court. The opposite sideline is only 2 feet from a 10-foot high wall. Officials agree, and place the ball out of bounds on the table side. 7.6.4, note; 7.5.6a

138. During a scramble for a loose ball, A1 sees the ball between their legs, and squeezes the ball momentarily, then grabs the ball with their hands, and passes the ball to A2. Officials allow the play to continue. 4.22; 9.4

139. B1 commits goaltending on airborne shooter A1's try. A1 fouls B1 in returning to the floor. No free throws are awarded for the player control foul, and the ball is awarded to Team B for a spot throw-in on the end line. 4.22; 9.4

140. B1 fouls A1, committing their 5th personal foul. The scorer fails to notify the officials. Minutes later, B1 is fouled on a successful try by A2. Immediately following the successful FT by B1, Team A's coach notifies the officials that they believe B1 has fouled out. This is confirmed, Officials tell Team B's coach to replace B1, and play continues at that point of interruption. 4.14.1; 2.10.1c, 2, 4

141. B1 commits their 5th personal foul. The scorer notifies the nearer official, and that official then tells the Team B coach that B1 has five fouls. The official tells the timer to begin the 15-second replacement period. The horn is sounded after 15 seconds. The substitute has not left the coaching box area of their bench. The official will warn the coach that the replacement period has ended, and the substitute must report immediately. 4.14.1; 2.12.5; 10.5.2

142. Prior to the game, the officials notice that the chairs to be used for the team benches are placed within 3 feet of the sidelines, leaving 3 feet behind them for fans to move. The Referee notifies Home Management that this is not acceptable, since the players in the chairs will leave less than 3 feet of unobstructed space between the benches and the sidelines. Home Management says they cannot move the chairs back farther because they need an aisle between the bleachers and the chairs. The Referee will instruct Home Management to back the chairs away or remove the chairs, and, if they remove the chairs, the teams will sit on the first row of the bleachers. 1.2.1; 2.3

143. Team A's coach recognizes that the ball is trapped in the back court, and steps out on the court near the Lead Official to request a time-out. The official, watching the play, does not recognize that the coach is standing inbounds, on the court. A pass from back court towards the bench area in front court then hits the Team A coach in the back, while

they are still asking for a time-out. The officials allow play to continue as Team B makes a steal and advances the ball towards their basket. 10.5.1a, b, c, d, e, note; 10.4.2, 4a, b, c, d; 10.4.5

144. With less than 3 feet of space out of bounds during a throw-in, the official designates an imaginary restraining line inbounds that B1 will not be able to cross while guarding thrower A1 during the throw-in. During the throw-in, A2 runs across the area between A1 and B1, and after clearing, the ball is thrown to A2 inbounds. Officials allow the play to continue. 4.35.1a; 9.3.3; 7.6.4, note

145. The official imposes an imaginary restraining line inbounds during a throw-in. After the ball is live, B1 enters that area in an attempt to defend the pass. The official waits until B1 blocks the pass and calls a delay warning violation against B1. 6.1.2b; 4.47.1; 9.2.10, note

146. B1 has obtained legal guarding position on A1 and moves legally to maintain it. A1 moves laterally and contacts defender B1, but does not get their head and shoulders past the torso of B1. Contact occurs on B1's torso. A blocking foul is called on B1. 4.23.3; 4.19.1, 2, 6

147. A1 is dribbling near the sideline when B1 obtains legal guarding position. B1 stays in the path of A1 and has one foot in the air over the out of bounds area when A1 makes contact in the torso of B1, and both players then move out of bounds. The official calls a blocking foul on B1. 4.23.2, 3a; 4.19.1, 2, 6

148. If a violation by the opponent occurs during a free throw, and the free throw shooter then violates, the officials should consider whether the violation by the opponent created disconcertion toward the free throw shooter.. 9.1.3 all

149. A1 blocks a pass by B1 near the sideline and the ball goes into A's front court. A1's momentum carries them out of bounds. They immediately return inbounds, gain control, and move toward their basket. The official calls an out of bound violation for A1 being the first to touch the ball after being out of bounds. 4.35.1a; 7.1.2; 9.3

