



MEN'S BASKETBALL

2016 CASE BOOK



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Preface

The NCAA Case Book contains rulings that have been approved by the Men's Basketball Rules Committee as a supplement to the official rules. Included are actual game-like situations that add meaning to the written code of rules and verify that there can only be one interpretation to any given rule.

The format of the book follows the official NCAA Men's Basketball Rules Book, rule-by-rule and section-by-section. Its presentation provides clear, realistic game-type plays that allow the reader to better comprehend the application and adjudication of the official written rules.

The editors hope that the Case Book will assist officials, coaches, players and spectators to better appreciate the rules of basketball so that the collegiate game may become an even better game than it already is.

— **Art Hyland, secretary-rules editor**

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Significant Editorial Changes

These changes reflect additions, clarifications or deletions to approved interpretations that are intended to illustrate the basketball rules. Approved Rulings that illustrate new rules changes or case plays are indicated by a shaded background.

New Approved Rulings: 30, 89, 93, 94, 113, 159, 243, 246, 249, 257, 260, 271, 273, 277 and 289.

Edited Approved Rulings: 2, 3, 10, 12, 18, 35, 58, 114, 116, 127, 207, 208, 259, 260, 266, 270, 273 and 276.

Relocated Approved Rulings: Several Approved Rulings were relocated to reflect the order of rules references.

RULE 1

Court and Equipment

The Ball

A.R. 1. Visiting Team B's captain notices that Team B's pregame warm-up balls are of a different type than the official game ball. Team B's coach requests that Team B be allowed to warm-up using the type of ball to be used in the game.

RULING: The official shall inform Team A's game management that Team B shall be allowed to warm-up with the same type of ball(s) that will be used during the game.

(Rule 1-16.10 Note)

A.R. 2. A game is being played in an arena with a game clock being displayed on the shot clock located above the basket as well as in another location in the arena. Which clock is the official game clock?

RULING: The game clock shall be the official, visible timepiece on which the time remaining in a period shall be displayed and shall show a 10th-of-a-second display when less than one minute remains in a period. The referee, per Rule 2-5.2, shall designate the official game clock. However, when there is a game clock display located on the shot clock, it shall be the official game clock.

(Rule 1-18.2 and 2-5.2)

Team Benches-Scorers' and Timers' Table

A.R. 3. The visiting team is advised that its team bench is located:

1. Farther from the division line than the home team's; or
2. On the opposite end line from the home team's bench.

RULING: The game shall be played with benches as located by home-team management. The referee has no authority to move either bench unless for player safety; however, mutual consent should have been obtained before the game. Every reasonable attempt shall be made by game administration to provide team benches that are equidistant from the division line.

(Rule 1-21.2)

Uniforms

A.R. 4. Contesting teams have uniforms of the same color.

RULING: When possible, each team should have two sets of uniforms, one of light color and the other of dark color. The light color shall be for home games; however, this rule may be altered by mutual consent of competing institutions. The team that violates this rule shall change. When there is doubt, the officials shall require the home team to change.

(Rule 1-22.4)

A.R. 5 Team A is wearing a patch that is not an American flag, an institution or conference official logo/mascot or a commemorative/memorial patch. The patch is located in the area between the base of the front neckline and the shoulder seam of the jersey. Is this legal?

RULING: No. Only an American flag, an institution or conference official logo/mascot and/or a commemorative/memorial patch meeting all other rule requirements shall be located in this area. When the American flag is used, it can only be located in this area on the left side of the game jersey.

(Rule 1-22.7.c and .d)

A.R. 6. An official tells A1 to tuck in his game jersey and then issues a warning to the coach of Team A. Later in the game, A2 is fouled. Before giving A2 disposal of the ball for the free throw, the official notices that A2's game jersey is untucked.

RULING: A2 shall be permitted to attempt the free throw(s). When the free throw(s) are successful, he shall be instructed to leave the game. When the free throw(s) are not successful and he does not rectify the game jersey violation before the next dead ball, A2 shall be instructed to leave the game.

(Rule 1-22.10 Note and 1-22.4)

A.R. 7. May a player remain in the game when he is wearing an illegal undershirt or undergarment?

RULING: No. Similar to the rule regarding jewelry, illegal undershirts or undergarments shall not be worn. The player shall leave the game and remove the illegal apparel; however, no technical foul shall be assessed.

(Rule 1-23.1 and .2)

A.R. 8. Substitute A6 attempts to enter the playing court with a headband or wristband that is not a single, dominant color of the game jersey, black, white or beige.

RULING: Substitute A6 shall not be permitted to enter the game before either wearing the appropriate headband or wristband or removing the illegal ones.

(Rule 1-24)

A.R. 9. Before the start of the game, the officials notice that A1 is wearing white knee pads, A3 is wearing a black knee sleeve and A5 is wearing a blue knee brace.

RULING: Knee/leg sleeves may be white, black, beige or the color of the game shorts and teammates must wear the same color. This rule applies to anything that is worn on the leg except a knee brace. Typically, a knee brace contains hinges and/or straps and/or an opening over the kneecap. Knee braces, by this general definition, do not have to comply with this color rule. However, any other sleeve-like (covers part of the leg) worn on the knee/leg does have to comply with this color rule and teammates not wearing knee braces must wear the same color. The sleeve worn under the knee brace can be either the same color as the knee brace or the same color of the knee/leg sleeves worn by teammates.

When players do not comply with this rule, officials are not to tell players to remove anything, but are to instruct them/their coach that they are not permitted to play until they comply with this rule.

(Rule 1-24.4)

Players' Equipment

A.R. 10. Substitute A6 attempts to enter the playing court wearing jewelry, an illegal headpiece, **helmet** or hat.

RULING: Substitute A6 shall not be permitted to enter before removing the jewelry, illegal headpiece, **helmet** or hat. A6 cannot "buy" his way into the game and the right to wear the illegal jewelry, illegal headpiece, **helmet** or hat by being charged with a technical foul.

(Rule 1-26.7)

A.R. 11. Player A5 is found to be wearing jewelry.

RULING: At the first dead ball, A5 shall be required to remove the jewelry immediately or be required to leave the game and not return until after removing the jewelry. A5 cannot "buy" the right to wear the jewelry by being charged with a technical foul.

(Rule 1-26.7)

RULE 2

Officials and Their Duties

Officials' Jurisdiction

A.R. 12. Team A is ahead by one point. The game-ending horn sounds with the ball loose at the division line. Clearly after playing time has expired, A1 taunts B1. The referee, before checking/approving the final score, sees this action by A1 and assesses a CLASS A technical foul against A1. Team A's coach pushes the referee after the technical foul is called. The referee assesses a flagrant 2 technical to Team A's coach, ejects the coach and awards Team B four free throws.

RULING: The referee is correct. The officials' jurisdiction does not end until the approval of the final score. Until the officials' jurisdiction ends, an official may call a technical foul, correct a correctable error (Rule 2-12), or correct a bookkeeping mistake by the official scorer.

(Rule 2-4.3)

A.R. 13. The officials leave the playing area at the end of the game, and while they are in the locker room, it is discovered that there is a mistake in the score or that there was a request for a correctable error (Rule 2-12).

RULING: When the officials leave the visual confines of the playing court when the last period is over, the score has been approved and the game is over.

(Rule 2-4.3)

A.R. 14. When an official is required to hand/bounce the ball to the thrower-in, is it the duty of the official to wait until both teams are ready before doing so?

RULING: No. The resumption-of-play procedure is in effect for the entire game, except to start the second half or any extra period. After the official has given the direction signal and other necessary information, teams are expected to be ready for all normal play situations. When the official inadvertently indicates the wrong team for a throw-in and discovers the error before the throw-in ends, the official should withhold the ball from play to permit the players to re-deploy themselves. The officials should not permit unusual delays during a throw-in.

(Rule 2-7.13 and 4-31)

Duties of Scorers

A.R. 15. B1 commits a fifth foul [any combination of personal and CLASS A technical fouls], which results in two free throws for A1. The official scorer and official timer fail to notify any of the game officials that a fifth foul has been committed. When the scorers realize the mistake, they inform the

official timer to sound the game-clock horn. The official timer sounds the device as the first of two free throws is made or missed. The referee asks the scorers' table personnel to explain the problem. The referee is advised that B1 has committed five fouls, after which the referee advises the coach and player of Team B that B1 has five fouls. The coach replaces B1.

RULING: Play shall be resumed with the second free throw by A1. There is no additional penalty assessed for the official scorer's and timer's mistake in failing to notify the officials of B1's fifth foul.

(Rule 2-9.4 and 3-6.2.b)

A.R. 16. A player who has committed a fifth foul [any combination of personal fouls and CLASS A technical fouls] continues to play because the scorers have failed to notify the officials.

RULING: As soon as the scorers discover the irregularity, they should sound the game-clock horn as soon as the ball is in control of the offending team or is dead. The disqualified player shall be removed immediately. Any points that may have been scored while such a player was illegally in the game shall count.

(Rule 2-9.4)

A.R. 17. At halftime, the official scorer, who is a member of the home-team faculty, removes the scorebook from the scorers' table:

1. Of his or her own volition; or
2. At the request of the home-team coach.

RULING 1: When the scorebook is not taken to the home team's locker room, there should be no penalty. When there is evidence that the official scorer removed the scorebook to take it to the home-team locker room, an administrative technical foul shall be assessed. This administrative technical foul does not count toward the team foul count.

2: When the home-team coach instructs the official scorer to remove the scorebook, the head coach shall be assessed a CLASS B technical foul.

(Rule 2-9.11, 10-2.4 and 10-4.2.e)

A.R. 18. When may a scorer signal the officials by sounding the horn?

RULING: When the scorer desires to call attention to a player who is illegally in the game, the scorer may signal the official when the ball is in control of that player's team or when the ball becomes dead. When it is for an illegal substitution, the scorer may signal when the next dead ball occurs or when the offending team has team control. When it is for conferring with an official, the scorer may signal when the ball is dead. When the scorer signals while the ball is live, the official shall ignore the signal when a scoring play is in progress. Otherwise, the official may signal for the game clock to be stopped to determine the reason for the signal.

(Rule 2-9.14)

A.R. 19. The game-clock horn sounds while the ball is live.

RULING: Players should ignore the game-clock horn since it does not cause a dead ball. The officials shall use their judgment in blowing the ball dead to consult with the scorers and timers. When the players on both teams do not ignore the game-clock horn and stop playing, the officials shall stop play and award the ball to the team in control at a designated spot nearest to where the ball was when the stoppage occurred.

(Rule 2-9.14)

A.R. 20. The official scorer fails to record two points awarded to Team A by an official during the first half as a result of basket interference by B2.

RULING: The scorer's mistake shall be rectified at any time until the referee approves the final score.

(Rule 2-9.16)

A.R. 21. After two minutes of the first extra period, it is discovered that during the second half of regulation play, the official scorer failed to record one point as a result of a made free throw by Team A.

RULING: The score shall be recorded and play shall be continued at a designated spot from the point of interruption.

(Rule 2-9.16)

Duties of Timer

A.R. 22. In a game with no official courtside monitor, the red light or LED lights that signal the end of the last period cannot be seen nor can the game-clock horn be heard. The officials disagree whether the ball was in flight during a try for field goal or whether a foul occurred before time expired.

RULING: The final decision shall be made by the referee. The official timer shall indicate if the ball was in flight before the red light or LED lights signal was activated or before the game-clock horn sounded only when requested to do so by the referee. The referee shall use his best judgment, but when the evidence for counting or not counting the goal or foul is equal, the referee shall rule that the goal counts and that the foul shall be charged. In a game with an official courtside monitor and a game clock with a 10th-of-a second display, the status of the try for goal and the committed foul shall be ascertained with the use of the courtside monitor using first, zeroes on the game clock then the red or LED lights when the game clock is not visible and the horn when neither is available.

(Rule 2-10.15.c, 2-6.3, 11-1.2, 11-3 and 5-7.2)

Duties of Shot-Clock Operator

A.R. 23. A1 touches the ball that was thrown in by A2. The ball strikes the playing court and bounces until A3 gains control by dribbling. The shot-clock operator started the shot clock when A1 touched the ball.

RULING: The operator was correct. When play is resumed by a throw-in, the game clock and shot clock shall be started when the ball is legally touched by or touches a player on the playing court.

(Rule 2-11.5)

A.R. 24. Player B1 deflects A1's pass toward the sideline. Player B2 chases the ball and while airborne and before landing out of bounds, throws the ball backward onto the playing court where it is recovered by Team A. The shot clock operator resets the shot clock. Is the shot clock operator correct?

RULING: Yes. The act of throwing the ball backwards and onto the court demonstrates team control by Team B; therefore, the shot clock is reset.

(Rule 2-11-6.a and 4-9.1)

A.R. 25. With the alternating-possession arrow favoring Team A and 20 seconds remaining on the shot clock, A1's try for goal lodges between the backboard and the ring/flange.

RULING: Team A shall be awarded possession for a throw-in and the shot clock shall be reset.

(Rule 2-11.6.d)

A.R. 26. A1 releases the ball on a try for goal and then B1 partially blocks the shot and the ball:

1. Hits the ring or flange; or
2. Goes through the basket; or
3. Goes out of bounds.

RULING 1 and 2: The play is legal and the action shall continue.

3: The official shall blow the whistle to stop play and the shot-clock operator shall stop but not reset the shot clock. On the ensuing throw-in by Team A, the game clock and shot clock shall start when the throw-in touches any player on the playing court.

(Rule 2-11.7.a)

A.R. 27. Team A is in control of the ball when A1 and B1 commit a double personal foul, neither of which are flagrant fouls. While reporting the foul, the official assesses a technical foul against the coach of:

1. Team A; or
2. Team B.

RULING: Charge the fouls to A1 and B1, but no free throws are awarded. In (1) and (2), any player from the offended team shall attempt the two free throws for the technical foul. Play shall be resumed at the point of interruption, with the ball awarded to Team A, the team in control, at a designated spot nearest to where the ball was located when the double personal foul was committed.

1: Since the technical foul was assessed to the coach of Team A, the team in control, the shot clock shall not be reset.

2: Since the technical foul was assessed to the coach of Team B, the shot clock shall be reset.

(Rule 2-11.7.h, 2-11.6.b.2 and 10-1 Penalty f)

Correctable Errors

A.R. 28. After the bonus is in effect, B1 is penalized for holding A1. A1 erroneously is not awarded a free throw. A1 is awarded the ball out of bounds

and completes the throw-in to A2. The coach of Team A notifies the official scorer that the coach wants to meet with the official concerning a correctable error. When Team A scores a field goal, the official scorer sounds the game-clock horn and advises the official of the coach's request for the conference. The official recognizes the correctable error after talking with the coach and official scorer.

RULING: The field goal by Team A shall count. This error is correctable because it happened within the prescribed time limit of Rule 2-12. A1 shall be awarded his merited free throw(s) and play shall be resumed with a throw-in by Team B, who is entitled to run the end line.

(Rule 2-12.1.a, 2-12.5, 2-12.2 and 2-10.13.a)

A.R. 29. B1 pushes A1 during an unsuccessful try. A1 is awarded two free throws. The first free throw by A1 is successful, after which B2 takes the ball out of bounds under Team A's basket and passes to B3, who passes to B4 for an uncontested field goal in Team B's basket. The captain of Team A then calls to the attention of an official that A1 did not receive a second free throw.

RULING: The goal by B4 shall count. A1 shall be permitted to attempt the second free throw with no players lined up along the free-throw lane. The ball shall then be awarded to Team A out of bounds at the end line nearer Team B's basket and the thrower-in shall be permitted to run the end line. This was the point where the game was stopped to correct the error.

(Rule 2-12-1.a and 2-12.2)

A.R. 30. A1 commits a non-shooting personal foul on B1. The calling official reports to the scorer that A2 committed the foul. Team B inbounds the ball and the official realizes that he has reported an incorrect number of the fouling player to the scorer. May the official correct the mistake with the scorer?

RULING: Even though this mistake is not included in the correctable error rule (2-12.1) or is not a bookkeeping mistake by the scorer (2-9.16), the officials may make the correction during the first dead ball after the game clock has been properly started (2-12.2). Officials may also use the monitor to determine the correct player to be charged within the same time frame. (11-2.1.d.2.a)

This type of mistake should rarely, if ever, occur. If there is uncertainty as to the player to be charged, officials have the authority to use instant replay to make the proper determination of the player to be charged with a foul.

(Rule 2-12.1, 2-12.2 and 11-2.1.d.2.a)

A.R. 31. Before the bonus rule is in effect, B1 fouls A1. The official errors by awarding A1 a one-and-one attempt.

1. A1 makes the first free-throw try, and the error is then discovered; or
2. A1 is successful in both free throws and then the official detects the error; or

3. A1 misses the front end of the one-and-one and the game clock starts, at which time the official detects the error; or
4. A1 is successful in the first bonus attempt but misses the second free throw and, as a result, the game clock starts and B1 scores a field goal.

In each of the four situations, the error shall be called to the attention of the official before or during the first dead ball after the game clock has been properly started.

RULING: Each of the four situations is a correctable error.

1, 2 and 3: Team A shall be awarded the ball at a designated spot nearest to where the foul occurred. The free throw(s) and activity during it, other than any technical foul or a flagrant 1 or 2 personal foul, shall be canceled. Any points scored, time consumed and additional activity that may occur before the recognition of the error, shall not be nullified.

4: Team A shall be awarded the ball out of bounds at Team B's end line, which was the point of interruption to correct the error. The free throw(s) and activity during it, other than any technical foul or a flagrant 1 or 2 personal foul, shall be canceled. Any points scored, time consumed and additional activity that may occur before the recognition of the error, shall not be nullified.

(Rule 2-12-1.b, 2-12.5 and 2-12.2)

A.R. 32. B1 fouls A1 and it is Team B's ninth foul of the second half. The official erroneously awards A1 two free throws instead of a one-and-one. A1:

1. Makes two free throws; or
2. Misses the first free throw and makes the second free throw; or
3. Misses both free throws.

Within the correctable-error time limitations, the officials are notified of their error.

RULING 1: A1 was entitled to the second free throw because the first free throw was successful. Both free throws shall count, and play shall be resumed at the point of interruption, which is where play was stopped to correct the error.

2: A1's first free throw, to which he was entitled as the first part of a one-and-one, was unsuccessful and the player should not have been awarded a second free throw. The successful second free throw shall be nullified, and play shall be resumed at the point of interruption, which is where play was stopped to correct the error.

3: A1's unmerited second free throw was unsuccessful, so it shall be ignored, and play shall be resumed at the point of interruption, which is where play was stopped to correct the error.

(Rule 2-12.1.b, 2-12.5 and 2-12.2)

A.R. 33. A1 is fouled by B1 during a field-goal attempt and the try is successful. A2 erroneously is awarded the free throw. While A2's successful attempt is in the air:

1. B3 fouls A3; or
2. B3 commits a flagrant 1 personal foul against A3.

After the successful free throw by A2 and before the ball becomes live on the throw-in, the coach of Team B properly asks the referee to correct the error of awarding the free throw to the wrong player.

RULING: The free throw by A2 shall be canceled, and A1 shall properly attempt the free throw. The common foul by B3 in (1) shall be canceled. The flagrant 1 personal foul in (2) cannot be canceled. The error shall be corrected when A1 is given the free throw to which A1 was entitled as a result of the original foul. In (2), the game shall continue with the administration of the two free throws to A3 resulting from the flagrant 1 personal foul by B3. Team A shall be awarded the ball at the designated spot nearest to where the foul by B3 occurred.

(Rule 2-12-1.c and 2-12.5)

A.R. 34. (1) A1 or (2) B1 is called for basket interference at Team A's basket. In (1), the referee erroneously counts the score or, in (2), erroneously fails to count the score. In each case, the error is discovered during the first dead ball after the game clock has started.

RULING: In (1) and (2), the official made a judgment that basket interference occurred. However, after the judgment was made, the official erred, in (1) by erroneously counting the score and in (2) by failing to count the goal. The official's error in (1) and (2) shall be correctable because the error was recognized within the proper time limit.

(Rule 2-12.1.e and 2-12.3)

A.R. 35. Team A has the ball and is working for a shot. The shot-clock horn sounds and then A1 shoots and scores an apparent field goal. The shot-clock horn is not heard by the officials on the playing court. Play continues with Team B inbound the ball. With 20 seconds remaining on the shot clock, the official calls traveling on B1. At that time, the official timer calls the referee to the scorers' table to explain that the shot clock had sounded before A1 released the ball for the try.

RULING: Officials are permitted to use information from table officials to make corrections. Since it is within the correctable-error time frame, the error can be corrected. When it is determined, in the official's judgment, that the try was released after the shot-clock horn sounded, the goal shall be canceled. Since the clock was running in this case, the official has until the second live ball after the error to make the correction. The error shall be correctable until the ball is put in play after the traveling call.

(Rule 2-12.1.e, 2-12.3 and 2-7.6)

A.R. 36. B1 fouls A1 after the bonus is in effect. A1 is not awarded the bonus free throws. Team A is awarded the throw-in. Team A controls the ball inbounds, and A3 eventually asks for and receives a timeout. During the timeout, an official recognizes the correctable error or it is called to his attention that A1 should have been awarded a one-and-one free throw.

RULING: A1 shall be awarded the one-and-one and play shall be resumed as after any normal free throw. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

(Rule 2-12.5 and 2.12.1.a)

RULE 3

Players and Substitutes

The Team

A.R. 37. Teams A and B each have co-captains. At the pregame conference, one of the co-captains requests permission from the referee to allow both co-captains to confer with officials on interpretations.

RULING: Co-captains may participate in the pregame conference, but only one co-captain of each team may confer with the officials during the game. During the pregame conference, the referee shall be informed which co-captain of each team shall be the speaking co-captain during the game.

(Rule 3-2.1)

Lineup

A.R. 38. Nine minutes before the scheduled starting time for the game, Team A presents its team roster and its starting lineup to the official scorer and then, at six minutes before the game's starting time, Team A presents four additional names to the official scorer for the team list.

RULING: Team A shall be assessed two administrative technical fouls. One administrative technical foul is for failing to supply the scorers with the names, numbers and designated starters BEFORE the 10-minute mark is reached on the game clock that is counting down the time before the start of the game. The second administrative technical foul is for changes made to the scorebook AFTER the 10-minute mark is reached on the game clock before the start of the game. Four free throws shall be awarded to Team B, and the game shall start with a jump ball. These administrative technical fouls do not count toward the team foul count.

(Rule 3-4.1, 3-4.2 and 10-2.2 Penalty)

A.R. 39. Team A properly submits its team list and designates its five starters in compliance with the rule before the 10-minute mark is reached on the game clock that is counting down the time before the start of the game. However, the uniform number for each team member is erroneously indicated. The mistake is not detected until approximately 1½ minutes have been played.

RULING: An administrative technical foul shall be charged to Team A. A player shall wear the uniform number indicated in the scorebook or the scorebook number shall be changed to that which he is wearing. When the team member, before participating, changes the uniform number he wears to that indicated in the scorebook, there shall be no penalty. When the number in the scorebook for a player(s) must be changed for reasons other than those permitted by rule, one

administrative technical foul shall be assessed regardless of how many changes are made. These administrative technical fouls do not count toward the team foul count.

(Rule 3-4.2 and 10-2.2.b Penalty)

A.R. 40. A1, who is designated as a starter 10 minutes before the scheduled starting time of the game, becomes ill one minute before the game is to start.

RULING: A1 may be replaced without an administrative technical foul being assessed. Illness or injury is considered to be an extenuating and unavoidable circumstance that permits a substitution without penalty. A1 shall be permitted to enter the game later if able.

(Rule 3-4.2)

Substitutions

A.R. 41. After a successful free throw, A1 enters the playing court before the throw-in. A1's illegal entry is not detected until after the ball becomes live.

RULING: A1 became a legal player when the ball became live. Because discovery of the illegal substitution came after the ball became live, the infraction by A1 shall be ignored.

(Rule 3-6.1.d)

A.R. 42. A6 and A7 have reported to the scorers and are waiting to enter the game. Team A commits a violation, and during the dead-ball period, Team B calls a timeout. The coach from Team A changes his mind and wants A8 and A9 to report and enter the game rather than A6 and A7.

RULING: A8's and A9's substitutions are legal when they have reported to the official scorer before the warning signal.

(Rule 3-6.1.g)

A.R. 43. After the second signal sounds indicating the expiration of a timeout, A1 goes to the free-throw line to attempt two free throws. Before the first free throw, A6 reports to the official scorer and tries to enter the game as a substitute.

RULING: A6 cannot enter the game because he did not report before the warning signal and there has been no live ball.

(Rule 3-6.1.g and 3-6.2.b)

A.R. 44. A1 scores a field goal and the clock is stopped with 36.0 seconds remaining in the game.

1. Before the throw-in ends and the clock is started, the official notices blood on A3.
2. The throw-in ends and the clock is properly started when the official notices blood on A3.

RULING: The officials shall stop play and present the head coach with the following three options: (a) Keep the player in the game when the issue can be resolved in 20 seconds; (b) Substitute the player immediately or substitute when the issue cannot be resolved in 20 seconds; (c) Call a timeout immediately or call a timeout when the

issue cannot be resolved in 20 seconds so that the bleeding player can remain in the game.

- 1: After any of these options, play shall be resumed with a throw-in by Team B anywhere along the end line. No substitutes shall be permitted in (a) and (b) since play was stopped after a successful field goal and before the clock was properly started. However, when the coach chooses not to take a timeout and instead, replaces the bleeding player, the opponent is permitted to counter with a substitution. In this case, the substitute for the bleeding player and the counter substitute are the only substitutes permitted since play was stopped for blood after a successful field goal in the last 59.9 seconds of the game and before the clock was properly started. In (c), substitutes are permitted since a timeout was called.
- 2: After any of these options, play shall be resumed with a throw-in by Team B at a designated spot nearest to where play was stopped for the blood issue and substitutes shall be permitted as they would be in any other dead-ball period since the game clock was properly started on the throw-in.

(Rule 3-6.1.h and 3-6.3.a)

A.R. 45. After a successful field goal with 48 seconds left on the game clock, the timer sounds the game-clock horn for substitute A6 to enter the game.

RULING: A6 shall not be permitted to enter. While the game clock is stopped after successful field goals in the last 59.9 seconds of play, only those substitutions permitted by rule are allowed. A team may request a timeout and then make substitutions anytime the ball is dead and the game clock is stopped.

(Rule 3-6.1.h)

A.R. 46. Team A scores with 59.9 seconds left to play in the second half.

1. The timer fails to stop the game clock. The official blows his whistle to stop the clock and to correct the mistake. During this stoppage, Team A requests a timeout; or
2. The official inadvertently blows his whistle to recognize a timeout request by Team A when the ball is at Team B's disposal for a throw-in; or
3. Team B is having difficulty inbounding the ball because of defensive pressure and requests a timeout.

May these timeout requests be granted and when are substitutions permitted to enter the game?

RULING: In (1), the request by either team for a timeout shall be recognized and granted since the request was made during a dead ball. Substitutions are permitted during this timeout period. However, when a timeout is not requested, there shall be no substitution during the dead ball period created by the timer's mistake.

- 2: The inadvertent whistle shall be ignored. When Team A requests a timeout during this dead ball, the timeout shall be recognized and granted since the request occurred during the dead ball created by

the inadvertent whistle. Substitutions are permitted during this timeout period. However, when a timeout is not requested, there shall be no substitution during the dead ball period created by the inadvertent whistle.

- 3: Team B's request for a timeout shall be recognized and granted because a player of that team is in control of the ball. Substitutions are permitted during this timeout.**

(Rule 3-6.1.h)

A.R. 47. After A1's successful try, the game clock is stopped with 56.0 seconds remaining in the game:

1. B1 completes a throw-in to B2, but the clock was not properly started. The official stops play immediately to correct the timing mistake. Substitutes are available at the table.
2. B1 completes a throw-in to B2 and the clock is properly started. While the ball is in B2's possession, A2 creates a held ball. The alternating possession arrow favors Team B. Substitutes are available at the table.

RULING 1: The officials shall correct the timing mistake by placing the correct time on the game and shot clocks, and play shall be resumed at the point of interruption. Substitutes shall not be permitted during this dead ball period, since the timing mistake occurred with 59.9 seconds or less remaining on the game clock. Since the play was stopped to correct a timing mistake that occurred after a made field goal when there was less than 59.9 seconds remaining in the game and before the game clock was properly started, substitutes shall not be permitted.

- 2: Since play was stopped for the held ball and not to correct a timing mistake or for an inadvertent whistle, all substitution rules apply. Play shall be resumed with an alternating possession throw-in to Team B at a designated spot nearest to where the held ball occurred with no reset of the shot clock.**

(Rule 3-6.1.h)

A.R. 48. A technical foul is assessed to Team B before the start of the game. The coach from Team A wants to replace designated starter A5 with A6 so A6 can shoot the free throws. Is this permissible?

RULING: Yes. A6 is permitted to replace designated starter A5 to shoot the free throws for the technical foul. When the ball is placed at the disposal of A6 for the free throw, the game has begun and thereafter, all substitution rules apply. Any team member is eligible to become a substitute with the exception of A5, who shall not be permitted to re-enter until the game clock has been properly started after his replacement.

(Rule 3-6.1.j, 3-6.1.k, 5-7.1, 7-4.7 and Rule 10-3 through 4 Penalty)

A.R. 49. A technical foul is assessed against Team A. B6 replaces B1 and makes both free throws. After the final attempt, B1 desires to re-enter.

RULING: Illegal. B1 may not re-enter before the next opportunity to substitute after the game clock has properly started after he was replaced.

(Rule 3-6.1.j)

A.R. 50. During a dead ball, A6 replaces A5. Before the ball is put into play, a technical foul is assessed against Team B. A5 is designated by the coach to enter the game and attempt the free throw(s) resulting from Team B's technical foul.

RULING: A5 may not re-enter to attempt the free throw(s) because the game clock has not been started since A5 left the game.

(Rule 3-6.1.j)

A.R. 51. After the second signal sounds indicating the expiration of a timeout, A1 goes to the free-throw line to attempt two free throws. After the first free throw is successful and before the ball is at the disposal of A1 for the second free throw, A6 reports to the official scorer to become a substitute and then tries to enter the game as a substitute.

RULING: A6 shall be allowed to enter before the last attempt of the multiple personal foul free throw.

(Rule 3-6.2.b)

A.R. 52. In a game involving the electronic-media timeout format, A1 is fouled in the act of shooting, creating the first dead ball after the eight-minute mark. A1's try for goal is unsuccessful. B1 reported to the scorer before the foul and was waiting to enter the game. When is B1 permitted to enter the game?

RULING: B1 is permitted to enter the game after the electronic media timeout ends and before A1 attempts the first try of the multiple free-throw sequence.

(Rule 3-6.2.b.1)

A.R. 53. B6 and B7 have legally reported to the official scorer when A1:

1. Fouls B1 during a three-point try that was unsuccessful;
2. Is assessed a technical foul; or
3. Is assessed a technical foul, which is his fifth disqualifying foul.

When may B6 and B7 enter the game?

RULING 1: Since multiple free throws shall be awarded, B6 and B7 are permitted to enter the game only before the final attempt or after the final try is successful.

(Rule 3-6.2.b)

- 2: B6 and B7 are permitted to enter the game before the first attempt or after the final attempt for the technical foul and before play is resumed at the point of interruption.

(Rule 3-6.2.c)

- 3: Since B6 and B7 had legally reported to the official scorer before A1 had to be replaced, they may enter the game after A1's replacement enters the game.

(Rule 3-6.2.c and 3-6.3.c and 4-12.1 and .5)

A.R. 54. A1 is fouled during an unsuccessful try for goal. During the try, A3 is injured or is bleeding, has blood on his body, or his uniform is saturated with blood and he cannot continue to play.

RULING: The required substitute shall be permitted to enter the game before the first try of the multiple free throws. In addition, all substitutes who had legally reported to the official scorer before the player who had to be replaced may enter the game.

A bleeding player, a player with blood on the body, or a player wearing a uniform saturated with blood has 20 seconds to resolve the issue. If the issue cannot be resolved in 20 seconds, that player is required to be replaced unless that player's coach requests and is granted a timeout. When a substitute is required, all substitutes who had legally reported to the official scorer before the player who had to be replaced may enter the game.

(Rule 3-6.3.a and .c)

A.R. 55. While A1 is dribbling, the referee notices blood on A1's game jersey. The referee blows the whistle to stop play. A1 goes to the bench and medical personnel:

1. Determine that the game jersey is not saturated with blood; or
2. Determine that the game jersey is saturated with blood.

RULING 1: A1 may remain in the game without penalty.

2: A1 shall be given 20 seconds to resolve the situation. When A1 has not resolved the situation, A1 shall be replaced or a timeout may be called by A1's team. At the end of the timeout, the affected player must be ready to play when the final horn sounds ending the timeout. If the player is not ready to play, the coach must immediately replace the player with a substitute. In this case, the opposing team is permitted to counter with a substitute. The affected player may not re-enter the game until the next legal opportunity to substitute after the clock has started.

(Rule 3-6.3.b, 3-6.3.a and 5-11.8)

A.R. 56. A1 and B1 collide and:

1. Are injured;
2. Are bleeding; and
3. Are evaluated and it is determined that their uniforms are saturated with blood. The coach from Team A requests and is granted a timeout.

RULING: When a timeout is requested and granted to either team, one or both players are permitted to remain in the game after the expiration of the timeout. No bleeding can be in evidence. A uniform that is saturated with blood must be replaced.

(Rule 3-6.3.b, and .e and 5-11.8)

A.R. 57. A1 is fouled and his try for goal is unsuccessful. During the try:

1. B1 commits his fifth (disqualifying) foul against A1; or
2. A4 is wearing illegal apparel.

RULING 1 and 2: The required substitute shall be permitted to enter the game before the first try of the multiple free throws. In addition, all substitutes who had legally reported to the official scorer before the player who had to be replaced, may enter the game.

(Rule 3-6.3.c)

A.R. 58. There are no substitutes at the scorer's table when A1 receives a fifth and disqualifying foul. The official notifies the Team A coach and then A1 of the disqualification.

1. Before the official instructs the timer to begin the 15-second time period to replace the disqualified player, two Team A players, neither of whom are substituting for the disqualified player, report to the scorer.
2. During the 15-second time period to replace the disqualified player, two Team A substitutes report to the scorer just before A6 reports as the substitute to replace A1.
3. As soon as the coach is notified that A1 has been disqualified and before the 15-second time period to replace the disqualified player has started, the coach substitutes A6 for A1.

RULING: When a player is disqualified for the fifth foul committed, the officials will first get a substitute for the disqualified player, and then all substitutes who had legally reported before the player who had to be replaced may enter the game when the substitute for the disqualified player is beckoned onto the court. In (1) and (2) the substitutes who legally reported to the table before A6, the substitute for the disqualified player, may enter after A6 enters the game. In (3), once A6 is beckoned onto the floor, no other substitutions are permitted until the next opportunity for substitutions.

(Rule 3-6.3.c)

A.R. 59. A1 is fouled during an unsuccessful try for goal and appears to be injured. A1 is upset with the play and is assessed an unsportsmanlike CLASS A technical foul, which is A1's fifth and disqualifying foul. The official scorer informs the official that A1 has been disqualified.

RULING: Any member of Team B may attempt the free throws for the technical foul assessed to A1. Play shall be resumed at the point of interruption. The substitute for disqualified player A1 shall attempt the free throws awarded when A1 was fouled. A1 was unable to attempt his free throws because he was a disqualified player and, by rule, had to be replaced. A1's injury should not be considered in adjudicating the play.

(Rule 3-6.3.c, 8-3.2.c, 8-3.4, 8-6.1 and 4-27.1)

A.R. 60. A1 is injured and the referee beckons the coach and/or athletic trainer onto the playing court to assist the injured player. After the injured player is replaced, Team B requests and is granted a timeout. Play is about to resume and A1 is back on the playing court.

RULING: A1 shall be prohibited from staying on the playing court. Team B's timeout does not make A1 eligible to return to play. Team

A must request and be granted a charged timeout in order for A1 to remain in the game.

(Rule 3-6.3.d and 5-14.12.a)

A.R. 61. A1 is bleeding from a blow to the head and is unable to attempt his free throw(s). Is Rule 3-6.3.f concerning an injured player applicable?

RULING: The intent of Rule 3-6.3.f is to eliminate the situation whereby a poor free-throw shooter faked an injury so that he could be replaced by a higher percentage shooter. Obviously, a bleeding player is not faking an injury. Consequently, Rule 3-6.3.f is not applicable. The bleeding player shall be instructed by the official to leave the game for attention by medical personnel. His coach may exercise the option of substituting for the bleeding player or calling a timeout.

(Rule 3-6.3.f and 8-3.2)

A.R. 62. A1 is fouled and is unable to attempt his free throw(s). The coach from Team A requests a timeout. The referee recognizes and grants this timeout.

RULING: The referee shall instruct the official scorer to note which four players from Team A were on the playing court before the timeout was granted. At the end of the timeout when it is determined that A1 is unable to attempt his free throw(s), the coach from Team B shall select one of the four remaining players to attempt the free throw(s). That selection, once made, is final and unalterable.

An immediate substitution for the injured player shall be required after the final horn that indicates the expiration of the timeout. The opponent shall then be permitted to counter with a substitution. Any other substitution(s) must have reported to, or be in position to report to, the official scorer before the warning horn. However, his entry onto the playing court shall not be permitted until the coach from Team B has selected who shall attempt the free throw(s) for the injured player.

(Rule 3-6.3.f, 8-3.3 and 3-6.1.g)

A.R. 63. B1 commits a flagrant 2 personal foul against A1. After B1's flagrant 2 foul, the coach from Team B is assessed a CLASS A technical foul. A1 was injured and was unable to attempt his free throws. The coach from Team A selects A7 to attempt the two free throws awarded for B1's flagrant 2 foul and the two free throws for the CLASS A technical foul. The referee permitted A7 to attempt the free throws. Is this correct?

RULING: The referee was correct in allowing A7 to attempt the four free throws. When a player is injured as a result of either a flagrant 1 or flagrant 2 personal foul and is unable to attempt his free throws, the coach of the injured player is permitted to select any player or team member to attempt the free throws. In addition, when a technical foul is assessed, any player or team member is allowed to attempt the two free throws. After the four free throws are attempted, the ball is awarded to Team A, the offended team, and play shall be resumed at the point of interruption, which is the designated spot nearest to where the flagrant 2 personal foul was committed.

When the coach from Team A selects two different individuals to attempt the free throws, since a false multiple foul has been committed, the penalty for the CLASS A technical foul shall be administered, followed by the penalty for the flagrant 2 personal foul. The ball is awarded to Team A, the offended team, and play shall be resumed at the point of interruption, which is the designated spot nearest to where the flagrant 2 personal foul was committed.

(Rule 3-6.3.f, 8-3.3, 8-3.4, 8-6.1, 4-15.6, 4-27.1 and 10-1 Penalty g)

RULE 4

Definitions

Airborne Shooter

A.R. 64. A1 is in the air on a jump shot in the lane. A1 releases the ball on a try and is fouled by B1, who has jumped in an unsuccessful attempt to block the shot. A1's try is:

1. Successful; or
2. Unsuccessful.

RULING: A1 shall be an airborne shooter when the ball is released until he returns to the floor. An airborne shooter shall be in the act of shooting. B1 has fouled A1 in the act of shooting. A1 shall be awarded one free throw in (1), and two in (2).

(Rule 4-1)

Blocking/Charging

A.R. 65. B1 is standing directly behind the backboard before A1 jumps for a layup. The forward momentum of airborne shooter A1 causes A1 to displace B1.

RULING: This is an offensive foul on A1 because A1 is not located in the Restricted Area.

(Rule 4-7, 4-15.2.a.1, 4-30)

Delay of Game

A.R. 66. Team A is not ready to take the playing court after the second signal sounds indicating the end of the halftime intermission.

RULING: The referee should ask the timer to start the digital device used to time timeouts. When Team A is not ready to play at the expiration of one minute, Team A shall be assessed an administrative technical foul for delay of game. Team B shall be awarded one free throw and play shall be resumed at the point of interruption. When Team A is entitled to the alternating-possession arrow, it shall not lose control of the arrow until the throw-in ends.

(Rule 4-10.1.b, 6-3.6 and 10-2.5.a)

Disqualified Player

A.R. 67. A player who has committed a fifth foul [any combination of personal fouls and CLASS A technical fouls] continues to play because the scorers have failed to notify the officials.

RULING: As soon as the scorers discover the mistake, they should sound the game-clock horn as soon as the ball is in control of the offending team or is dead. The disqualified player shall be removed

immediately. Any points that may have been scored while such a player was illegally in the game shall count.

(Rule 4-12.1, 2-9.4 and 2-9.14)

A.R. 68. B1 commits a fifth foul (any combination of personal and CLASS A technical fouls), which results in two free throws for A1. The official scorer and official timer fail to notify any of the game officials that a fifth foul has been committed. When the scorers realize the mistake, they inform the official timer to sound the game-clock horn. The official timer sounds the device as the first free throw is made or missed. The referee asks the scorers' table personnel to explain the problem. The referee is advised that B1 has committed five fouls, after which the referee advises the coach and player of Team B that B1 has five fouls. The coach replaces B1.

RULING: Play shall be resumed with the second free throw by A1. There is no additional penalty assessed for the official scorer's and timer's mistake in failing to notify the officials of B1's fifth foul.

(Rule 4-12.3, 2-9.14 and 2-9.4)

A.R. 69. A5 is fouled during an unsuccessful try for goal. As A5 goes to the free-throw line, A5 is assessed an unsportsmanlike technical foul, which is A5's fifth and disqualifying foul. The scorer:

1. Informs the official that A5 has been disqualified; or
2. Does not inform the official that A5 has been disqualified until after A5 attempts the free throws.

RULING 1: A Team B player or team member shall attempt the free throws for the technical foul assessed to A5. Play is resumed at the point of interruption and the substitute for A5 would then attempt the free throws awarded when A5 was fouled in the act of shooting.

2: Since A5 and A5's coach were not notified of the disqualification until after A5's free throws, the result of A5's free throws shall stand.