150. A1 is dribbling in backcourt when B1 deflects the ball. The ball is rolling near the end line when it contacts a child who is walking inbounds on the playing court near the end line. B1 catches up to the ball, picking it up and scoring. The official allows play to continue. 2.3; 4.4.1, 2; 2.7.3; 4.36; 7.2.1

151. A1 is in control in their backcourt for 7 seconds. Their pass towards A2 in the front court is deflected by B1, who has jumped in the air in front court. The ball deflects back to A1 in back court, where A1 catches the ball and starts to dribble. Four seconds later, the official signals a 10-second violation when the ball was not advanced into front court. 4.4.1, 2; 4.12.1, 2, 3; 4.35.1; 9.8

152. While moving, A1 catches a pass in the lane with one foot on the floor, then steps

with both feet separately towards the basket to score. The officials allow play to continue. 4.33; 4.44.2b1; 9.4

153. A1 jumps to try for goal. B1 also jumps and touches the ball as A1 returns to the floor holding the ball. The official signals a traveling violation. 4.33; 4.44.3a, b; 9.4

154. For a closely guarded count to be considered, the defender in legal guarding position must be a maximum of 6 feet from the ball handler, and must move legally to maintain that distance, or closer, for the entire time of the count. 4.10; 4.23.1, 2, 3

155. Verticality applies to a legal guarding position. Basic components include: legally obtaining "legal guarding position;" rising vertically and remaining within their vertical plane; using hands and arms legally within their vertical plane. 4.45.1, 2, 3

156. The player with the ball is to be given no more protection or consideration within the rules than the defender in judging which player has violated the rules. 4.45.7

157. To obtain legal guarding position, a player may not charge an opponent or extend shoulders, hips, knees, or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs. 4.37.2a, b

158. A player becomes a ball handler when they receive and control the ball. This includes a player in the post position. 4.12.1; 10.6.12a-d; POE 5

159. A player is in the post area, with their back to the basket, and in control of the ball. The defender on this player may keep one hand with a bent elbow, or a bent arm bar, on this post player in order to maintain a legal guarding position. 4.23.1; 4.24.5, 6; 10.6.12a-d; POE 5

160. A1 is driving towards the basket, with B1 backpedalling in front of them, in legal guarding position. After A1 leaves the floor, B1 slows down, allowing A1 to charge into them. The official signals a blocking foul on B1. 4.23.1, 3a, c 4.19.1, 2, 6

161. While trapping on defense in the front court, B1 and B2 are staying close together, less than 2 feet apart, in legal guarding position. A1, dribbling near them, fakes one way, then tries to dribble between B1 and B2, causing contact, and then stumbles, and falls. B1 and B2 hold their positions. The calling official signals a blocking foul on B2, who is the first player A1 makes contact upon. 4.23.1, 2, 3; 4.19.1, 2, 6

162. While A1's try is in flight, A2 and B2 legally obtain rebounding position. B2 is in front of A2, between A2 and the basket. As try bounces off the ring, B2 backs into A2, forcing A2 backwards away from the basket. As both players then try to jump towards the ball, the calling official signals a foul on A2 for pushing from behind. 4.37.1, 2a, d, 3; 10.6.1, 6; 4.27.5

163. For a player to set a legal screen, actions include: the screener must face the opponent; the screener may be moving in certain situations; the screener must stay in their vertical plane. 4.40.2a; 4.40.2b; 4.40.2d

164. A1 is cutting through the lane area, guarded by B1, who is backing up. A2 will screen B1, and is moving backwards in the same path. Just as A1 is about to make a cut, B1 is stopped by A2's screen, both of whom are still moving backwards in that path. The calling official signals a blocking foul on A2. 4.40.1, 2b, 2c, 4; 4.19.1, 2, 6, 7; 10.6.11

165. A1 is holding the ball near the top of the circle. B1 is closely guarding A1. A2 moves directly behind and very close to B1, holding a position to set a screen. A1 throws a pass to A3 near the sideline, then moves directly off the right shoulder of B1, without contact, to cut towards the basket. B1 steps backwards, but is unable to complete the step due to the screen of A2. A1 catches the pass and lays the ball into the goal. The official signals a blocking foul on A2, disallows the basket, and issues a throw-in to Team B on the proper out of bounds line. 4.40.1, 2b, 4; 4.19.1, 2, 7; 7.5.4.a; 10.6.11