(Rule 4-12.4, 8-3.2, 2-9.4 and 4-27.1.e)

Dribble

A.R. 70. In the frontcourt of Team A (the backcourt of Team B), A1 passes the ball to A2. B1, in an attempt to secure the ball, deflects it down the playing court toward B's basket. The ball bounces several times before B1 can recover it in B's frontcourt. B1 dribbles to B's basket and scores.

RULING: Legal. The deflection of the ball by B1 shall not be considered part of the dribble. B1 does not have control of the ball until securing it after deflecting it.

(Rule 4-13.1)

A.R. 71. A1, after:

1. Receiving a pass; or
2. Ending his dribble, passes the ball to A2. Before receiving the pass, A2 leaves the area on a cut to the basket. A1 goes to the area vacated by A2 and recovers the ball.

RULING: In order for a pass to occur, the thrown ball must be touched by another player. This did not occur in (1) or (2).

1: A1's attempted pass was the start of his dribble. When he recovered the ball and started another dribble, he would have committed a violation. (Had A1, after releasing the pass, which was the start of the dribble, not recovered the ball but rather continued to dribble, it would not have been a violation.)

2: A1 had previously ended a dribble before his attempted pass to A2. A1's release of the ball on his attempted pass to A2 was the start of a second dribble. A1 committed a violation after he touched the ball.

(Rule 4-13.2 and 9-7.1.c)

A.R. 72. A1 is dribbling the ball when:

1. A1 bats the ball over the head of an opponent, runs around the opponent, and before the ball touches the playing court he bats the ball again and then continues to dribble; or
2. A1 fumbles the ball (the ball slips from the player's grasp) and the ball rolls out of reach so that A1 must run to recover it.

RULING 1: Violation, because the ball is touched twice during a dribble, before the ball touches the playing court.

2: It is illegal to continue to dribble, but A1 may recover the ball.

(Rule 4-13.3, 4-16.2 and 9-7.1.c)

A.R. 73. A1, while advancing the ball by dribbling, manages to keep a hand in contact with the ball until it reaches its maximum height. A1 maintains such control as the ball descends, pushing it to the playing court at the last moment; however, after six or seven bounces, A1's hands are in contact with the ball and the palm of the hand on this particular dribble is skyward.

RULING: It is a violation when the ball has come to rest on the hand while the palm and the fingers are facing upward and a player then continues to dribble, because the dribble has ended when the ball came to rest on the palm when it faced upward.

(Rule 4-13.4.a)

A.R. 74. Is a player considered to be dribbling while touching the ball during a jump, when a pass rebounds from the player's hand, when the player fumbles or when the player tips a rebound or pass away from other players who are attempting to get it?

RULING: No. The player is not in control under these conditions and therefore is not dribbling.

(Rule 4-13 and 4-9.1)

A.R. 75. A1 dribbles and comes to a stop, after which A1 throws the ball:

1. Against the opponent's backboard and catches the rebound; or
2. Against the official, immediately recovering the ball and dribbling again.

RULING: A1 has committed a violation in both (1) and (2). Throwing the ball against an opponent's backboard or an official

constitutes another dribble, provided that A1 is first to touch the ball after it strikes the official or the backboard.

(Rule 4-13.4.a and 9-7.1)

A.R. 76. After ending a dribble, A1 leaves the playing court to attempt a try for goal. While airborne, A1 fumbles the ball and:

1. Recovers the fumble while airborne, returns to the floor and dribbles the ball; or
2. Recovers the fumble after returning to the floor and then dribbles the ball.

RULING: It is a violation in both (1) and (2), A1 is permitted to recover the ball but after recovering the ball is not allowed to start another dribble. However, if a fumble is touched by another player and then recovered by A1, while airborne or after a return to the floor, A1 is allowed to start another dribble. If A1 had not previously dribbled the ball, and while airborne fumbled and recovered the ball (while airborne or after a return to the floor), he is permitted to start a dribble.

(Rule 4-13.4.a, 4-16.2 and 9-7.1.c)

Foul

A.R. 77. A1 ends the dribble, passes the ball to A2 and then charges into B2:

1. While the ball is in the air; or
2. After A2 has control.

RULING: The foul on A1 in both (1) and (2) is not a player-control foul since A1 was not holding or dribbling the ball and was not an airborne shooter in either situation. However, in both cases, A1 has committed a team control foul.

When the official is in doubt as to whether the foul occurred before or after the ball was released on the pass, the foul should not be ruled a player-control foul but shall be ruled a team control foul.

(Rule 4-9.2.a and 4-15.2.a.1 and .2)

A.R. 78. A3 and B3 commit a double personal foul, neither of which is a flagrant foul, while:

1. A1's pass is in flight; or
2. A1's try is in flight.

RULING: Charge the fouls to A3 and B3.

1: The ball shall be awarded to Team A, the team in control, at a designated spot nearest to where the ball was last in contact with a player or the playing court with no reset of the shot clock.

2: When the try is successful, Team B, the team not credited with the score, shall be awarded the ball anywhere along the end line. When the try is unsuccessful and since there is no team control, play shall be resumed by using the alternating-possession procedure. The throw-in shall be awarded at a designated spot nearest to where the

ball became dead, as a result of the unsuccessful try, with a reset of the shot clock.

(Rule 4-9.2.b, 4-9.4.c, 4-27.1.d, and 7-4.9 and .11)

A.R. 79. A1 is dribbling the ball in the frontcourt when the ball momentarily gets away from him. While the dribble is interrupted:

1. A1 pushes B2 while trying to retrieve the ball;
2. A2 is in the lane for four seconds; or
3. A1 calls a timeout.

RULING 1: Team-control foul on A1.

2: Three-second violation on A2.

3: A timeout shall not be acknowledged during an interrupted dribble.

(Rule 4-9.2.d, 4-13.6.b, 9-9.2 and 4-13.5)

A.R. 80. B1 commits a common foul against A1 before the bonus is in effect for either team. The ball is awarded to Team A at a designated spot nearest to where the foul occurred. During the throw-in but before the clock is started, A2 fouls B2. Team B is in the bonus.

RULING: A2's foul is a team-control foul since it occurred during the throw-in. The foul shall be charged to A2 and the ball shall be awarded to Team B at a designated spot nearest to where the foul occurred.

(Rule 4-15.2.a.2 and 7-3.1.f)

A.R. 81. B1 deflects the ball away from A1 while:

1. A1 is dribbling the ball; or
2. A1 is passing the ball to A2.

A1, in an attempt to recover the ball, fouls B1.

RULING: In (1) and (2), A1 has committed a team control foul. The foul shall be charged to A1, and the ball shall be awarded to Team B at a designated spot nearest to where A1's foul was committed.

(Rule 4-15.2.a.2, 4-9.2.a and .b, and 7-3.1.f)

A.R. 82. After a field goal by B1, Team A leads Team B, 61-60. A1 has the ball for a throw-in with four seconds remaining in the game. While A1 is holding the ball, B2 crosses the boundary line and contacts A1.

RULING: A flagrant 1 personal foul shall be charged to B2. The time remaining to play is not a factor.

(Rule 4-15.2.c.5 and 10-1 Penalty d[2])

A.R. 83. Before a free throw by A1 is in flight, A2 pushes B2, then A3 steps into the free-throw lane too soon. The bonus is in effect for both teams.

RULING: The foul by A2, which created a false double foul, is a team-control foul and causes the ball to become dead immediately. Consequently, A3's violation shall be ignored. A1 shall attempt the free throw(s) with no players on the lane and when the last try is successful, Team B shall have the privilege to run the endline. When

the last try is unsuccessful, play shall be resumed by awarding Team B the ball for a throw-in at a designated spot closest to where the team-control foul occurred.

(Rule 4-15.4 and 8-8.1)

A.R. 84. A1 is entitled to a one-and-one free throw. Before the ball is handed to A1, Team A's coach is assessed a CLASS A technical foul.

RULING: The technical foul creates a false double foul. Team B shall be awarded two free throws because of the technical foul on Coach A. After Team B shoots the free throws for the technical fouls, A1 shall attempt the one-and-one since that was the point of interruption.

(Rule 4-15.4 and 8-8.2)

Guarding

A.R. 85. B1 maneuvers to a position in front of post player A1 to prevent A1 from receiving the ball. A pass is made over the head and out of reach of B1. Post player A1 moves toward the basket to catch the pass and attempt a try for goal. As the pass is made, B2 moves into the path of A1, in a guarding position.

RULING: B2 has switched to guard a player who does not have the ball. Therefore, B2 must give A1 enough time and distance (not more than two strides) to avoid contact to be in a legal guarding position. When A1 has control of the ball (provided that A1 is not in the air at the time), time and distance shall be irrelevant.

(Rule 4-17.4 and 4-17.5)

A.R. 86. B1 slips to the floor in the free-throw lane. A1 (with his back to B1, who is prone) receives a pass, turns and, in his attempt to drive to the basket, trips and falls over B1.

RULING: Foul on B1, who is not in a legal guarding position.

(Rule 4-17.4.a)

A.R. 87. B1 takes a spot on the playing court before A1 jumps to catch a pass.

1. A1 returns to the playing court and lands on B1; or
2. B1 moves to a new spot while A1 is airborne. A1 comes to the floor on one foot and then charges into B1.

RULING: In both (1) and (2), the foul shall be on A1. In (1), B1 is entitled to that spot on the floor provided he gets there legally before the offensive player becomes airborne. However, in (2), when A1 possesses the ball then lands on the floor, no time and distance is required.

(Rule 4-17.4.c and .d, 4-17.3 and Exception 4-17.7)

A.R. 88. A1 runs toward Team A's goal and looks back to receive a fast-break outlet pass. B1 takes a position in the path of A1 while A1 is 10 feet away from B1.

1. A1 runs into B1 before receiving the ball; or
2. A1 receives the ball and, before taking a step, contacts B1.

RULING: In both (1) and (2), A1 shall be held responsible for contact. B1 took a position in the path of A1 that provided A1 enough time and distance to avoid contact. While without the ball, A1 was provided the required time and distance to avoid contact with B1. However, when A1 received the ball, no time and distance were required by the defender.

(Rule 4-17.5.b and 4-17.4.c; Exception 4-17.7)

A.R. 89. A1 tries a pump fake and defender B1, who is in legal guarding position:

1. Jumps forward into the air and A1 then jumps forward and makes contact with B1 in the air; or
2. Jumps straight up in the air and A1 then jumps forward and makes contact with B1 in the air.

RULING 1: Even though B1 established legal guarding position on the floor, his jump forward and toward A1 is not a legal attempt to maintain legal guarding position so that any non-incident contact with A1 is a personal foul on B1. However, if B1's jump forward is in a direction that he clearly would not have made contact with the shooter, and the shooter moves sideways to cause the contact, B1 has not committed a personal foul.

(Rule 4-17.6.e)

- 2: B1 has again established initial legal guarding position and his jump into the air is a legal attempt to maintain legal guarding position as long as the jump is within B1's own vertical plane. Any subsequent contact by A1 jumping forward and into B1 is either a personal foul on A1 or incidental contact.

(Rule 4-17.6.e)

Inadvertent Whistle

A.R. 90. A1 is in the act of shooting and B1 attempts to defend the try. The official, in anticipation of a foul that was not committed, inadvertently blows his whistle:

1. Before the release of the ball; or
2. After the try for goal was released hit the ring, but was unsuccessful.

RULING 1: Since A1 did not release the ball and was in control of the ball when the inadvertent whistle was blown, Team A shall be awarded the ball at a designated spot nearest to where the dead ball occurred with no reset of the shot clock.

- 2: The inadvertent whistle occurred when there was no team control. When the try was unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow at a spot nearest to where the try was unsuccessful and the shot clock shall be reset.

When the try for goal was successful, the inadvertent whistle shall be ignored and the team not credited with the score shall be awarded the ball at the end line with that team being entitled to run the end line.

(Rule 4-20, 4-27.1.a, 2-11.6.g, 2-11.7.g, and 7-5.1.a and .d)

A.R. 91. After A1's try is released and is in flight, an official inadvertently blows the whistle and then the shot-clock horn sounds. How is play resumed when the shot:

1. Is successful;
2. Does not strike the ring or flange; or
3. Strikes the ring or flange but does not enter the basket?

RULING 1: Count the goal. Ignore the inadvertent whistle, which was blown when there was no team control, and the sounding of the shot-clock horn. The team not credited with the score shall be allowed to run the end line.

(Rule 4-20, 7-4.17 and 7-4.6)

2: Violation. Ignore the inadvertent whistle and resume play by awarding the ball to Team B at the spot nearest to where the shot-clock violation occurred. The violation takes precedence over the inadvertent whistle.

(Rule 4-20, 9-11.4 and 7-4.1)

3: Play shall be resumed by the alternating-possession procedure and the shot clock shall be reset.

(Rule 4-20, 4-27.1.a, 7-4.17, 6-4.1.g and 2-11.6.g)

Location of a Player

A.R. 92. An official is in the frontcourt when he runs into a pass thrown by A1 from Team A's backcourt. After touching the official, the ball:

1. Goes out of bounds; or
2. Rebounds to the backcourt, where it is recovered by A3.

RULING: Touching the official shall be the same as touching the floor where the official is standing.

1: The ball shall be awarded to Team B for a throw-in at a designated spot nearest to where the out-of-bounds violation occurred.

2: Since A1 was the last player to touch the ball before it returned to the backcourt, A1 caused it to go there. Back-court violation. Award a throw-in to Team B at a designated spot nearest to where the violation occurred.

(Rule 4-23.3, 9-2 and 7-3.1.a)

Resumption of Play

A.R. 93. Team A is entitled to the ball for a throw-in after a timeout and after having previously received a team warning for not being ready to resume play following a timeout. The referee blows the whistle indicating that the timeout has ended and Team A is not ready to resume play immediately.

RULING: The official should assess the Team A coach a Class B technical foul and resume play at the point of interruption. (Rule 4-31.2 and 4-27.1.e).

A.R. 94. Team A is entitled to the ball for a throw-in after a timeout and after having previously received a team warning for not being ready to resume play following a timeout. The official timer properly sounds a warning signal 15 seconds before the charged timeout expires and then a final signal when the timeout ends. The official administering the throw-in sounds the whistle to alert the players that the game shall resume. However, neither team has left its huddle on the sideline.

RULING: The official shall assess the Team A coach a Class B technical foul and issue Team B an official warning for not being ready to resume play immediately following the end of a timeout.

(Rule 4-31.2.j, 4-27.1.e and 10-4.2.g)

Secondary Defender

A.R. 95. A1 makes a cut without the ball and beats defender B1. A2 throws an alley-oop pass to A1. A1 goes airborne to receive the alley-oop pass and crashes into the torso of B2 who had established initial guarding position inside the restricted area. The crash occurs:

1. Before A1 gains possession of the ball; or
2. After A1 gains possession of the ball.

RULING 1: Since A1 did not have control of the ball when the contact with B2 occurred, the secondary defender/restricted area rules do not apply. It is a charging/team control foul when B2 has given A1 enough time and distance for A1 to avoid contact and has established this position before A1 went airborne. It is a blocking foul when B2 fails to give sufficient time and distance for A1 to avoid contact or fails to establish this position before A1 goes airborne.

(Rule 4-35.1, 4-17.5, 4-9.2.b and 10-1.14.)

A.R. 96. As A2 makes a drive to the basket, B1, a secondary defender, establishes initial guarding position within the restricted area. Contact occurs. One official calls a charge while another official calls a block.

RULING: B1 was a secondary defender who illegally established initial guarding position within the restricted area. Consequently, the blocking call against B1 is the correct call.

(Rule 4-35 and 10-1.14)

A.R. 97. Team B is in a zone defense. A1, who is located on the perimeter of Team B's zone, passes the ball to A2. A1 then cuts behind B1, who is the defender at the top of the zone, and receives a pass from A2 while just outside the restricted area. After receiving the pass, A1 then crashes into the torso of defender B2 who has established initial guarding position inside the restricted area. The Lead official calls a blocking foul on B2.

RULING: The official is correct. B2 is a secondary defender because A1 is deemed to have beaten B1 when he cut behind B1 on the perimeter of the zone defense. As a secondary defender, B2 may not establish an initial legal guarding position in the restricted area for the purpose of drawing a player control/charging foul when defending a player who is in control of the ball or has released the ball on a pass or try.

(Rule 4-35.1, 4-30 and 10-1.14)

A.R. 98. Low-post player A5 spins and gets by defender B5. B4 comes from the weak side and establishes initial guarding position within the restricted area. A5 continues to move to the basket and:

1. While airborne and shooting the ball, leans into and makes contact with B4; or
2. Stops and, while in control of the ball, leans into and contacts B4.

RULING 1: B4 is a secondary defender and illegally established initial guarding position within the restricted area to stop A5's try for goal. A blocking foul shall be assessed to B4.

2: When A5 stopped and the try for goal was discontinued, B4 was no longer a secondary defender. A player control foul shall be assessed to A5.

(Rule 4-35.2 and 10-1.14)

A.R. 99. Low post player A5 in possession of the ball is defended initially by B5. Player B4 comes from the weak side to double team and establishes initial guarding position (1) inside the restricted area or (2) outside the restricted area. A5 makes a move to the basket and contacts stationary B4 in the torso.

RULING: In (1), B4 is a secondary defender and may not establish initial legal guarding position inside the restricted area. When illegal contact occurs, a blocking foul should be assessed against B4.

In (2), B4 is a secondary defender but established initial legal guarding position outside the restricted area. When illegal contact occurs, a player control foul should be assessed to A5.

(Rule 4-35.2, 4-30 and 10-1.14)

A.R. 100. Player A1 attempts a shot, which bounces off the rim and is rebounded by A2.

1. Player A2 who is in the lane area immediately attempts a put back and crashes into the torso of B2, who is positioned within the restricted area; or
2. Player A2, who is located on the wing just inside the three point line, gains possession of a long rebound and immediately drives to the basket with no defender. Player A2 crashes into the torso of B2 who is located within the restricted area.

RULING: (1.) When A2 rebounds the ball and immediately makes a move to the basket, there is no secondary defender and the restricted area rule is not in effect. (2.) When B2 has established and maintained a legal guarding position and illegal contact occurs it is player control/charging foul on A2.

(Rule 4-35.3, 4-30 and 10-1.14)

A.R. 101. Team A is on a 3 on 2 or a 2 on 3 fast break, and any player on Team B takes an initial guarding position (1) within the restricted area with two feet on the floor and facing the opponent, or (2) outside the restricted area with two feet on the floor and facing the opponent, in an attempt to draw a player control/charging foul. A2, after receiving a pass, crashes into the torso of the Team B player, and the official calls a player control/charging foul.

RULING 1: The official is incorrect. In any outnumbering fast break situation, all Team B players are initially secondary defenders. The Team B player may not establish initial legal guarding position inside the restricted area, and the illegal contact by B is a blocking foul.

2: The official is correct. Even though the Team B player is initially a secondary defender, he did not establish initial guarding position inside the restricted area. When illegal contact occurs, it shall be a player control/charging foul.

(Rule 4-35.4, 4-30 and 10-1.14)

RULE 5

Scoring and Timing Regulations

Scoring/Try for Goal

A.R. 102. A1 becomes confused and shoots the ball at the wrong basket. A1 is fouled while trying to shoot and the ball goes in the basket. Is this a goal? If A1 misses, should A1 be granted two free throws for the foul by the Team B player?

RULING: No goal. The ball became dead when the foul occurred. When a player shoots at the opponent's basket, it is not a try. When Team A is in the bonus when the Team B player fouls A1, A1 shall be awarded a one-and-one. When Team A is not in the bonus, the ball shall be awarded to Team A at a designated spot.

(Rule 5-1.1, 6-5.1.f, 10-1 Penalty c and a[1])

A.R. 103. A ball passed from behind the three-point line:

1. Enters the basket from above and passes through;
2. Is deflected and enters the basket from above and passes through; or
3. Strikes the side of the ring or the flange.

RULING 1: A three-point goal shall be counted.

2: When there is no possibility of the ball entering the basket from above and the deflection causes the goal to be successful, it shall be a two-point goal. However, when a ball is passed in the direction of the basket with the possibility of entering the basket from above and the deflection does not influence its success, a three-point goal shall be counted.

3: The ball shall remain live. In each case, when a passed ball hits the ring and does not enter the basket, there is no reset of the shot clock.

(Rule 5-1.1, 5-1.2.a, 5-1.3 and .4, 4-24 and 2-11.6.d)

A.R. 104. A1's throw (pass) from behind the three-point line is deflected while in flight by:

1. B1; or
2. A2, both of whom are located inside the three-point line.

RULING 1: When a ball thrown (passed) in the direction of the basket from behind the three-point line with the possibility of entering the basket from above is deflected by a defender, a three-point goal shall be counted. However, if there is no possibility of the ball entering the basket from above and the deflection caused the goal to be successful, a two-point goal shall be counted.

2: When a thrown (passed) ball is deflected by a teammate and the goal is successful, two points shall be awarded.

When a passed ball hits the ring and does not enter the basket, there is no reset of the shot clock.

(Rule 5-1.1, 5-1.2.a and 5-1.3 and .4)

A.R. 105. A1 intercepts a pass and dribbles toward A's basket for a break-away layup. Near A's free-throw line, A1 legally stops and ends his dribble. A1 throws the ball against A's backboard and follows the throw. While airborne, A1 rebounds the ball off the backboard and dunks.

RULING: The play shall be legal since the backboard is located in A1's frontcourt, which A1 is entitled to use.

(Rule 5-1.1 and .6, and 9-12.1)

A.R. 106. A pass or a try for field goal by A1 comes down several feet in front of the basket. The ball strikes the playing court without touching any player and bounces into the basket.

RULING: Two points shall be counted for Team A when not complicated by the expiration of time in a period or by a foul occurring while the ball is in flight. The try for field goal by A1 ends when the ball touches the playing court, but it is customary to credit the two points to A1. A field goal can sometimes be scored when it is not the result of a try. When the ball is in flight as a result of contacting the playing court without touching any player and time expires or a foul occurs, no points shall be scored. Neither the expiration of time nor a foul shall cause the ball to become dead immediately during a try for a field goal. During a pass, the ball shall become dead as a result of the foul or expiration of time.

(Rule 5-1.2 and 6-6.1)

A.R. 107. A2 receives the tip by A1 on the jump ball to start an extra period. A2 is confused and dribbles toward the basket that Team A had during the first half and:

1. Dunks into Team B's basket; or
2. Attempts a three-point try, which is successful, at Team B's basket.

RULING: In both (1) and (2), the goal shall be legal. In both cases, two points shall be awarded to Team B. The ball shall be awarded to Team A out of bounds at the basket of Team B and Team A may put the ball in play from anywhere behind the endline as after any score by Team B (earned or awarded).

(Rule 5-1.4.a and 7-4.6.a)

A.R. 108. As the hand of A1 contacts the ball to tap it toward the basket, B1 fouls A1. The ball is not airborne from the hand of A1.

RULING: The penalty for a foul on a tap is the same as the penalty for a foul on a try. When the tap is successful, one free throw shall be awarded. When the tap is unsuccessful, two free throws shall be awarded.

(Rule 5-1.8 and 10-1 Penalty b[1] and d[1])

A.R. 109. A1 is in possession of the ball and in the act of shooting when:

1. B2 fouls A2 before the release of the ball; or
2. A2 fouls B2 before the release of the ball.

RULING 1: Assess B2 with the foul committed against A2. A1's try for goal shall count when successful. Administer the bonus free throw or award the ball to Team A at a designated spot nearest to where the foul occurred.

2: Assess A2 with the foul committed against B2. A1's try for field goal shall not count when successful, since the ball became dead before A1's release. Award the ball to Team B at a designated spot nearest to where the foul occurred.

(Rule 5-1.10, 10-1 Penalty a[1] and c, and 6-5.1.f)

A.R. 110. With two-tenths of a second (.2) remaining in a period on the game clock, Team A is awarded a throw-in at the division line. A1 passes the ball to A2 who:

1. catches the ball with both hands while in the air and throws the ball into his basket; or
2. does not catch the ball but taps it into the basket.

In both (1) and (2), the ball is in the air on the way to the basket when the game-ending horn sounds.

RULING 1: Illegal. When the game clock displays three-tenths of a second (.3) or less and play is to be resumed by a throw-in or a free-throw, a player may not gain possession of the ball and try for goal. When this situation occurs, the official shall blow his whistle and the period is over unless a flagrant 1 or 2 personal foul was committed on the play. Whether the try for goal was successfully attempted before the expiration of time is inconsequential.

2: Legal. When the player does not possess (catch) the ball but taps it into the basket before the period-ending horn sounds, the official shall use replay equipment, videotape or television monitoring, when available and located at courtside, to ascertain whether the tap (try) that will determine the outcome of the game was released before a reading of zeroes on the game clock.

(Rule 5-1.18 and 11-3.1)

Act of Shooting

A.R. 111. A1 is dribbling the ball and attempts to turn the corner at the top of the key to drive down the lane. B1 fouls A1 as A1 picks up his dribble. A1 then steps with his right foot and then pushes off with his left foot before beginning to raise his arm(s) or hand(s) to release the ball for a layup. The try is successful.

RULING: The foul occurred before the act of shooting began. Therefore, the goal should not count. Charge B1 with a personal foul and shoot appropriate free throws if Team A is in the bonus.

The language of 5-1.10, "The try starts when the player begins the motion that normally precedes the release of the ball," refers to the

hand(s) or arm(s) in preparing to release the ball on a try for goal. Examples of the act of shooting motion include raising the ball with the hand(s) and or arm(s) to shoot a layup or jump shot or the downward motion of the hand(s) or arm(s) in completing a dunk or alley-oop play. This act of shooting motion does not include picking up the dribble, catching (gathering) the ball, or advancing on the court with one or both feet.

(Rule 5-1.10 and 4-8.1)

A.R. 112. During a try for goal but after A1 returns to the floor, B1 commits a holding foul. The foul occurs before the bonus. The attempt is:

1. Successful; or
2. Unsuccessful.

RULING: A personal foul shall be charged to B1 in both (1) and (2) but no free throw shall be awarded to A1 in either case since A1 is not an airborne shooter and Team A is not in the bonus. In both (1) and (2), the ball shall be awarded to Team A at a designated spot nearest to where the foul occurred.

(Rule 5-1.14, 10-1 Penalty a[1] and 7-4.4)

A.R. 113. While the ball is in flight during a try for a field goal, A1 charges into B1. After this, there is a basket-interference violation by:

1. B2; or
2. A2.

RULING 1 and 2: The charging foul by A1 causes the ball to become dead and no points may be scored on A1's try. B2's basket interference is ignored. (Rule 5-1.15)

Periods — Beginning and End

A.R. 114. In a game without a courtside monitor available, and with the score tied near the expiration of time in the second half:

1. Shooter A1 is fouled in the act of shooting, but time expires before the release of the ball and the try is successful;
2. Shooter A1 releases the ball, time expires, A1 is fouled while the ball is in flight and the try is unsuccessful; or
3. Shooter A1 is fouled after time has expired and before the ball was in flight.

RULING 1: When the official determines that the foul occurred before the sounding of the game-clock horn, and signals for the clock to stop and the timer fails to stop the clock, a timing mistake occurred and the official shall put time back on the clock to when the official has definitive knowledge as to the time on the clock when the foul was called. The goal shall count. In this case, A1 is awarded one free throw. However, when the official does not have definitive knowledge as to the time on the game clock when the foul was called and the

timer does not stop the clock, of time that the timer is unable to stop the clock, this is not a timer's mistake and time should not be placed back on the game clock. When the official determines that the foul occurred before the sounding of the game-clock horn, the basket shall not count and A1 is awarded two free throws. When A1 makes the first shot, the game is over. When both free throws are unsuccessful, the game continues with an extra period(s).

On a foul that occurs near the expiration of time, officials must determine that the clock did not stop when the whistle sounded either because a timing mistake occurred or because it was so near the expiration of time that the timer is unable to stop the clock. In the first case, time is put back on the game clock and the game has not ended. In the second case, time is not placed back on the clock and the game has ended. When both free throws are unsuccessful, the game continues with an extra period(s).

2: Since the try was released before the expiration of time and since the foul occurred after time expired but while the ball was in flight and A1 was an airborne shooter, A1 shall attempt two free throws. When one free throw is successful, the game is over. When both free throws are unsuccessful, the game continues with an extra period(s).

3: When the foul occurs after the second half (or any period) has clearly ended, the foul shall be ignored unless the foul was a flagrant 2 or contact dead ball technical. When the foul was a flagrant 2 or contact dead ball technical, the offended team shall be awarded two free throws to begin the extra period and play shall be resumed at the point of interruption, which would be the jump ball to start the extra period, unless the foul was a flagrant 2 or contact dead ball technical foul. In such cases, the extra period shall begin with the ball awarded to the offended team at the division line on either side of the playing court.

For games with a courtside monitor available, see A.R. 268.

(Rule 5-7.3.c.1, 5-7.6 and 6-6.2)

A.R. 115. As time for the first period expires and while the ball is in flight during a field-goal try by A1, B2 commits a flagrant 1 personal foul against A2. A2 is awarded two free throws with no time on the game clock and no players occupying the marked lane spaces. After the ball has become dead and after the last free throw by A2, A3 commits a flagrant 2 technical foul against B3.

RULING: A3 shall be ejected. The foul by A3 was committed after the first period has ended so the second period shall begin with the free throws for this foul followed by a throw-in by Team B at the division line. This foul shall count toward the team foul count for the second period. The possession arrow is not reversed.

(Rule 5-7.6)

A.R. 116. Playing time has expired with the score tied, and:

1. A1 is assessed with a CLASS A technical foul;
2. A1 is assessed with a flagrant 2 technical foul; or
3. A1 is assessed with a contact dead ball technical foul.

RULING 1: The extra period shall start by awarding a player from Team B two free throws for the CLASS A technical foul that was assessed to A1. Play shall resume at the point of interruption, which would be a jump ball.

2: A1 shall be ejected and the extra period shall start by awarding a player from Team B two free throws for the flagrant 2 technical foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line on either side of the court. The alternating-possession arrow shall be set towards Team A's basket when the ball is placed at the disposal of Team B for the throw-in.

3: The extra period shall start by awarding a player from Team B two free throws for the contact dead ball technical foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line on either side of the court. The alternating-possession arrow shall be set towards Team A's basket when the ball is placed at the disposal of Team B for the throw-in.

These fouls shall count toward the team foul count, disqualification and ejection.

(Rule 5-7.6)

A.R. 117. After the first half has clearly ended, A1 is assessed a CLASS A technical foul. Later, B1 taunts A1 and is assessed a CLASS A technical foul.

RULING: When the technical fouls assessed against A1 and B1 occur at approximately the same time, they are offsetting and no free throws are awarded. When the technical fouls assessed against A1 and B1 occurred as two separate acts (not approximately at the same time), the second half shall begin by awarding two free throws for A1's technical foul followed by awarding two free throws for B1's technical foul (order of occurrence). Play shall resume at the point of interruption which, in this case, is the awarding of the ball to the team favored by the alternating-possession arrow to start the second period.

These fouls shall count toward the team foul count and toward an individual's disqualification and ejection.

(Rule 5-7.6 and 10-3 Penalty)

A.R. 118. Playing time has expired with Team A leading Team B 70-69 and anyone on Team A is assessed a technical foul.

RULING: Any Team B player shall shoot the two free throws with no players in the marked lane spaces. These free throws must be administered at this time as if the technical foul had been part of the preceding period because there is no way to determine whether there will be an extra period until the free throws for the technical are administered.

(Rule 5-7.6.a)

Stopping Game and Shot Clocks

A.R. 119. When an official on his own initiative stops play to protect an injured player, should a timeout be charged to the team?

RULING: No. After stopping play, the official should ask the player if the player desires a timeout. When the player does not, play shall be resumed immediately. When the player is not ready to resume play immediately, a substitution is required or his team may request a timeout. No official has the authority to charge a timeout to himself. (Rule 5-11.2.b, 5-11.6 and 5-14.12.a)

Timing Mistakes and Malfunctions

A.R. 120. During a throw-in by Team A, the timer fails to properly start the game clock. After the clock should have started:

1. A1 commits a violation; or
2. A1 is successful with a try for goal.

RULING 1: A1's violation caused a dead ball. The timer's mistake shall be corrected during this first dead ball and before the ball is touched inbounds or out of bounds by a player other than the thrower-in.

2: The timer's mistake may be corrected after A1's successful try for goal and before the ball is touched inbounds or out of bounds by a player other than the thrower-in. When the mistake is not corrected during this first dead-ball period and since the game clock should have been running, the mistake must be corrected before the ball is touched inbounds or out of bounds by a player other than the thrower-in before the second live ball.

(Rule 5-12.1 and 11-2.1.c.1.a)

A.R. 121. With 10 seconds remaining on the game clock in the first half, A1 makes a throw-in to A2, but the game clock is not started because of an official timer's mistake. A2 dribbles into the frontcourt and misses the try. B1 recovers the rebound and dribbles the full length of the playing court. As the player passes the bench, the coach of Team A notices that the game clock has not started and calls the mistake to the attention of the official timer, who starts the game clock. With one second remaining on the game clock in the half, A2 fouls B1. The bonus is in effect. Time expires before the official timer can stop the game clock.

RULING: The referee cannot correct this official timer's mistake unless he knows relatively how much time had elapsed while the game clock was stopped. The referee shall conduct a re-enactment of the sequential occurrence of the play to determine that relative time. To assist the referee, information may be attained from the official timer, play-by-play, a digital stopwatch, other table officials or from the use of an official courtside monitor, when one is available. When the referee determines that there is time remaining, the referee shall put the determined time on the game clock. A2 shall be assessed with a personal foul and play shall be resumed at the point where the ball was located when play was stopped to correct the timer's mistake. In this case, B1 shall be awarded the entitled free throw(s) for A2's

personal foul and play shall be resumed from that point with the corrected time on the game clock. A correction is only permitted when it falls within the prescribed time frame limit. When it is determined that there is no time left on the game clock, the first half is ended and the personal foul is not assessed unless it is a flagrant foul.

(Rule 5-12.1, 2-7.6 and 2-10.6)

A.R. 122. Team A scores with 58 seconds left to play in the game and, after the successful goal, the timer fails to stop the game clock. After the throw-in by Team B:

1. B1 commits a violation; or
2. B1 is successful with a try for goal.

RULING 1: The timer's mistake shall be corrected after the violation that created the first dead-ball period. It shall be corrected before the ball touches or is legally touched by an inbounds player or is touched by a player who is located on the playing court who causes the ball to be out of bounds.

2: The mistake may be corrected after the successful try by B1 and before the throw-in touches or is legally touched by an inbounds player or is touched by a player who is located on the playing court who causes the ball to be out of bounds. In both (1) and (2), to correct the timer's mistake, the referee shall have definite information relative to the time involved.

(Rule 5-12.1)

A.R. 123. With four seconds left on the game clock, A1 is throwing in the ball to A2. The timer incorrectly starts the game clock before the passed ball touches or is legally touched by an inbounds player. The official:

1. Recognizes the timer's mistake and immediately blows his whistle while the passed ball is in flight; or
2. Doesn't recognize the timer's mistake until the passed ball is controlled by Team A on the playing court, then blows his whistle.

RULING: Since the timer has made a mistake, the official, with definite information relative to the time involved, shall place the correct time on the game clock. Play is resumed in (1) with a throw-in by Team A from the original throw-in spot; or in (2) with a throw-in to Team A at a spot nearest to where the ball was when the stoppage occurred.

(Rule 5-12.1, 7-3.1.d and 7-4.3)

A.R. 124. With four seconds remaining on the game clock, A1 makes a throw-in to A2. The game clock does not start when the throw-in is touched by A2. The ball is passed twice, a shot is taken and the rebound is deflected out of bounds by B1. Before placing the ball at the disposal of A1 for a throw-in, the official recognizes that there are four seconds on the game clock, indicating that the game clock was not properly started on the previous throw-in.

RULING: When an obvious timing mistake has occurred because of failure to start or stop the game clock properly, the mistake shall be

corrected only when the referee has definite information relative to the time involved. The officials have definite information that the game clock did not start. When a monitor is available, the officials are permitted to go to the monitor to determine the correct time, if any time remains, to be placed on the game clock. When a monitor is not available, the officials shall confer with each other and/or check with the official timer to determine the correct time, if any time remains, to be placed on the game clock. By rule, the decision must be made relative to the time involved. The officials are not permitted to leave four seconds on the game clock and repeat the initial throw-in by A1.

(Rule 5-12.1 and 11-2.1.c.1)

A.R. 125. As the official calls a violation, the official sounds the whistle and gives the signal to stop the game clock. The official sees five seconds remaining on the game clock. The game clock is stopped:

1. At five seconds;
2. At 3.5 seconds;
3. At three seconds; or
4. The time runs out completely.

RULING: In all cases in this A.R., the official has definite information that the game clock showed five seconds when he blew the whistle.

In (1), there has been no obvious timing mistake. However, in (2), (3) and (4), time has elapsed from the time that the whistle was blown and until the timing device was stopped. The official shall instruct the timer to put five seconds on the game clock.

(Rule 5-12.2)

A.R. 126. The time on the game clock is 15:30 and the shot clock reads 0:30. A1 shoots the ball with five seconds on the shot clock and the ball does not hit the ring or flange. Team A recovers the ball and the shot-clock operator, by mistake, resets the shot clock. No one notices the mistake by the shot-clock operator at this time. The game clock gets to 14:55 and B2 commits a foul against A2. Now the officials get together and realize the shot-clock operator's mistake.

RULING: When the officials have definite information relative to the shot-clock operator's mistake, it is permissible to rectify that mistake. In this case, since the officials have definite information relative to the time involved, they shall put five seconds back on the game clock, cancel the foul and award the ball to Team B at a designated spot nearest to where the ball became dead for the shot-clock violation.

(Rule 5-12.4)

Timeouts Granted and Charged

A.R. 127. Both teams remain in their huddles after a timeout, even though the official has alerted them that the time out has ended:

Team A or Team B indicates it desires a timeout.

RULING: Either team may request and be granted a timeout.

(Rule 5-14.1.c)

A.R. 128. Team A is in a game involving the electronic-media timeout format with four timeouts that are scheduled to occur at the first dead ball after the 16-, 12-, 8-, and 4-minute marks when the game clock is stopped. There has been no stoppage in play since the 9-minute mark. With 3:30 minutes remaining in the game, A1 is fouled on a try for goal. When the foul on A1 occurs, neither the 8-minute nor the 4-minute media timeouts have occurred. When do the electronic-media timeouts occur?

RULING: The 8-minute media timeout shall be taken at the first dead ball which, in this case, is the foul assessed to A1 with 3:30 remaining in the game. The 4-minute media timeout shall be taken at the next dead ball which, in this case, is after the first free-throw attempt by A1.

(Rule 5-14.10.c)

A.R. 129. After the second half expires with the score tied, A1 is charged with a flagrant 2 technical foul. Either Team A or Team B then requests and is granted a timeout. At the expiration of the timeout, B1 attempts the first free throw, which is either successful or unsuccessful. After the free throw, either Team A or Team B requests and is granted a timeout.

RULING: Illegal. The second timeout is a successive timeout and considered to have occurred immediately after the first timeout, since the period has ended. This successive timeout should not be granted by the official.

(Rule 5-14.13.b)

A.R. 130. After the second half expires with the score tied, Team A requests a 30-second timeout. The official grants and reports the timeout to the official scorer. After this timeout, Team A requests either a 60-second timeout in an electronic media game or a 75-second timeout in a non-electronic media game.

RULING: Because the first timeout was granted and reported to the official scorer, the second timeout request would be a successive timeout and should not be granted by the official.

(Rule 5-14.13.b)

A.R. 131. Team A's coach requests a timeout for an official to assess whether a correctable error has occurred. The error is:

1. Correctable; or
2. Not correctable.

RULING 1: When the error is correctable, no timeout shall be charged to Team A.

2: When the error is not correctable, a timeout shall be charged to Team A. When any portion of that timeout remains after the review of the request has been conducted, Team A shall be entitled to use that time. When the review requires the length of a timeout or longer, play shall resume immediately from the point at which it was interrupted.

(Rule 5-14.15)

No Timeout Granted

A.R. 132. Player A1 is airborne and momentum is carrying him out of bounds. A1, while airborne and in control of the ball, requests a timeout. The official:

1. Inadvertently blows the whistle; or
2. Blows the whistle and immediately grants a timeout.

RULING: In both (1) and (2), the officials shall not recognize this request. The official's whistle is an inadvertent whistle that caused the ball to become dead. Play will be resumed at the point of interruption by awarding the ball to Team A, the team in control, at a designated spot nearest to where the ball was located. Before placing the ball at Team A's disposal for a throw-in, the official is permitted to inquire as to whether Team A still wants a timeout.

(Rule 5-15.1.c, 4-20, 4-27.1.a, and 7-4.17)

A.R. 133. A1 requests a timeout while airborne and in control of the ball, and A1's momentum is carrying him out of bounds. A1 realizes that a timeout cannot be called and attempts to throw the ball to a teammate who is standing inbounds. While the ball is in the air on this pass, the official inadvertently blows the whistle.

RULING: The inadvertent whistle caused the ball to become dead. Team A is still in control of the ball on this pass and therefore, the ball goes back to the Team in control at a spot where the ball was last in contact with the thrower-in.

(Rule 5.15.1.c, 4-20, 4-27.1.a and 7-4.17)

A.R. 134. A1, who is in control of the ball, requests a timeout while he is airborne and close to the division line. B1 bumps A1 and causes A1 to land in the backcourt.

RULING: The officials shall determine whether the contact by B1 was incidental or illegal. When the contact was determined to be incidental, and it was A1's own momentum that carried him into the backcourt, a timeout shall not be granted. When the contact is determined to be illegal, a foul shall be called.

(Rule 5-15.1.c, 4-20, 4-21, 4-27.1.a and 7-4.17)

RULE 6

Live Ball and Dead Ball

Live Ball

A.R. 135. On a jump ball, the ball shall become live when it leaves the official's hand, but the game clock shall not start until the ball is legally touched.

RULING: Most jump-ball violations occur after the ball leaves the official's hand. If the ball did not become live until touched, these would be acts during a dead ball and, therefore, be different from most other violations.

(Rule 6-1.2.a)

Alternating-Possession Procedure

A.R. 136. During the opening jump ball, jumper A1 illegally catches the tossed ball. The referee blows the whistle and awards the ball to B1 at a designated spot nearest to where the violation occurred. How is the alternating-possession arrow established?