166. Defender B1 is in front of post player A1. A pass over the top of B1 towards A1 is about to be completed. Defender B2 moves towards the line that A1 will use to catch the ball and move towards the basket. A1 is in the air when B2 established position on the floor in that line. A1 returns to the floor, then makes contact with B2, knocking B2 to the floor. A1 steps towards the goal and scores a try. Officials rule the contact to be incidental to the play, and play will continue. 4.23.1, 4a, b, 5d; 4.27.1, 2, 3; POE 5

167. For a boundary line plane violation warning to be assessed, the defender may not have actually violated the rule and penetrated the boundary. 4.19.3e; 4.47.1; 7.5.4b; 9.2.10 Pen 4

168. With 3 seconds left in the game, and Team A leading 51-50, the teams come out of a time-out to return to play. Team B is inbounding under their basket, and the ball is thrown in successfully for a basket by B1 as the horn sounds. The officials count the basket. The officials are then told by the table crew and Team A that Team B had 6 players in the game during the last play, and quickly recognize that this was in fact true. The officials confer, and the Referee issues a Technical Foul on Team B. The basket is counted, and Team A is awarded 2 free throws. The free throws will decide whether the game will end, or an overtime will be played. 3.1.1; 10.1.6, Pen

169. During play, officials will not allow any non-player personnel to be in the out of bounds area that is an extension of the free throw lane. This included, but is not limited to, cheerleaders, photographers/media, school administrators, and security personnel. 1.20

170. A1 receives a second Technical Foul, and is disqualified from the game. The calling official reports the foul to the scorer, and the crew then reports the foul to the head coach. The officials then instructs the timer to begin the 15-second period for replacing

the disqualified player. 2.12.5

171. During warm-ups, the officials notice that Team B is wearing shirts under their uniform tops that meet the color restrictions. The undershirts have a logo on the sleeve that meets the requirements for a logo. The officials allow the players to enter play wearing these shirts. 3.5.6

172. A1 releases a free-throw. B5, standing outside the lane, behind the free-throw line extended and behind the 3-point arc, steps into the free throw semi-circle after the release, and before the ball touches the ring. Officials allow play to continue. 9.1.3g, h; POE 4

173. A1 releases a free throw. B3, standing in the third lane space, enters the lane to box out the shooter. B3 steps into the semi-circle making incidental contact with A1 prior to the ball touching the ring. The free throw is made. The Center official does not signal a violation. 9.1.3g, h; POE 4

174. A1 releases a free throw. B3, standing in the third lane space, enters the lane to box out the shooter. B3 steps into the semi-circle and makes contact with A1 prior to the ball touching the ring. The free throw is made. The Center officials must decide if the contact is incidental, or if a personal foul is to be called for illegal contact on the free throw shooter. 9.1.3g, h; 10.6.1, Pen; POE 4 True

175. During a scramble for a loose ball involving multiple players on the floor, the U1 is near the Team A bench. Team A's coach is asking for a time-out. The U1, knowing the risk of injury, issues a time-out to Team A. The ball appears after the whistle clearly in possession of Team B. The call stands. 4.36.1; 4.43; 5.1.1d; 5.3.1a; POE 1

176. An official should only call a time out under the following conditions: the ball is dead or is at the disposal or clearly in control of one team; there is no pending request of a team to replace a player who is required to leave the game, and a substitute is available and required. 4.43; 5.8.1a, b; POE 1

177. Post players must follow these guidelines: they cannot displace an opponent from a legally established or obtained position; extend an arm-bar and displace an opponent; use a locked or extended elbow to displace an opponent. 4.19.1, 2, 7; 10.6.1, 2, 4, 5, 11, 12b, c; POE 5

178. A post player who uses a leg or knee in the rear of an opponent to hold or displace that opponent is causing illegal contact, and a foul must be called. 4.19.1, 2, 6, 7; 10.6.1, 6; POE 5