RULING: The first legal possession is by B1 on the throw-in. When the official hands the ball to the player from Team B, the alternating-possession arrow shall be set for Team A.

(Rule 6-3.4 and 9-8.1.b)

A.R. 137. An official tosses the ball for the opening jump ball. Immediately after the ball is touched by the jumpers, A2 and B2 tie up the ball.

RULING: Since possession has never been established, the official cannot use the alternating-possession arrow to award possession. An official shall conduct another jump ball. Any two opposing players shall jump.

(Rule 6-3.5)

Alternating-Possession Situations

A.R. 138. During an alternating-possession throw-in by Team A:

1. A3 fouls B3 after the throw-in pass is touched by A2; or
2. A3 fouls B3 when the ball is at the disposal of A1 for a throw-in.

RULING 1: The alternating-possession arrow shall be reversed immediately when the throw-in pass was legally touched by A2. A3 committed a team-control foul and the ball shall be awarded to Team B at a designated spot.

2: A3 has committed a team-control foul and the ball shall be awarded to Team B at a designated spot. Team A retains the arrow since a throw-in did not touch or was not legally touched by an inbounds player and therefore did not end.

(Rule 6-3.2, 7-3.1.f, 4-9.2.c and 7-4.5)

A.R. 139. Thrower-in A1 breaks the plane of the boundary line by extending the ball over the playing court during an alternating-possession throw-in. B1 creates a held ball. The official awards the ball to Team A since the alternating possession for the throw-in did not end. Was the official correct?

RULING: The official was correct. An alternating-possession throw-in ends when the throw-in ends or when the throw-in team violates provisions of the throw-in. Breaking the boundary plane with the ball by extending the ball over the playing court is not a violation of the throw-in provisions, but the act does cause the ball to come into play. (Rule 6-3.2 and 7-6.5 through .7)

A.R. 140. During the alternating-possession procedure, thrower-in A1 violates the throw-in provisions by:

1. Leaving a designated spot;
2. Failing to pass the ball directly into the playing court so that after it crosses the boundary line it touches or is legally touched by an inbounds player or touched by a player who is on the playing court and causes the ball to be out of bounds;
3. Consuming more than five seconds before the ball is released;
4. Carrying the ball onto the playing court;
5. Touching it in the playing court before it has touched another player;
or
6. Throwing the ball so that it enters the basket before touching a player.

RULING: When Team A violates these throw-in provisions, it shall lose its turn for a throw-in under the alternating-possession procedure. The ball shall be awarded to Team B. Also, Team B shall make the throw-in on the next alternating possession.

(Rule 6-3.7, 6-3.2 and 9-4)

A.R. 141. Team A is entitled to a throw-in under the alternating-possession procedure. Before the throw-in by Team A is completed, a foul is called on either Team A or Team B.

RULING: The alternating-possession procedure shall not be affected by the calling of any fouls during an alternating-possession throw-in. The foul shall be charged and penalized. Team A shall receive possession for the throw-in when the next alternating-possession procedure occurs. Team A shall not lose its throw-in opportunity under the alternating-possession procedure as a result of the foul.

(Rule 6-3.8)

Held Ball

A.R. 142. A1 is dribbling the ball and falls to the floor while continuing to dribble. While seated on the floor, A1 loses the ball and it is rolling away. As B1 comes in to try to get the ball, A1 reaches out with his legs, clamps the loose ball between his feet and brings it toward his body. A1 never places his hands on the ball. The ball is between A1's legs as B1 gets both hands on the ball.

RULING: A held ball cannot be called because A1 does not have his hands on the ball. A1 is intentionally using his feet to play the ball. This is illegal and a kicking violation shall be called on A1.

(Rule 6-4.2 and 9-6)

A.R. 143. A1 jumps for a try for field goal. B1 jumps to defend against the try and:

1. Touches the ball before it leaves A1's hand and causes the ball to remain in the hands of the shooter. The shooter returns to the floor with the ball and the ball never loses contact with A1's hand(s); or
2. Touches the ball and causes the ball to lose contact with A1's hand(s), A1 retrieves the ball while in the air and returns to the floor in possession of the ball and begins to dribble; or
3. Touches the ball and causes the ball to lose contact with A1's hand(s), the ball touches the floor and A1 recovers the ball and begins to dribble.

RULING 1: The official shall call a held ball. Anytime a defender touches and causes the ball to remain in the hands of the shooter and the shooter returns to the floor with the ball still in possession, it is a held ball.

2 and 3: The play is legal. A1 has gained a new possession in both instances. In (2), when the ball was knocked free by the defensive player, the offensive player has lost control and may recover the ball, without penalty. This begins a new possession. In (3), B1 touches the ball and causes the ball to lose contact with A1's hand(s) so A1 may be the first to touch the ball.

(Rule 6-4.2, 4-9.1 and .3 and .5)

A.R. 144. A1 jumps to throw the ball. B1 prevents the throw by placing one or both hands on the ball and:

1. A1; or
2. A1 and B1 both return to the playing court holding the ball.

RULING: Held ball. However, when A1 voluntarily drops the ball before returning to the playing court and then touches the ball before it is touched by another player, A1 has committed a travel violation since the pivot foot was lifted before the ball was released to start a dribble.

(Rule 6-4.2 and 9-5.5.b)

A.R. 145. Team A has been awarded a throw-in after a violation. A1, during the throw-in, breaks the boundary plane with the ball and extends the ball over the playing court. B1 causes a held ball. The possession arrow favors Team A.

RULING: A1's breaking the boundary plane and extending the ball over the playing court does not violate throw-in provisions. B1 legally grabbed a live ball and caused a held ball. The ball shall be awarded to Team A for an alternating-possession procedure.

(Rule 6-4.2 and 6-4.1.a)

Dead Ball

A.R. 146. A1 rises and grabs the rebound clearly outside of the cylinder and, while airborne, dunks. Both hands are on the ball and in the basket when the red light or LED lights are activated, or when the light(s) are not present, the game-clock horn sounds to signify the end of the period.

RULING: This shall be ruled no goal; however, when the ball leaves the hands of A1 before the red light or LED lights are activated, or when the light(s) are not present, the game-clock horn sounds to signify the end of the period, the dunk shall be considered the same as a try in flight; and the goal shall count.

(Rule 6-5.1.e, 5-1.1, .6 and .11, and 6-6.1.b)

A.R. 147. The ball is deflected or tapped by B1 in the direction of Team A's basket:

1. After an unsuccessful try for goal by Team A; or
2. After a throw-in by Team A with three-tenths-of-a-second or less on the game clock.

In both cases, the signal to end the period is activated while the ball is in flight. The ball enters the basket from above and passes through the net. Does the goal count?

RULING: No. The activation of the signal caused the ball to become dead while in flight because the deflection (tap) was not a legal try since it occurred at the wrong basket. The goal shall not count.

(Rule 6-5.1.e and 5-1.1)

A.R. 148. The ball is in flight during a try for field goal by A1 when time in a period expires. As time expires, the ball is on the ring or in the basket, or is touching the cylinder when it is touched by:

1. A2; or
2. B1.

The ball then goes through the basket or does not go through.

RULING: In (1) or (2), the ball shall become dead when touched by anyone. In (1), disallow the goal for A2's basket interference. In (2), however, when illegal touching is by B1, two points shall be awarded to A1 (three points shall be awarded to A1 when it is a three-point try). Whether the ball goes through the basket shall have no effect upon the ruling.

(Rule 6-5.1.g, 9-15 Penalty a.2 and .3 and Penalty c.)

RULE 7

Out of Bounds and the Throw-in

Out-of-Bounds Player, Ball

A.R. 149. A1 deflects a pass near the end line. The ball falls to the floor inbounds but A1, who is off balance, falls outside the end line. A1 returns to the playing court, secures control of the ball, and dribbles.

RULING: Legal. A1 has not left the playing court voluntarily and was not in control of the ball when leaving the playing court. The same is true when A1 makes a try from under the basket and momentum carries A1 off the playing court. It is legal when the try is unsuccessful, and A1 comes onto the playing court and regains control of the ball.

(Rule 7-1.1, 4-23.1.a and 9-3)

A.R. 150. The ball rebounds from the edge of the backboard and across a boundary line. Before the ball touches the floor or any obstruction out of bounds, it is caught by a player who is inbounds.

RULING: The ball is inbounds.

(Rule 7-1.2 and 7-2.1)

A.R. 151. The ball touches or rolls along the edge of the backboard without touching the supports.

RULING: The ball is inbounds.

(Rule 7-1.2)

Ball Caused to Go Out of Bounds

A.R. 152. A1, while dribbling, touches a nearby chair or the scorers' table while A1's feet are inbounds.

RULING: A1 is out of bounds because A1 touched an object that is out of bounds; hence, the ball shall be considered to be out of bounds.

(Rule 7-2.1 and 7-1.1 and .2)

A.R. 153. A ball passed by Team A touches an official and goes out of bounds.

RULING: Out of bounds violation. Team B's ball.

(Rule 7-2.1)

A.R. 154. A throw-in by A1 strikes B1 who is inbounds, rebounds from B1 directly into the air, then strikes A1 who is still out of bounds.

RULING: A1 shall be considered to have caused the ball to go out of bounds. The ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.

(Rule 7-2.2)

A.R. 155. A1, while dribbling, touches B1 who is:

1. Standing on a sideline; or
2. Standing out of bounds.

RULING 1: Legal, A1 is inbounds. Touching an individual who is standing on the sideline is not an out-of-bounds violation.

2: When the ball in control of A1 touches B1, the ball is out of bounds and shall be awarded to Team A at a designated spot nearest to where the violation occurred.

(Rule 7-2.2 and 7-1.1)

Out of bounds, Ball in Play from

A.R. 156. After a goal by Team B, Team A has the ball for a throw-in from the end of the playing court at which the goal was made and attempts to pass the ball inbounds.

1. B1 kicks the ball along the sideline; or
2. B1 kicks the ball along the end line from where the throw-in was attempted.

RULING 1: The kick is a floor violation and the ball shall be awarded to Team A at a designated spot nearest to where the violation occurred.

(Rule 7-4.1 and 9-6)

2: Kicking the ball is a floor violation. Consequently, Team A shall retain the privilege to the throw-in from anywhere along the end line.

In (1) and (2), the throw-in was not legally completed since the kick is not a legal touch. As a result, neither the game clock nor the shot clock shall be started because of the violation.

(Rule 7-6.5, 7-4.6.a.3 and 9-6)

A.R. 157. Team B has scored a field goal, and A1 has the ball along the end line for a throw-in. Team A is not in the bonus.

1. B1 fouls A2 inbounds, near thrower-in A1;
2. B1 fouls A2 at the division line; or
3. B1 fouls A2 beyond the division line.

RULING 1: Team A, the team not credited with the score, may make a throw-in from the end of the court where the goal was made and from any point outside the end line since that was where the foul occurred.

(Rule 7-4.6.a.1)

2 and 3: The ball shall be awarded to Team A at a designated spot nearest to where the foul occurred.

(Rule 7-3.1.g and 7-4.4)

A.R. 158. Team A scores a field goal. Team B requests and is granted a charged timeout.

RULING: When the timeout ends, Team B may make the throw-in from anywhere behind the end line. Team B's charged timeout does

not eliminate the privilege of a throw-in from anywhere behind the end line. The same applies to a timeout after a successful free throw.

(Rule 7-4.6.a.4)

A.R. 159. A1 drives for a layup. After the ball leaves A1's hand but before it goes through the basket, A1 charges into B1. A1's try is successful. The out-of-bounds spot nearest to where the personal foul occurred is on the end line. Does the basket count? When the ball is handed to the thrower-in for Team B, may this player move along the end line?

RULING: The official should disallow the goal. Team B is permitted to put the ball in play at a designated spot closest to where the foul occurred.

(Rule 7-4.6.a and 5-1.15)

A.R. 160. After a score by Team B, A1 has disposal of the ball for a throw-in. A1 starts a throw-in to A2 but notices that A2 is defensively covered. While losing his balance, A1 passes the ball along the end line. A1's forward momentum carries him onto the playing court. A1 leaves the playing court, returns out of bounds and recovers the ball along the end line. Is this legal?

RULING: No. A1 failed to pass the ball directly into the playing court or pass the ball along the end line to a teammate. When A1 touches the ball, he has violated the throw-in provisions.

(Rule 7-4.6.a and .b, and 9-4.1.b)

A.R. 161. The coach from Team A is assessed a CLASS A technical foul:

1. During a try for goal while the ball is in flight;
2. During a throw-in by Team A; or
3. During a jump ball.

RULING: Any player from Team B shall attempt the two free throws for the technical foul.

1: Since there was no team control when the whistle was blown, when the try is successful, play shall resume with the awarding of the ball to the team not credited with the score. When the try is unsuccessful, the ball shall be put back into play with the use of the alternating-possession arrow.

(Rule 7-4.6, 7-4.7 and 7-5.1.d)

2: The ball shall be put back into play by Team A at the spot of the original throw-in with no reset of the shot clock.

(Rule 7-4.7)

3: Since there was no team control when the whistle was blown, play shall resume with another jump ball.

(Rule 7-4.7, 6-1.1 and 6-3.5)

A.R. 162. A1 drives to the basket and:

1. The referee calls a player-control foul and an umpire calls a block; or
2. The referee calls a charge and an umpire calls a block.

RULING: This is uncharacteristic of a double personal foul in which two officials adjudicate the fouls differently against two opponents

for the same contact. In (1) and (2), the two officials disagree that the fouls occurred simultaneously.

1: The ball shall be awarded to Team A, the team in control, at the point of interruption with no reset of the shot clock.

(Rule 7-4.9, 2-11.7.f, 7-3.1.d and 4-15.2.b)

2: The two officials disagree as to whether there was a charge or a block, however, before contact occurred, the ball was released by A1. Although there is no team control while a ball is in flight, when the goal is successful, play shall resume at the point of interruption by awarding the ball to Team B, the team not credited with the score, at the end line with the privilege to run the end line. When the try is not successful, play shall resume at the point of interruption with the use of the alternating-possession arrow and a reset of the shot clock.

(Rule 7-4.11, 7-4.6.a, 2-11.5 and 6-4.1.f)

A.R. 163. A1 shoots and while the ball is in the air, the shot-clock horn sounds to indicate the end of the shot-clock period. While the ball is in the air, the official calls a double foul on A2 and B2.

1. The try is successful;
2. The try is unsuccessful but hits the ring/flange; or
3. The try is unsuccessful and does not hit the ring/flange.

RULING: The official shall wait to see what happens to the try. The ball does not become dead until the try in flight ends.

1: The goal shall count. Charge the fouls and award the ball to the team not credited with the score at the end line with that team being entitled to run the end line. The shot clock shall be reset.

(Rule 7-4.11)

2: Charge the fouls. The alternating-possession arrow shall be used and the shot clock shall be reset.

(Rule 7-4.11, 4-27.1.d and 7-5.1.d)

3: Charge the fouls. The try ends when it is certain it will not be successful, which occurs simultaneously with the shot-clock violation. Therefore, the point of interruption is the shot-clock violation. Award the ball to Team B at a designated spot nearest to where the violation occurred with a reset of the shot clock.

(Rule 7-4.1, 9-11.4, 4-27.1.d and 2-11.6.e)

Throw-in — Requirements

A.R. 164. Team A scores a field goal. B1 catches the ball as it goes toward the floor from the basket. B1 steps out of bounds, runs a short distance and throws the ball to B2, who is standing out of bounds with one foot on, but not beyond, the end line. B2 does not break the plane of the inside edge of the end line with his foot until the ball has crossed the plane on the throw-in.

RULING: Legal throw-in.

(Rule 7-6.1 and 7-4.6)

A.R. 165. A1, on a throw-in from a designated spot, fumbles the ball. A1 leaves the designated spot to retrieve the fumble. Is this a violation?

RULING: No. Since there was a fumble, the official shall blow his whistle, which causes the ball to become dead, and then shall re-administer the throw-in.

(Rule 7-6.8.d and 4-16.1)

A.R. 166. While the ball is being passed between A1 and A2, who are out of bounds, B1 makes contact with the passed ball.

RULING: A defensive player shall not interfere with the ball, which in this case, has not been thrown in. A CLASS B technical foul is assessed to B1.

(Rule 7-6.9.b, -4.6.b, and 10-4.1.j)

A.R. 167. Team B is entitled to a throw-in under the alternating-possession procedure. An official or the official scorer makes an error, and the ball is erroneously awarded to Team A for the throw-in.

RULING: Once the ball touches or is touched by an inbounds player or touches a player who is on the playing court and causes the ball to be out of bounds, this situation cannot be corrected; however, Team B shall make the throw-in when the next alternating-possession procedure occurs. Team B does not lose its alternating-possession throw-in opportunity as a result of the error.

(Rule 7-6.13)

RULE 8

Free Throw

Bonus Free Throws

Who Attempts

A.R. 168. A2 attempts a free throw that should have been taken by A1.

RULING: When the attempt by A2 is due to a justifiable misunderstanding, there shall be no penalty. When it is reasonable to believe that A2 knew that A1 was the designated shooter, a CLASS B technical foul shall be assessed. In such a case, the technical foul penalty shall be administered, and the game shall be resumed at the point of interruption. In both cases, when the error of permitting the wrong player to attempt a free throw is recognized during the correctable error time frame, that error shall be corrected by canceling any successful free throw by A2 and awarding A1 the free throw(s) which is the point of interruption.

(Rule 8-3.1, 2-12.4 and .5, and 10-4.1.c)

A.R. 169. Team A is in the bonus. A1 is fouled by B1 and appears to be injured as a result. An official suspends play at the proper time. Team A indicates it desires a timeout. At the expiration of the timeout, it is apparent that a substitute for A1 is not necessary. After the warning signal and before the signal to resume play, A6 reports to replace A1 and is beckoned onto the playing court by an official.

RULING: A1 shall be required to attempt the free throw(s) unless an injury prevents A1 from doing so, in which case the opposing coach will select one from one of the remaining Team A players on the court to shoot the free throws. A6 should not have been beckoned onto the playing court since substitutions shall not occur after the warning signal.

(Rule 8-3.2 and .3, and 3-6.1.h)

A.R. 170. A1 is bleeding from a blow to the head and is unable to attempt his free throw(s). Is Rule 3-6.3.f concerning an injured player applicable?

RULING: The intent of Rule 3-6.3.f is to eliminate the situation whereby a poor free-throw shooter faked an injury so that he could be replaced by a higher percentage shooter. Obviously, a bleeding player is not faking an injury. The bleeding player shall be instructed by the official to leave the game for attention by medical personnel. His coach may exercise the option of substituting for the bleeding player and having the substitute attempt the free throws or calling a timeout to remedy the blood situation.

(Rule 8.3-2 and 3-6.3.f)

A.R. 171. A1 is fouled and is unable to attempt his free throw(s). The coach from Team A requests a timeout. The referee recognizes and grants this timeout.

RULING: The referee shall instruct the official scorer to note which four players from Team A were on the playing court before the timeout was granted. At the end of the timeout when it is determined that A1 is unable to attempt his free throw(s), the coach from Team B shall select one of the four remaining players to attempt the free throw(s). That selection, once made, is final and unalterable.

An immediate substitution for the injured player shall be required after the final horn that indicates the expiration of the timeout. The opponent shall then be permitted to counter with a substitution. Any other substitution(s) must have reported to, or be in position to report to, the official scorer before the warning horn. However, his entry onto the playing court shall not be permitted until the coach from Team B has selected who shall attempt the free throw(s) for the injured player.

(Rule 8-3.3, 3-6.1.h and 3-6.3.f)

A.R. 172. B1 commits a flagrant 2 personal foul against A1. After B1's flagrant foul, the coach from Team B is assessed a CLASS A technical foul. A1 is injured and is unable to attempt his free throws. The coach from Team A selects A7 to attempt the two free throws awarded for B1's flagrant foul and the two free throws for the CLASS A technical foul. The referee permits A7 to attempt the free throws. Is this correct?

RULING: The referee was correct in allowing A7 to attempt the four free throws. When a player is injured as a result of either a flagrant 1 or 2 personal foul and is unable to attempt his free throws, the coach of the injured player is permitted to select any player or team member to attempt the free throws. In addition, when a CLASS A technical foul is assessed, any player or team member is allowed to attempt the two free throws. After the four free throws are attempted, the ball is awarded to Team A, the offended team, and play shall be resumed at the point of interruption, which is the designated spot nearest to where the flagrant 2 personal foul was committed.

When the coach from Team A selects two different individuals to attempt the free throws, since a false multiple foul has been committed, the penalty for the CLASS A technical foul shall be administered, followed by the penalty for the flagrant 2 personal foul. The ball is awarded to Team A, the offended team, and play shall be resumed at the point of interruption, which is the designated spot nearest to where the flagrant 2 personal foul was committed.

(Rule 8-3.3, 8-3.4, 8-6.1, 4-15.6, 4-27.1, 3-6.3.e and 10-3.1 Penalty)

A.R. 173. A1 is fouled during an unsuccessful try for goal and appears to be injured. A1 is upset with the play and is assessed an unsportsmanlike CLASS A technical foul, which is A1's fifth and disqualifying foul. The official scorer informs the official that A1 has been disqualified.

RULING: Any member of Team B shall attempt the free throws for the technical foul assessed to A1. Play shall be resumed at the point of interruption. The substitute for disqualified player A1 shall attempt the free throws awarded when A1 was fouled. A1 was unable to attempt his free throws because he was a disqualified player and, by rule, had to be replaced. A1's injury should not be considered in adjudicating the play.

(Rule 8-3.2, 8-3.4, 8-6.1, 4-27.1 and 3-6.3.c)

Positions During Attempt

A.R. 174. During the first of two free throws by A1, B2 does not occupy the third lane space and A3 takes it. Before the ball is handed to A1 for the second try, B2 requests permission to occupy the third space.

RULING: Grant B2's request.

(Rule 8-4.4.)

A.R. 175. The official administering a free throw has alerted players that the game shall resume. Team B is not occupying the respective legal first marked lane spaces.

RULING: Once the ball is placed at the disposal of A1, an automatic delayed violation shall be called on Team B for not occupying the first marked lane space on each side. However, any player from Team A may request and be granted a timeout before the expiration of the 10-second time limit for shooting the free throw. However, the timeout shall not negate the violation by Team B.

(Rule 8-4.5, 5-14.1.a, 9-1.1.k and 9-1 Penalty B)

Free Throw Requirements

A.R. 176. A1, at the free-throw line to attempt a free throw, receives the ball from the official, who starts a silent count. While bouncing the ball, A1 strikes the ball on his knee or leg accidentally, and the ball rolls toward the basket between the free-throw lane lines.

RULING: The official shall sound the whistle at once, causing the ball to become dead. The official should caution the free-thrower, place the ball at the disposal of A1 and start a new silent and visible count.

(Rule 8-5.1.a, 6-1.2.c, and 6-5.1.d)

A.R. 177. The official administering a free throw has alerted players that the game shall resume. A1, the free-thrower, is not ready.

RULING: When A1 is in the semicircle and does not take the ball or is outside the semicircle, the ball shall be placed on the free-throw line and the official shall start the count. A violation shall result when the free throw is not attempted in 10 seconds or when the free-thrower enters the semicircle. However, any player from Team A may request and be granted a timeout before the expiration of the 10-second time limit for shooting the free throw.

(Rule 8-5.1.a and .d, 5-14.1.b and 9.1.1.a and .d)

A.R. 178. The ball is at the disposal of free-thrower A1. B1, within the visual field of A1:

1. Raises the arms above the head; or
2. After the arms have been extended above the head, alternately opens and closes both hands.

RULING: When the official judges the act in either (1) or (2) to be disconcerting, the official shall assess a penalty. The burden not to disconcert shall be that of the free-thrower's opponents.

(Rule 8-5.1.f and 9-1 Penalty d)

Free Throw — Next Play

A.R. 179. With Team B leading 50-48, A1 releases the ball for a try for a two-point goal. B1 fouls A1 in the act of shooting and while the ball is in flight, the game-clock horn sounds, indicating that time has expired for the second half. The try is unsuccessful. After time expires, A1 shoves B1 and the official assesses a contact dead ball technical foul against A1.

RULING: Since a single contact dead ball technical foul has been committed, the point of interruption is not in effect. This is a false double foul and each foul shall carry its own penalty and each penalty shall be administered in the order of occurrence of the fouls. A1 shall attempt two free throws for the foul committed by B1. When A1 misses the first or second try, the game is over. When A1 is successful with the two free throws, any player from Team B shall attempt the two free throws for A1's contact dead ball technical foul. When the first try is successful, the game is over. When both tries are unsuccessful, an extra period(s) shall be played.

Play is resumed with a throw-in to Team B on either side of the division line for the contact dead ball technical by A1.

(Rule 8-6.2, 8-8.1 and 10-1 Penalty g)

Free Throw — Missed

A.R. 180. The official informs the players along the free-throw lane that two free throws shall be awarded when a one-and-one bonus is in effect. A1's first free throw is unsuccessful.

1. While all other players remain inactive, A2 rebounds the ball and successfully scores a goal. The official discovers that he misinformed the players; or
2. B2 rebounds the ball and passes it to the official, who is positioned out of bounds. The official discovers that he misinformed the players.

RULING: The official's misinformation to the players caused the inactivity. As a result, in both (1) and (2), the ball shall be put in play with the use of the alternating-possession arrow. In (1), A2's goal shall not count. A1 did attempt his merited free throw, so there is no error to correct. When any time has elapsed off the game clock and the official has knowledge of this time, he shall rectify the situation.

(Rule 8-7, 7-5.1.d and 5-12.1)

Free Throw — False Double Foul

A.R. 181. Team A is assessed a technical foul. Right after the official hands the ball to B1 at the free-throw line, B2 flagrantly pushes A2. The referee ejects B2.

RULING: This is a false double foul. No players shall take positions along the free-throw lane when B1 shoots his two free throws for the technical foul against Team A. After B1's free throws, A2 shall be awarded two free throws with no players positioned in the marked lane spaces. After A2's two free throws, Team A shall be awarded the ball for a throw-in at a designated spot nearest to where the flagrant 2 personal foul occurred.

When either foul of the false double is a single flagrant 2 foul or a single contact dead ball technical foul, the ball shall be put into play as if the single flagrant 2 foul or the single contact dead ball technical foul was the only foul administered. The team entitled to the throw-in will shoot their free throws last.

(Rule 8-8.1 and 7-4.13)

RULE 9

Violations and Penalties

Free Throw Violation Penalties

A.R. 182. After the ball is at the disposal of free thrower A1 for A1's final attempt and before the ball is in flight, A3 steps into the free-throw lane, and then A2 pushes B2.

RULING: The ball becomes dead when A3 violates the free-throw lane provisions; therefore, the pushing of B2 by A2 shall be ignored unless it is a flagrant 2 or a contact dead ball technical foul. A1's final free throw shall be canceled and the ball shall be awarded to Team B on the end line for a designated spot throw in.

(Rule 9-1 Penalty a. and 10-3.1)

A.R. 183. The ball is at the disposal of free-thrower A1. B1 steps into the lane, and the official gives the delayed-violation signal. A1 then requests a timeout. When the team returns to the free throw after the timeout, the official puts the ball at the disposal of A1 and again gives the delayed-violation signal. The free throw is missed by A1, and the official awards a repeated free throw.

RULING: The official is correct. Even though a timeout was taken by Team A, it does not negate the violation by B1.

(Rule 9-1 Penalty b. 2)

A.R. 184. A1 is attempting the second of two free throws. B2 violates the lane followed by a lane violation by A2. The official inadvertently blows his whistle, which stops play, before A1 releases the ball for his attempt. The officials readminister the free-throw attempt by placing the ball at the disposal of A1 for his free-throw attempt. Before A1's release of the readministered free-throw attempt, B3 commits a lane violation.

RULING: When A1's free-throw attempt is unsuccessful, A1 shall be awarded a substitute free throw. When A1's attempt is successful, B3's violation shall be ignored.

(Rule 9-1 Penalty b.1 and 2, 4-20 and 4-27.1.a)

A.R. 185. On a free throw by A1, B1 commits a lane violation.

1. A1's free throw misses the ring and flange.
2. A1's teammate, who is not in a marked lane space and is located above the free throw line and outside the three point line, steps inside the three point line before the ball is released by A1.
3. A1's teammate, who is not in a marked lane space and is located above the free throw line and outside the three point line, steps inside the three-point line before the ball hits the ring, flange or backboard.

RULING 1: Double violation; alternating-possession rule.

(Rule 9-1 Penalty d.2)

2: Double violation; alternating-possession rule.

(Rule 9-1 Penalty d.2)

3: Double violation; alternating-possession rule.

(Rule 9-1 Penalty d.2)

A.R. 186. A2 and B2 commit lane violations (simultaneous violations) during:

1. The first free throw of a one-and-one by A1;
2. The first of two free throws by A1; or
3. The last or only free throw.

RULING 1 and 3: When the official is unable to discern which player committed the first violation, the free throw shall be canceled and the ball shall be awarded to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violations occurred.

2: The first free throw shall be canceled and the second free throw shall be administered normally.

(Rule 9-1 Penalty c.)

Player Out of Bounds

A.R. 187. Team A sets a double screen for A1, who leaves the playing court voluntarily and runs under the basket, circles around, returns to the playing court and then is the first to receive the ball.

RULING: A violation has been committed by A1 for leaving the playing court and then becoming the first player to touch the ball upon return.

(Rule 9-3.1)

Throw-in

A.R. 188. During a throw-in by A1:

1. A1's foot breaks the plane of the boundary line;
2. A1's hand(s) and the ball break the plane of the boundary line; or
3. A1 loses his balance and momentarily touches his hand inbounds.

RULING: No violation was committed in either (1) or (2) because A1 did not touch inbounds. However, in (3), A1 has committed a violation when he touched inbounds before releasing the ball on the throw-in because he left the designated spot.

(Rule 9-4.1.a and 9-4.1.f, 7-1.1)

A.R. 189. Thrower-in A1 throws the ball against the edge or the front face of the backboard, after which it caroms into the hands of A2.

RULING: The edge and front face of the backboard are inbounds and, in this specific circumstance, shall be treated the same as the playing court; hence, the throw-in shall be legal.

(Rule 9-4.1.b and 7-1.2)

A.R. 190. Thrower-in A1, while inbounding the ball to A2, uses a bounce pass that:

1. Contacts the floor out of bounds; or
2. Contacts the boundary line.

RULING: In (1) and (2), a throw-in provision was violated. A1 failed to pass the ball directly into the playing court so that after it crosses the boundary line it touches or is legally touched by an inbounds player.

(Rule 9-4.1.b)

A.R. 191. A1 is inbounding the ball along his endline. A1 fakes a pass to player A2, which draws B2 airborne in an attempt to intercept the ball. B2 lands out of bounds. A1 releases the ball with a pass to player A2 who is on the playing court;

1. B2 leaves the floor from out of bounds, breaks the boundary-line plane and while airborne, touches the pass to A2 after it crosses the boundary-line plane; or
2. B2, while out of bounds, touches the pass as it is released by A1 but before it crosses the boundary line plane.

RULING 1 and 2: B2 has committed an out-of-bounds violation because B2 was last in contact with the floor when he was out of bounds and then contacted the ball before B2 touches the floor inbounds.

(Rule 9-4.2.b, 4-23 and 9-4.1)

2: B2 touched the ball before it crossed the vertical inside plane of the boundary line. This is not a technical foul because the ball was being passed to a player on the playing court and not to a teammate who was out of bounds such as after a successful goal.

(Rule 9-4.3 , 4-23 and 4-10.1)

Traveling

A.R. 192. A1 attempts to catch the ball while running. A1 fumbles the ball and succeeds in securing it before it strikes the playing court. A1 then begins a dribble, taking several steps between the time A1 first touched the ball until catching it.

RULING: There has been no violation, provided that A1 released the ball to start the dribble before lifting the pivot foot from the playing court after catching the ball.

(Rule 9-5, 9-5.2 and 9-5.5.b)

A.R. 193. After:

1. Receiving a pass; or
2. Ending a dribble,

A1 jumps into the air on a try for goal, is contested by B1 and since A1 could not get his try for goal off, he voluntarily throws the ball to the playing court.

In both (1) and (2), A1 is the first to touch the ball.

RULING 1: A1 has committed a traveling violation because he did not release the ball before picking up his pivot foot.

(Rule 9-5 and 9-5.5.b)

2: A1's release of the ball, after being airborne, was the start of a second dribble. When A1 touched the ball, A1 committed a double-dribble violation.

(Rule 9-5 and 9-7)

A.R. 194. A1 attempts a try at Team A's basket after having completed the dribble. The try does not touch the backboard, the ring or the flange or any other player. A1 runs and catches the ball before it strikes the playing court. Is this traveling?

RULING: No. When A1 recovered his own try, A1 could either dribble, pass or try again. There is no team control by either team when a try is in flight. However, when the shot clock expires and a try by A1 or a teammate has not struck the ring or the flange, it shall be a violation of the shot-clock rule.

(Rule 9-5.2, 4-9.4.c and 9-11.2)

A.R. 195. A1, while airborne, catches the ball in an attempt to prevent a live ball from going out of bounds. A1 throws the ball to the floor as his momentum causes A1 to land out of bounds. A1 returns to the playing court where he:

1. Recovers the ball; or
2. Continues to dribble.

The official calls a traveling violation. Is the official correct?

RULING 1 and 2: No. The official was incorrect in calling a traveling violation because when A1 caught the ball while airborne, A1 had no established pivot foot. When A1 threw the ball to the floor, returned to the floor after being legally out of bounds and was the first to touch the ball, it became a dribble.

1: When A1 recovered the ball, the dribble ended.

2: A1 is permitted to continue his dribble.

(Rule 9-5.2 through .7, 4-13.2 and 4-13.4.a)

A.R. 196. A1 ends his dribble with both feet off the playing court and:

1. Lands simultaneously on both feet. A1 then steps with his left foot while using his right foot as a pivot foot; or
2. Lands on one foot, jumps off that foot and lands simultaneously lands on both feet.

RULING: Legal play. The two footed jump stop has been a commonly used dribble move for many years. The legality of this move is normally determined by the status of the dribble when the player leaves the floor. If the player picks up his dribble while clearly having one foot on the floor and then completes either of the dribble moves described above in 1) or 2), the dribbler has committed a traveling violation. If the player ends his dribble with both feet off the floor, those same moves in 1) and 2) are legal. On plays where the location

of the foot at the time of ending the dribble is uncertain, the benefit of the doubt should rest with the dribbler having made a legal play by ending his dribble with two feet off the floor.

(Rule 9-5.4.a and .b)

A.R. 197. A1 receives a pass from A2 and comes to a stop legally with the right foot established as the pivot foot. A1 tosses the ball from one hand to the other several times and then proceeds to bat the ball to the floor before A1 lifts the pivot foot.

RULING: Legal.

(Rule 9-5.5.b)

A.R. 198. Is it traveling when a player:

1. Falls to the playing court while holding the ball without maintaining a pivot foot; or
2. Falls to the playing court on both knees while holding the ball without maintaining a pivot foot; or
3. Gains control of the ball while sliding on the playing court and then, because of momentum, rolls or slides, after which the player passes or starts a dribble before getting to his feet?

RULING 1 and 2: Yes, when the pivot foot is not maintained because it is virtually impossible not to move the pivot foot when falling to the playing floor.

3: No. The player may pass, shoot, start a dribble or call a timeout. Once the player has the ball and is no longer sliding, he may not roll over. When flat on his back, the player may sit up without violating. When the player puts the ball on the floor, then rises and is the first to touch the ball, it also is traveling. When a player rises to his feet while holding the ball and moves the pivot foot, it is traveling. When a player falls to one knee while holding the ball, it is traveling if the pivot foot moves.

(Rule 9-5.7 and 9-5.2)

Kick, Fist, Through Basket from Below

A.R. 199. A1 throws a ball that enters the basket from below, and then:

1. Enters the cylinder and goes above the ring;
2. Is deflected by B1 and enters the cylinder and goes above the ring; or
3. Does not enter the cylinder from below before falling back through the bottom of the net untouched.

RULING 1: A1 has violated. When the ball passes partially or completely through the cylinder, a violation has occurred.

(Rule 9-6 and 9-15.2.b)

2: B1 has violated since the ball completely passed by the ring, which is the base of the cylinder.

(Rule 9-6)

3: After the ball clears the net, it remains live.

(Rule 9-6 and 9-15.2.b)

Kicking the Ball

A.R. 200. A1 is on the floor with the ball lodged between the upper part of the legs. B1 attempts to gain possession of the ball by placing two hands firmly on the ball; however, A1 applies vice-like force with the upper legs, which prevents B1 from gaining possession of the ball.

RULING: A1 has committed a kicking violation. Kicking the ball is defined as striking the ball intentionally with any part of the leg. The intent of this rule is to prevent a player from gaining an advantage by using any part of the leg. Since A1 was not holding the ball in his hands, B1's firm placement of his hands on the ball does not constitute a held ball.

(Rule 9-6.2)

Jump Ball

A.R. 201. During a jump ball, jumper A1 touches the ball simultaneously with both hands and then again touches the ball simultaneously with both hands for the second time.

RULING: Legal. Touching the ball with both hands simultaneously shall be considered touching the ball once. However, when one hand touches slightly in advance of the second hand, that shall be ruled as touching the ball twice which is a violation.

(Rule 9-8.1.a and .b)

Three Seconds in the Lane

A.R. 202. The ball is loose during team control as in an interrupted dribble.

RULING: The three-second count shall be in effect. The team that had control before the loose ball or during an interrupted dribble maintains team control until the opponent secures control.

(Rule 9-9 and 4-9.3)

10-Second Backcourt

A.R. 203. The game clock indicates that 29 seconds remain and the shot clock is turned off so the official is using a visible count to count 10 seconds in the backcourt. Team A makes a throw-in after a charged timeout and, with 20 seconds on the game clock, Team A is charged with a 10-second backcourt violation, but the game clock shows that only nine seconds were used. The official timer indicates that the game clock started when the throw-in was touched by a player on the playing court.

RULING: Violation. Team B shall be awarded a throw-in at a designated spot nearest to where the violation occurred. The correctable error rule does not provide for the correction of an error made in the referee's counting of seconds.

(Rule 9-10, 2-7.9 and 7-4.1)

A.R. 204. A1 is in the backcourt and has dribbled for eight seconds when he passes the ball forward toward A2 in the frontcourt. While the ball is in the air, going from backcourt to frontcourt, the 10-second count expires.

RULING: Violation. The ball shall be awarded to Team B at a designated spot nearest to where A1 was standing when he threw the ball.

(Rule 9-10 and 9-12.3.b)

A.R. 205. With A1 in his team's backcourt and while being pressured by B1 during an attempt to advance the ball, the shot clock shows that 7 seconds has expired since it was properly started on a throw-in in Team A's backcourt. At this point, while A1 is still dribbling, B1 touches the ball and it goes back toward B's basket. A1 retrieves the ball and continues to dribble.

RULING: There has been no change in team control. The 10-second count shall continue.

(Rule 9-10, 4-9.2.d and 4-9.3)

A.R. 206. Team A has the ball for a throw-in under its own basket with 15 seconds on the shot clock. The ball is passed inbound (1) into Team A's frontcourt where it is touched by a Team B player and then continues into Team A's backcourt where it is touched by a Team A player with 12 seconds remaining on the shot clock, or (2) into Team A's backcourt where it is first touched by any player in the backcourt.

RULING 1: The shot clock starts on the initial touch by the Team B player, but the backcourt count does not start until the Team B player touches the ball in the backcourt with 12 seconds on the shot clock. There will be a 10 second backcourt violation with 2 seconds remaining on the shot clock if the ball fails to gain frontcourt status in Team A's continuous control.

2: When any player touches the ball on a throw-in, the shot clock shall start. When the first touch occurs in Team A's backcourt, the 10 second backcourt count shall also begin. There will be a 10 second backcourt violation with 5 seconds remaining on the shot clock when the ball fails to gain frontcourt status in Team A's continuous control.

(Rule 9-10)

A.R. 207. With 30 seconds on the shot clock, Team A inbounds the ball from their own end line. The shot clock starts when A2 legally touches the ball in the backcourt. Team B pressures A2 in the backcourt and the shot clock nears 20 seconds. A2 requests a time out which is granted. The official checks the shot clock after the whistle and both the game clock and the shot clock stop at the whistle so there is no timing mistake. The shot clock displays 20 seconds.

RULING: As long as there has been no timing mistake, a 10 second backcourt violation has occurred. Award the ball to Team B at the designated spot nearest to where the violation occurred, but do not charge Team A with a time out unless they reaffirm their request.

(Rule 9-10.1 and 7-4.1)

A.R. 208. With 30 seconds on the shot clock, Team A inbounds the ball from their own end line. The shot clock starts when A2 legally touches the ball in the backcourt. With 17 seconds showing on the shot clock, B1 slaps the ball out of bounds. The official checks the clocks after the whistle and both

the game clock and the shot clock stop on the whistle, so there is no timing mistake. The official realizes that the shot clock displays 17 seconds and that there should have been a 10 second backcourt violation when the shot clock reached 20 with Team A still in control in the backcourt.

RULING: The officiating crew has erred in not stopping the shot clock when it reached 20 seconds and failing to call a 10 second backcourt violation. The ball should be awarded to Team B at a designated spot nearest to where the violation occurred and the game clock reset to the time when the violation occurred.

(Rule 9-10, 2-11.1, 5-12 and 11-2.1.c)

Shot Clock

A.R. 209. B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds after B2 has clearly gained possession of the ball.

RULING: The shot-clock horn shall be ignored, the shot clock shall be reset and play shall continue.

(Rule 9-11.3 and 2-11.6.a)

A.R. 210. B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds:

1. While the ball is loose on the playing court;
2. While A2 gains possession of the ball; or
3. While the blocked try is in the air, the ball subsequently strikes the ring or flange or goes in the basket.

RULING 1 and 2: Team A has committed a shot-clock violation because the try did not strike the ring or flange.

(Rule 9-11)

3: The shot-clock horn shall be ignored and play shall continue with the shot clock reset upon possession by either team because A1 complied with the shot-clock rule when the try struck the ring or flange or entered the basket.

(Rule 9-11.4 and 2-11.6.d)

A.R. 211. A1 releases the ball on a try for goal. After the ball leaves A1's hand(s), the shot-clock horn sounds. The ball:

1. Hits the backboard and goes through the basket;
2. Hits the backboard and rebounds directly to A2 or B1 without hitting the ring or flange; or
3. Hits the backboard, strikes the ring or flange and rebounds directly to A2.

RULING 1: Score the field goal.

(Rule 9-11.3)

2: A shot-clock violation by Team A has occurred because the try did not hit the ring or flange. The referee shall sound the whistle, and the ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.

(Rule 9-11.3)

3: There is no shot-clock violation because the try hit the ring or flange. The shot clock shall be reset when Team A establishes possession of the ball on the rebound.

(Rule 9-11.3 and 2-11.6.d)

A.R. 212. Player A1 attempts a try for goal and:

1. The shot-clock horn sounds while the ball is in flight. The ball does not hit the ring or flange and is simultaneously recovered by A2 and B2 for a held ball; or
2. After the try does not hit the ring or flange, it is simultaneously recovered by A2 and B2 for a held ball. The shot-clock horn does not sound.

RULING 1: A shot-clock violation has occurred and the ball is awarded to Team B at a designated spot.

2: Since the shot-clock horn has not sounded, there is no violation. The alternating-possession arrow shall be used with no reset of the shot clock when the alternating-possession arrow favors the team that shot the ball.

(Rule 9-11.4, 9-11.1, 9-11.3 and .4, 6-4.1.a and 2-11.7.i)

Ball in Backcourt

A.R. 213. As Team A advances the ball from its backcourt toward its frontcourt, A1 passes the ball to A2. A2 catches the ball while both feet are on the playing court with one foot on either side of the division line. In this situation, either foot may be the pivot foot.

1. A2 lifts the foot that is in the backcourt and then puts it back on the floor in the backcourt; or
2. A2 lifts the foot that is in the frontcourt, pivots and puts it on the floor in the backcourt.

RULING 1: Back-court violation. When A2, while holding the ball, lifts the foot that was in the backcourt, the ball is in the frontcourt. When A2's foot touches in the backcourt, it shall be a violation.

2: When A2 lifts the foot that is in the frontcourt and places it down in the backcourt, the location of the ball has not changed. The ball is still in the backcourt and no violation has occurred.

(Rule 9-12.1, .2 and .3.a, and 9-12)

A.R. 214. In the frontcourt of Team A (the backcourt of Team B), A1 passes the ball to A2. B1, in an attempt to secure the ball, deflects it down the playing court toward B's basket. The ball bounces several times before B1 can recover it in B's frontcourt. B1 dribbles to B's basket and scores.

RULING: Legal. The deflection of the ball by B1 shall not be considered part of the dribble. B1 does not have control of the ball until securing it in their frontcourt after deflecting it.

(Rule 9-12.3, 4-13.1 and 4-9.2.b)

A.R. 215. The ball is at the disposal of Team A for a throw-in. A1 attempts to throw the inbounds pass to A2, who is located in his frontcourt near the division line.

1. A1's pass is deflected by B1. A2 leaves the playing court in his frontcourt and while airborne, controls the ball, and then lands with one or both feet in the backcourt.
2. A1's throw-in pass is deflected by B1. The ball bounces into Team A's frontcourt. While the ball is bouncing in Team A's frontcourt, it is deflected into Team A's backcourt, where A3 retrieves it.
3. A1's throw-in pass is deflected by A2, who fumbles it into the backcourt. A2 then goes into the backcourt and recovers the fumble.

RULING 1: Violation. When B1 deflected A1's inbounds pass, that legal touching caused the throw-in to end. A1, having established front-court status when he left Team A's frontcourt, gained player and team control in the air. When A1 lands with one or both feet in the backcourt, he has committed a back-court violation. The exception to the back-court rules are only applicable for the player who made the initial touch on the ball.

(Rule 9-12.1 through .3, .5 through .7 and .9 through .10, and 7-6.5)

2: Legal. This is not a back-court violation since neither player nor team control had been established in the frontcourt.

(Rule 9-12.4)

3: Legal. This is not a back-court violation since neither player nor team control had been established in the frontcourt.

(Rule 9-12.4, and 9-12.1 through .3, .5 through .7 and .9 through .10)

A.R. 216. A1 is in possession of the ball in the frontcourt and throws a pass to A2, who is located near the division line. A1's pass is errant. A2 leaves the playing court with both feet in an attempt to prevent the ball from going into the backcourt. While in the air, A2 gains possession of the ball and throws it into the playing court, where it strikes the division line. The ball returns to the frontcourt, where A3 recovers the ball before it is touched by an opponent.

RULING: Team A has committed a back-court violation. The official shall blow the whistle for the back-court violation when the ball is touched by A3 in the frontcourt after it touched the division line. Team A had control of the ball in its frontcourt and the ball was last touched by Team A before going into the backcourt.

(Rule 9-12.4 and 9-12.1 through .3, .5 through .7 and .9 through .10)

A.R. 217. A1 receives a pass in Team A's frontcourt and throws the ball to his backcourt where the ball:

1. Is touched by a teammate;
2. Goes directly out of bounds; or
3. Rests, rolls or bounces with all players hesitating to touch it.

RULING 1: Violation when touched.

(Rule 9-12.4, 9-10, 4-9.2.d and 4-9.3)

2: It is a violation for going out of bounds.**(Rule 9.2 and 7-2.1)****3: The ball is live so that Team B may secure control. When Team A touches the ball first, it is a violation. The ball continues to be in team control of Team A. The 10-second count shall start when the ball goes in the backcourt and is touched by anyone, while the shot clock shall continue to run.****(Rule 9-12, 9-10 and 9-11.1)****A.R. 218. B1:**

1. Secures possession of a rebound from Team A's basket; or
2. Has the ball for a throw-in under Team A's basket.

B1 is in the frontcourt of Team A. B1 attempts a long pass down the playing court to teammate B2. Defensive player A2, standing in Team A's frontcourt close to the division line, leaps and intercepts a pass by B1, then lands in the backcourt of Team A with player control.

RULING: In both (1) and (2), no violation has occurred. These are exceptions to the back-court rule.

(Rule 9-12.9)

A.R. 219. The ball is at A1's disposal for a throw-in. A1 passes the ball to A2, who catches the ball while airborne in his frontcourt. A2 lands with one foot in his frontcourt followed with the other foot landing in his backcourt.

RULING: Legal play. A player shall be permitted to first secure control of the ball after a throw-in, while both feet are off the playing court in his frontcourt, and land with one foot or both feet in the backcourt.

(Rule 9-12.10 and 9-12.8)**Elbow(s)**

A.R. 220. While A1's try for field goal is in flight toward Team A's basket, (1) A1 or (2) B1 violently swings his arm(s) and elbow(s) but makes no contact with any defender.

RULING: The official shall sound the whistle immediately; however, the ball shall not become dead until it is apparent that the try has ended. When the try is successful, the basket shall count and the violation shall be ignored. When the try is unsuccessful, (1) Team B or (2) Team A shall be awarded the ball at a designated spot nearest to where the violation occurred.

(Rule 9-13.1 and Penalty, and 6-6.3)

A.R. 221. Player A1 rebounds a missed shot and holds the ball under his chin or against the body with arms and elbows extended. Player A1 does not pivot or swing the elbows. Player B1 is positioned a foot from the end of one of A1's elbows as A1 looks at B1. There is no contact with B1. An official calls either:

1. A violation on A1; or
2. A technical foul on A1. Is the official correct?

RULING 1: No. There can be no violation unless A1 excessively swings the elbow without contact. (Rule 9-13.1 and Penalty)

2: No. Without some further act by A1 which rises to the level of taunting or baiting, a technical foul should not be assessed since A1 is permitted to have the elbows extended with the ball under the chin.

(Rule 9-13.2 and 10-3.1.b)

A.R. 222. Player A1, while holding the ball under his chin with the elbows and arms extended, “jabs” an elbow toward B1 who is standing nearby. There is no contact and A1’s torso does not rotate.

RULING: Violation by A1 with the ball awarded to Team B at a designated spot nearest to where the violation occurred. “Jabbing” of the elbow without movement of the torso constitutes excessive swinging.

(Rule 9-13.1 and Penalty)

Closely Guarded

A.R. 223. Team A, while in possession of the ball, lines up four of its players side by side, parallel to and just inbounds at a boundary line. The four players pass the ball back and forth to one another with their arms reaching out beyond the plane of the boundary line. The players are in:

1. The frontcourt; or
2. The backcourt.

RULING 1: After five seconds, a closely guarded violation shall be called when a defensive player is within 6 feet of one of the offensive players.

(Rule 9-14.2)

2: The 10-second back-court rule applies.

(Rule 9-14.1 and 9-10)

Floor-Violation Penalties

A.R. 224. One official observes stepping out of bounds or another violation by A1. At approximately the same time, A1 tries for a field goal and another official observes contact by B1.

RULING: The officials shall decide which act occurred first. There is nothing inherent in such acts to make it necessary to rule them as occurring simultaneously. When the violation occurred first and before the try is released, the ball became dead. When the ball was released during the try and no violation was called on A1, there was no violation. When the contact occurs after a violation is called, it shall not be a foul unless it a technical foul for unsportsmanlike behavior, a flagrant 2 technical foul, or a contact dead ball technical foul.

(Rule 9-12 Penalty and 9-14 Penalty)

Basket Interference

A.R. 225. The ball is touching the side of the ring of Team A. B1 jumps and contacts the net. The ball is not touching the top of the ring.

RULING: No violation. The ball shall remain live.

(Rule 9-15.2.a)

A.R. 226. While the ball is touching the top of the ring on a field-goal attempt, a player emphatically grasps the ring.

RULING: Double infraction. Both basket interference and a CLASS B technical foul shall be called. The moment the hand touched the ring, it was basket interference. When the player emphatically grasps the ring, a CLASS B technical foul shall be assessed.

(Rule 9-15.2.a and 10-4.1.f)

A.R. 227. During the act of shooting and before the ball is in flight for a two-point try, A1 is fouled. A1 continues the shooting motion and the ball enters the basket. A2 touches the ring while the ball is in the basket.

RULING: Basket interference on A2. The goal shall be canceled. A1 shall be awarded two free throws because of the foul.

(Rule 9-15.2.a and 10-1 Penalty d.1)

A.R. 228. A1 rebounds the ball while part of the ball is in the cylinder and, in the same continuous motion, dunks.

RULING: Basket interference. The ball shall be ruled dead when A1 contacts the ball in the cylinder, and the dunking of the dead ball shall be ignored. The basket shall be disallowed.

(Rule 9-15.2.a and 9-15.2.b)

Basket-Interference and Goaltending Penalties

A.R. 229. B1 touches the ball while a throw-in by A1 is in the cylinder.

RULING: Basket interference. Team A shall be awarded two points. Team B shall be awarded the ball for a throw-in, as after a goal scored, except that an official shall hand the ball to a player of Team B and the player or a teammate shall make the throw-in from any point along the end line.

(Rule 9-15.2 and Penalty a.2 and b)

A.R. 230. The ball is in flight during a three-point field-goal try by A1 when a period expires. After the expiration of time and while the ball is rolling on the ring, B1 taps it into the basket.

RULING: Basket interference by B1. Three points shall be awarded to A1 because of the basket interference.

(Rule 9-15.2 and 9-15 Penalty a.3)

A.R. 231. Before the ball is in flight for a two-point try, A1 is fouled in the act of shooting. A1's try enters the basket. A2 touches the ring while the ball is in the basket.

RULING: Basket interference on A2. The goal shall be canceled. A1 shall be awarded two free throws because of the foul.

(Rule 9-15 Penalty c)

RULE 10

Fouls and Penalties

Personal Fouls

A.R. 232. A player who is guarding moves into the path of a dribbler and contact occurs.

RULING: Either player may be responsible, but the greater responsibility shall be that of the dribbler when the defensive player who is guarding conforms to legal guarding principles. In order to establish initial legal guarding position, the defender must be facing the dribbler and have both feet touching the playing court. When the defensive player jumps into position, both feet must return to the floor after the jump before he has attained a legal guarding position. No specific stance, time or distance shall be required. The guard may shift to maintain his position in the path of the dribbler, provided that the player who is guarding neither charges into the dribbler nor otherwise causes contact. The responsibility of the dribbler for contact shall not shift merely because the player who is guarding turns or ducks to absorb shock when contact caused by the dribbler is imminent. The player who is guarding shall not cause contact by moving under or in front of a passer or thrower after the passer or thrower is in the air with his feet off the floor.

(Rule 10-1.12, and 4-17.1 through .4 and .6)

A.R. 233. A1 attempts a try for goal. While the ball is in flight, A2 and B2 are jostling for rebounding position and the official calls a foul on:

1. A2; or
2. B2. Both teams are in the bonus.

RULING: When the try is successful, count the goal because the ball remains live while the try is in flight even though a foul occurs when the try is in the air. In either (1) or (2), the offended team is awarded free throws.

(Rule 10-1 Penalty c, 10-1 Penalty d[3], 4-9.4.c and 6-6.1.c)

A.R. 234. One or both foul(s) of either a multiple personal foul or a double personal foul is a flagrant 2 foul.

RULING: For a multiple personal foul, one free throw shall be awarded for each personal foul, excluding a flagrant 2 personal foul, and two free throws shall be awarded for the flagrant 2 personal foul. Play shall resume by awarding the ball to the offended team for the flagrant 2 foul at a designated spot nearest to where the foul occurred. When one of the fouls of a double personal foul is a flagrant 2 foul, award free throws for the common foul when that team is in the bonus with no one in the marked lanes spaces followed by the free throws for

the flagrant 2 personal foul. The ball shall be put back into play at the point of interruption to the offended team for the single flagrant 2 personal foul. When both fouls of a double personal are flagrant 2 fouls, no free throws are awarded and the ball is put back into play at the point of interruption. In either case, any player who commits a flagrant 2 personal foul shall be ejected.

(Rule 10-1 Penalty d[2] and d[4] and f, and 4-27.1.d)

A.R. 235. As A2 makes a drive to the basket, B1, a secondary defender, establishes his initial guarding position within the restricted area. Contact occurs. One official calls a charge while another official calls a block.

RULING: B1 was a secondary defender who illegally established initial guarding position within the restricted area. Consequently, the blocking call against B1 is the correct call.

(Rule 10-1.14 and 4-35)

A.R. 236. Low-post player A5 spins and gets by defender B5. B4 comes from the weak side and establishes initial guarding position within the restricted area. A5 continues to move to the basket and:

1. While airborne and shooting the ball, leans into and makes illegal contact with B4; or
2. Stops and, while in control of the ball, leans into and illegally contacts B4.

RULING 1: B4 is a secondary defender and illegally established initial guarding position within the restricted area to stop A5's try for goal. A blocking foul shall be assessed to B4.

2: When A5 stopped and the try for goal was discontinued, B4 was no longer a secondary defender. A player control foul shall be assessed to A5.

(Rule 10-1.14 and 4-35)

A.R. 237. Player A1 has control of the ball in the frontcourt (not a fast break situation) when A2, who is on the wing, beats defender B2 on a backdoor cut to the basket. After beating the defender, A2 receives a pass from A1 then takes one dribble before crashing into defender B3 who is in the restricted area.

RULING: Blocking foul on B3 because B3 is not permitted to establish initial legal guarding position in the restricted area. When A2 beat defender B2 on a backdoor cut and then received the ball, the restricted area/secondary defender rule applies.

(Rule 10-1.14)

A.R. 238. Team A is winning, 79-70, when a shooting foul is called against Team B:

1. At the same time as the game-clock horn sounds to end the game; or
2. With five seconds remaining on the game clock.

RULING 1: No free throws shall be awarded because the period has ended.

2: Charge the foul. The free throw(s) shall be awarded because time remains on the game clock.

(Rule 10-1 Penalty d[1] and h)

A.R. 239. B1 is defending A1 who has the ball in the lane. B1 illegally pushes A1 and at approximately the same time, A1 makes illegal elbow contact (not excessive swinging) above the shoulders of B1 that rises to the level of a flagrant 1 personal foul and the official calls a double foul. Team A is in the bonus.

RULING: The penalty for double fouls is no free throws and play is resumed at the point of interruption unless one of the fouls is a flagrant foul. A1 will shoot a one-and-one free throw with no players in the marked lane spaces for the common foul charged to B1. Following these free throws, B1 will shoot two free throws with no players in the marked lane spaces for the flagrant 1 personal foul charged to A1. Play is resumed with a throw-in to Team B at the point of interruption, which is nearest to where the fouls occurred.

(Rule 10-1 Penalty f and 4-15.2.b)

A.R. 240. Team A has the ball on the block when B1 is called for a personal foul. Following the whistle, A1 retaliates by illegally contacting B1 and is penalized with a contact dead ball technical. Team A is in the bonus.

RULING: This is a false double foul since the second foul, the contact dead ball technical foul charged to A1, occurred while the clock was stopped for the first foul. The fouls will be penalized in the order they occurred because the second foul is a contact dead ball technical foul. A1 will attempt the bonus free throws for the personal foul by B1 with no players in the marked lane spaces. Following the free throws by A1, any eligible player or team member from Team B is permitted to shoot the two free throws with no players in the marked lane spaces for the contact dead ball technical foul by A1. Play would resume with a throw-in to Team B at the division line.

(Rule 10-1 Penalty g)

A.R. 241. B1 commits a personal foul against A1. The foul is the ninth team foul for Team B. Before the administration of the free throw(s), A1 and B1 are assessed contact dead ball technical fouls for pushing each other. The official is informed that the technical foul assessed against A1 is his fifth and disqualifying foul.

RULING: This is a false double foul. The technical fouls charged to A1 and B1 are offsetting. No free throws shall be awarded. Play shall resume at the point of interruption, which was the bonus one-and-one for B1's personal foul. However, since A1 was disqualified, the bonus shall be attempted by A1's substitute unless no substitution is available. In that case, any teammate shall attempt the free throw(s).

(10-1 Penalty g, 10-3 Penalty, 4-27.1.e, 7-5.1.c and 8-3.2)

Administrative Technicals

A.R. 242. The official is notified that Team A has:

1. Failed to submit its starting line up prior to 10 minutes remaining before the start of the game.
2. With five minutes remaining in the first period, added a name to the team list, changed a team member's number or made any change to the scorebook that was not necessitated by obvious injury, illness, blood on the uniform, a replacement of a designated starter to shoot a technical foul free throw or to correct a scoring or bookkeeping mistake.

RULING 1: Team A shall be assessed one administrative technical foul and is permitted to submit its starting lineup.

- 2: **Team A shall be assessed one administrative technical foul for this change(s). However, when Team A has been assessed an administrative technical foul for the same infraction at any point prior to this violation, they shall not be assessed with another administrative technical foul. Team A is permitted to make the changes.**

This administrative technical foul shall not count toward the team foul total. After the free throws for the administrative technical foul, play shall be resumed at the point of interruption.

(Rule 10-2.2 and 10-2.2 Penalty)

A.R. 243. At the 8-minute mark remaining on the game clock that is counting down the time before the start of the game, Team A supplies the names and numbers of its team members and its designated starters. With one minute remaining on the game clock that is counting down the time before the start of the game, Team A decides to add a name to the team list.

RULING: Team A has violated two rules. Team A failed to supply the names and numbers of team members and the designated starters by the 10-minute mark before the start of the game. The penalty for not complying with this rule is a maximum of one administrative technical foul. When Team A then made a change to the scorebook after the 10-minute mark was reached on the game clock before the start of the game, Team A violated a different rule. The penalty for violating this rule is a maximum of one administrative technical foul regardless of the number of infractions. Each rule bears its own penalty. In this play, Team A shall incur two administrative technical fouls before the start of the game. Team B shall be awarded two free throws and play shall be resumed with the jump ball to start the game. Should Team A make any other changes to the scorebook after they are assessed the one administrative technical foul for violating 10-2.2.b, they shall not incur another penalty.

(Rule 10-2.2)

A.R. 244. Both Team A and Team B fail to supply the scorers with the names and numbers of team members and the designated starters before the 10-minute mark is reached on the game clock counting down the time before the start of the game.

RULING: An administrative technical foul shall be assessed to both Team A and Team B. These technical fouls are offsetting. No free throws are awarded and play shall resume with the jump ball.

(Rule 10-2.2 and Penalty)

A.R. 245. Team A has six players on the playing court when the ball becomes live with five seconds remaining in the game. A1's successful field goal attempt is in the air when the time expires ending the game. Immediately after the expiration of time and before the officials have left the playing court, one of the officials observes that Team A had six players on the court when the basket was scored. What is the correct ruling?

RULING: The field goal shall count because A6 became a player when the ball became live. However, the game has not ended since the officials have not left the visual confines of the playing area and still have jurisdiction. The officials shall award Team B two free throws for the administrative technical foul and the game will continue with an overtime period when both free throws are successful.

The penalty of Rule 10-2.6 applies only when the sixth player participates when the ball is live. There is no time limit within which the officials have to recognize and penalize this infraction. However, the officials must see the violation occur or have personal knowledge that it did occur in order to penalize this infraction. A monitor may not be used to obtain such knowledge.

(Rule 10-2.6, 2-4.3, 11-2.1, 3-4.6.1.d and 5-7.6)

A.R. 246. After a one-and-one is shot by Team A and during the first dead ball after the game clock was started after the missed free throw, the coach of Team B requests an appeal stating that Team A was not in the bonus and should not have shot the one-and-one. The official finds that Team A was indeed in the bonus and charges Team B with a timeout. Team B does not have any timeouts left.

RULING: Team B shall be charged with an administrative technical foul for calling an excessive timeout. Any player from Team A shall shoot one free throw with the lane cleared and the ball shall be put back in play at the point of interruption.

(Rule 10-2.7, 4-27.1.e, 7-5.1.a and .b, 5-14.1.d)

A.R. 247. Who is responsible for behavior of spectators?

RULING: The home management or game committee is responsible for the behavior of spectators. The officials may call an administrative technical foul on either team when its supporters act in such a way as to interfere with the proper conduct of the game. Such technical fouls do not count as team fouls.

(Rule 10-2.8)

A.R. 248. Team B is the visiting team. Just before the free-thrower B1 releases the ball, B1 is hit by a coin thrown by a spectator.

RULING: When an official has knowledge as to which team's follower(s) committed the act, he shall assess an administrative technical foul against that team.

(Rule 10-2.8.c Penalty and Note 1)

A.R. 249. Team B leads, 67-66. A1's two-point try for goal is successful, but there is no indication that time has expired. Assuming that the successful try was a game-ending and winning goal:

1. Bench personnel from Team A; or
2. Fans from Team A go onto the playing court to celebrate.

RULING: When the celebration causes a delay by preventing the ball from being promptly made live or prevents continuous play:

- 1: A CLASS B technical foul shall be assessed to the head coach of Team A. The coach's technical foul does not count toward the team foul total but does count toward the coach's ejection.
- 2: An administrative technical foul shall be assessed to the offending team. This administrative technical foul does not apply to the team foul total.

Any player from Team B shall attempt **one** free throw and play shall resume at the point of interruption. When the celebration does not delay or interfere with play, the celebration shall be ignored.

(Rule 10-2.8.d and Penalty, and 10-4.2.h and Penalty)

CLASS A–Unsporting Technical Infractions

A.R. 250. A1, who has been disqualified, reports to the official scorer and is beckoned onto the playing court. A1 is not discovered until he has participated and scored.

RULING: Flagrant 2 technical foul and A1 shall be ejected. The goal made by A1 shall count. The offended team shall be awarded two free throws and possession of the ball. This unsporting act shall also be charged to the head coach as a CLASS B technical.

(Rule 10-3.1.h, 10-3 Penalty and Ejection)

A.R. 251. After attempting to block A1's dunk, B1 falls into the seats/grandstands behind the basket. As B1 attempts to return to the playing court, a fan makes unsporting/derogatory comments to B1 who goes back into the seats to confront the fan and either physically contacts the fan or directs unsporting comments to the fan.

RULING: The official should assess B1 with a flagrant 2 non-contact foul. Any player on Team A may shoot the two free throws with no players on the free throw lane. Play shall be resumed by a Team A throw-in at the division line on either side of the court. B1 is ejected from the game.

The intent of Rule 10-3.3.i is to prevent players from leaving the playing court and becoming involved in verbal, physical, or any other type of confrontation with fans, team followers, mascots, or band members. The playing court is defined by Rule 1-2.1 as "the area on the floor that lies within the geometrical lines formed by the inside edge of the boundary lines". Accordingly, any time a player leaves the confines of the playing court either on the endlines or the sidelines

and commits any of the unsporting acts described above, the official should penalize the infraction per Rule 10-3.3.i.

(Rule 10-3.3.i and Penalty)

A.R. 252. The official is advancing up the playing court to cover the play and as the official passes Team A's bench with his back to it, someone on that bench uses profanity. The official is certain from which bench the profanity came but not from which party.

RULING: When the official cannot, with assurance, determine the violator, the official shall assess a CLASS A technical foul to the head coach. The official alone shall decide to whom a technical foul shall be charged. It is not the prerogative of the coach or other bench personnel to come forward as the party guilty of unsportsmanlike bench decorum.

(Rule 10-3.2.c)

A.R. 253. A1 is driving toward the basket when an official, while trailing the play, is sworn at by the coach of Team B.

RULING: The official shall withhold the whistle until A1 has either made or missed the layup. The official then shall sound the whistle and assess the offending coach a CLASS A technical foul, which could be a flagrant 2 technical foul.

(Rule 10-3.2.c and 4-15.3.d.2)

A.R. 254. A1 is assessed an unsportsmanlike technical foul:

1. Before the start of the game in which he was listed as a starting player; or
2. After the first half clearly ended in which he was a player.

RULING: In (1) and (2) when A1 was assessed a CLASS A technical foul, he was not a player since he was not legally participating on the playing court. However, he was a team member and a member of bench personnel. As a result, A1's technical foul shall count toward his disqualification and ejection, and toward the team foul total in the half which was to be played. Also, A1's technical foul shall be charged to the head coach as a CLASS B technical foul. Two free throws shall be awarded to any player from Team B, and play shall be resumed at the point of interruption.

(Rule 10-3.2 Penalty, 4-4, 3-1 and 3-5)

A.R. 255. A6, A7, A8, A9, A10, B6 and B7 leave the bench because a fight has broken out on the playing court between A1 and B1. A6, A7, A8, A9, A10, B6 and B7 participate in the fight.

RULING: A6, A7, A8, A9, A10, B6 and B7 shall be ejected immediately for leaving the bench, entering the playing court and participating in the fight. Flagrant 2 technical fouls shall be assessed to A6, A7, A8, A9, A10, B6 and B7 for leaving the bench to participate in a fight. A6's, A7's, B6's and B7's flagrant 2 technical fouls are offsetting; no free throws shall be awarded. Any player from Team B shall attempt the six free throws resulting from A8's, A9's and A10's flagrant 2 technical fouls, and play shall be resumed by awarding the ball to

Team B at the division line. The flagrant 2 technical fouls assessed to A6, A7, A8, A9 and A10 shall be charged to the head coach as CLASS B technical fouls because these individuals are bench personnel. Since three CLASS B technical fouls have been assessed to the head coach from Team A, he shall be ejected. The flagrant 2 technical fouls assessed to B6 and B7 shall also be charged as CLASS B technical fouls to the head coach of Team B but do not lead to ejection since, in this case, three CLASS B technical fouls are required for ejection. A1 and B1 shall be assessed flagrant 2 technical fouls for fighting and shall be ejected. A1's and B1's flagrant 2 technical fouls are offsetting, so no free throws shall be attempted by either team. A1, A6, A7, A8, A9, A10, B1, B6 and B7 shall be subject to the suspension penalty for fighting.

(Rule 10-3.1.j Penalty, Resumption of Play and Ejection, 10-3.2.g Penalty, Resumption of Play and Ejection, 10-5, 8-3.4, 7-4.14 and Appendix I)

A.R. 256. After a violation by A2, A1 is involved in a fight. B6 leaves the bench and enters the court, but does not participate in the fight.

RULING: A1 shall be charged with a flagrant 2 technical foul, ejected and shall be subject to the fighting penalty and suspension. Any player from Team B is permitted to attempt the two free throws for A1's infraction. B6 shall be ejected for leaving the confines of the bench area and entering the playing court. The acts committed by A1 and B6 are not offsetting; they are separate acts. No free throw penalty or technical foul shall be assessed to either B6 or the coach from Team B. Because B6 did not participate in the fight, no fighting suspension shall be involved.

(Rule 10-3.1.j and Ejection, 10-5, 10-4.2.j and Appendix I)

CLASS B-Technical Infractions

A.R. 257. Fifteen minutes before the game is scheduled to start and during the warm-up drills, squad member A6 dunks. Should A6 be charged with a Class B technical foul?

RULING: No. There is no prohibition against dunking a dead ball. (Rule 10-4)

A.R. 258. A1 is dribbling toward the basket and contact is made by B1 immediately before the start of the act of dunking. A1 continues the attempt to dunk.

RULING: When the official sounds the whistle and calls a foul on either A1 or B1, the basket shall not count. A1 shall not be assessed a CLASS B technical foul for dunking a dead ball.

(Rule 10-4)

A.R. 259. A1 is in the act of dunking, and a foul is called on B2 off the ball.

RULING: When A1 has started the throwing motion, the goal, when successful, shall count. No CLASS B technical foul shall be called on A1 for dunking. When the foul is committed before A1 is in the act of

shooting, the referee shall not count the basket and shall penalize for the foul that was committed off the ball.

(Rule 10-4, 5-1.10 and .12, and 6-5.1.d)

A.R. 260. A1 dunks and in so doing grasps the ring with a free hand when it was not necessary to prevent injury and then dunks with the other hand:

1. Before the ball leaves his other hand on a dunk attempt; or
2. After the ball clears the net on a successful dunk.

RULING 1: A1 shall be assessed a CLASS B technical foul for grasping the ring unnecessarily. No goal shall be scored.

(Rule 10-4.1.e and h)

2: The goal shall count and A1 shall be assessed a CLASS B technical foul for emphatically grasping the ring.

(Rule 10-4.1.e, .f and .h)

A.R. 261. A player steps out of bounds to avoid contact.

RULING: This shall not be called a CLASS B technical foul unless the player leaves the playing court to deceive or gain a more advantageous position in some way. When the player is a dribbler, the ball shall be ruled out of bounds. When the player returns to the playing floor and is the first to touch the ball, a violation has occurred since he left the playing court under his own volition.

(Rule 10-4.1.k and 9-4.1)

A.R. 262. After a field goal by B1 with two minutes left to play:

1. B2 reaches through the end-line plane and slaps the ball from the hands of thrower-in A1 or touches the ball as it is passed between teammates who are both out of bounds along the end line after the score; or
2. After a warning, B2 prevents the ball from being promptly put in play by slapping the ball away.

RULING: In both plays, a CLASS B technical foul shall be charged to B2 for delaying the game.

When A1, in making the throw-in, extends the ball through the end-line plane into the playing court and B2 slaps the ball from the hands of A1, without B2 breaking the plane of inside edge of the end line, B2 has not committed a violation because the ball is in play once it crosses the end line.

(Rule 10-4.1.i and l)

A.R. 263. The referee notices that the head coach of Team A is using electronic transmission (e.g., headsets, cellular telephones, modular telephones, computers) to communicate with someone in the stands. This is discovered:

1. Before the start of the game; or
2. During the game.

RULING 1: The official should ask the coach to discontinue using the electronic transmission.

2: A CLASS B technical foul shall be assessed to the head coach and the head coach shall be instructed to discontinue use of the equipment.

The use of computers (including iPads), even when they are used solely for keeping statistics is prohibited per Rule 10-4.2.d since the devices are capable of electronic transmission.

(Rule 10-4.2.d)

A.R. 264. A team has co-head coaches.

RULING: Before the start of the game, the team shall designate who the coach with “standing” privileges shall be. Both coaches shall be assessed all technical fouls.

(Rule 10-4.2.f.1 and 10-4.2)

A.R. 265. The head coach of Team A is standing within the coaching box to coach his team. Likewise, two assistant coaches and 10 squad members are standing in the bench area while the game clock is running and the ball is live.

RULING: This is permitted only when bench personnel rises from the bench to spontaneously react to an outstanding play then immediately sitting down on the bench. Otherwise, when only one other person is illegally standing, an official shall assess the individual illegally standing with a CLASS B technical foul, which is also charged to the head coach as a CLASS B technical foul. When more than one other person is standing, an official shall assess a CLASS B technical foul to the head coach only.

(Rule 10-4.2.f and Penalty)

A.R. 266. A4 is disqualified after receiving his fifth foul. The coach of Team A does not have a substitute ready to enter the game after the permitted 15 seconds.

RULING: The referee shall assess a CLASS B technical foul on Team A's head coach. This technical foul shall be one of the three CLASS B technical fouls or one of a combination of two CLASS B and one CLASS A technical fouls that the head coach can accrue before being ejected and shall not count toward the bonus. Team A's substitute shall enter the game. Team B shall shoot one free throw and the ball shall be put back in play at the point of interruption.

(Rule 10-4.2.g and Penalty, Resumption of Play and Ejection, and 4-27.1.e)

A.R. 267. A6 and B6 leave the bench because a fight has broken out. A6 and B6 do not participate in the fight.

RULING: A6 and B6 shall be ejected. No free-throw penalties or technical fouls shall be assessed to A6 and B6 or the coaches of Team A and Team B. Because neither participated in the fight, no fighting penalty or suspension shall be invoked against them. This CLASS B infraction does not count toward the team foul total.

(Rule 10-4.2.j, Penalty and Ejection)

A.R. 268. Team B leads, 67-66. A1's two-point try for goal is successful, but there is no indication that time has expired. Assuming that the successful try was a game-ending and winning goal:

1. Bench personnel from Team A; or
2. Fans from Team A go onto the playing court to celebrate.

RULING: When the celebration causes a delay by preventing the ball from being promptly made live or by preventing continuous play including, but not limited to the following: a) when the thrower-in is in the process of carrying the ball out of bounds for a throw-in; b) attempting the throw-in; or c) has completed the throw-in.

1: A CLASS B technical foul shall be assessed to the head coach. The coach's technical foul does not count toward the team foul total but does count toward the coach's ejection.

(Rule 10-4.2.h and Penalty and Ejection)

2: An administrative technical foul shall be assessed to the offending team. This technical foul does not apply to the team foul total. Any player from Team B shall attempt the two free throws and play shall resume at the point of interruption. When the celebration does not delay or interfere with play, the celebration shall be ignored.

When there is no delay in putting the ball in play or any interruption in the continuity of the game, officials should allow play to continue without penalty. When play can be stopped before the ball is at the disposal of Team B and without delaying the ball from being put in to play or interrupting the continuity of play, the official shall sound the whistle, clear the floor and resume the game without assessing any penalty.

(Rule 10-2.8.d and Penalty, and Section 10-2 Penalty)

RULE 11

Instant Replay

Games with Replay/Television Equipment

A.R. 269. Team B's coach appeals to an official for a correctable-error because he thinks a goal was erroneously counted. A school representative is sitting in the bleachers with a camcorder. May the official consult the camera?

RULING: No. A camcorder that is not at a courtside table is not an official courtside monitor; however, if the camcorder and all necessary equipment were on an official courtside table located within 12 feet of the playing court, the camcorder could be consulted.

(Rule 11-1.1)

A.R. 270. In the same situation as in A.R. 271 a team manager is filming the team video from an elevated position. The official requests that the manager bring the tape to the scorers' table so that the official can play it in the videocassette player and television that are on the scorers' table. Is this legal?

RULING: No. The entire unit, including the tape, must be at a courtside table. When the tape had been filmed from the courtside table and the videocassette player and television were on that table, it would have been legal to consult the tape.

(Rule 11-1.1)

A.R. 271. With Team A leading Team B by the score of 70-68, B-1 attempts a field goal with three seconds remaining in the second period. The try is successful and the officials signal a two-point goal. The game clock is stopped with two seconds remaining on the game clock. A-1 grabs the ball, steps out of bounds along the end line and inbounds the ball to A-2 who immediately attempts a shot, which is unsuccessful. The game clock is started correctly and expires while A-2's try is in the air. Following the expiration of time, Team B's coach requests that the officials use the instant replay to determine if B-1's goal should be three points.

RULING: The officials may use the monitor to review B-1's goal because the review occurs within the statute of limitations. If, after review, the officials determine that B-1's try was a three-point goal, Team B shall be awarded another point and declared the winner by a score of 71-70. (Rule 11-2.1.b.1 and 2-12.3)

NOTE: Once officials leave the visual confines of the playing area, the score has been approved and the monitor review noted above would not be permissible.

A.R. 272. A1 releases a try for goal at the expiration of time for the game. The official observes a three-point field goal but inadvertently indicates the field goal to be a successful two-point goal. Before the official goes to a courtside monitor to confirm the status of the play, the coach from Team A

appeals to an official for a correctable-error on the grounds that the goal was counted erroneously and three points should have been awarded.

RULING: When there is a reading of zeroes on the game clock and after making a call on the playing court, the officials shall be required to use the court side monitor to ascertain whether the try for field goal was released before or after the reading of zeroes when it is necessary to determine the outcome of the game. The officials may, but are not required to, use the court side monitor to determine whether a try for goal was a two- or three-point attempt unless the coach makes an appeal for a correctable error. In such a case, the officials are now required to investigate, which may include using the monitor, whether a correctable error occurred. When the coach's appeal is ruled to be incorrect, a 75-second timeout shall be charged or a 30-second timeout when a 75-second timeout is not available in games not involving the electronic-media timeout format. In games involving the electronic-media timeout format, either a 60- or 30-second timeout shall be charged to his team. When that timeout exceeds the allotted number, an administrative technical foul shall be assessed to the offending team.
(Rule 11-2.1.b.1 and .3, and 11-3.1.a.1 and 2-12.6)

A.R. 273. Team A is awarded a throw-in with 25 seconds remaining in the second period and 5 seconds on the shot clock. A1's successful try for goal occurs near the expiration of the shot clock. The officials cannot hear the shot clock horn over the crowd. Following a timeout, the officials decide that they will use the monitor to determine whether or not the try by A1 was released prior to the shot clock horn.

RULING: When there is a question of whether or not the try was released in time, and the try was successful, the officials have until the ball next becomes live to recognize the potential mistake and signal the scorer that an instant replay review is required. When the try is unsuccessful, a review is not permissible.

(Rule 11-2.1.b.4)

A.R. 274. As the official calls a five-second closely guarded violation, the official sounds the whistle and gives the signal to stop the game clock. The game clock was stopped, however, in the official's judgment, time elapsed after the signal to stop the clock.

RULING: The official is permitted to go to the official courtside monitor to determine if a timer's mistake has been committed. When it is determined that time did elapse, the official is permitted to correct the time.

(Rule 11-2.1.c.1.c)

A.R. 275. A1's successful try for goal ties the score with two seconds remaining on the game clock. The timer fails to properly stop the game clock.

RULING: The official is permitted to use the monitor to obtain information of the timer's mistake when, in his judgment, time has elapsed. The mistake shall be corrected before the start of the intermission for the extra period.

(Rule 11-2.1.c.1.c and 11-2.1.c.1.b)

A.R. 276. There are 32 seconds on the game clock and 30 seconds on the shot clock. Team A uses time before A1 releases the ball for a try for goal. After A1 releases the ball, the shot-clock horn sounds. The ball does not strike the ring or flange. The officials call a shot-clock violation. At the same time as the official's whistle, the game clock sounds, signaling that the period has ended. Shall the official put two seconds back on the game clock?

RULING: No. The shot-clock horn sounded at the expiration of the shot-clock period; however, this does not stop play unless recognized by the official's whistle. The official's whistle for the shot-clock violation stopped play. The expiration of playing time was indicated by the timer's signal. This signal shall terminate player activity (Rule 2-10.14). The period ended with the violation. However, in games with a 10th-of-a-second game clock display and an official courtside monitor, when in the judgment of the official time has elapsed from when he signaled for the clock to be stopped to when the game clock stopped, the monitor may be used to determine the correct time to be put back on the game clock. In games without an official courtside monitor, the official is required to have definite information relative to the time involved to correct the time elapsed.

(Rule 11-2.1.c.1.c, 9-11.1, 2-10.14, 2-11.9, 5-11.1.c, 5-11.2.a and 6-5.1.d)

A.R. 277. Team A begins a throw-in with 20 seconds remaining in the game and two seconds remaining on the shot clock. The throw-in is completed and A2 releases a try for goal. The try is successful and the game clock erroneously continues to run. The officials recognize the timer's mistake and stop play before the ball becomes live. During this stoppage in play, the officials decide that they will use the monitor to correct the timer's mistake and to determine if the shot was released before the sounding of the shot-clock horn since the horn could not be heard above the crowd noise.

RULING: The officials are permitted to use the monitor to correct the timer's mistake. The officials are also permitted to use the monitor to determine if the shot was released before the sounding of the shot-clock horn in this play.

(Rule 11-2.1.b.4)

AR 278. A1 attempts a try with 8 seconds remaining on the shot clock. The ball hits the backboard, but fails to hit the rim and the shot clock operator mistakenly resets the shot clock. A2 rebounds the ball and:

1. Attempts a try within 8 seconds which is successful, or
2. Is fouled or commits a foul within 8 seconds, or
3. Dribbles the ball for 10 seconds before being fouled by B2.

After 10 seconds, an official blows his whistle and elects to go to the monitor to see if a shot clock timing mistake has occurred. After review, the officials confirm that a shot clock timing mistake occurred and that Team A had only 8 seconds remaining on the original shot clock, when the timer incorrectly reset the shot clock.

RULING 1: Count the basket by Team A, since it occurred within the original shot clock period.

2: Penalize the fouls appropriately because they also were committed during the original shot clock period.

3: Team A has committed a shot clock violation. Award the ball out of bounds to Team B and put 2 seconds back on the game clock. Cancel the foul unless it was a flagrant 1 or 2 or a technical foul.

(Rule 11-2.1.c.2 and 5-12.4)

A.R. 279. In a game with an official courtside monitor, A1 attempts a try with 15 seconds remaining on the shot clock. The try did not contact the ring or flange and Team A regained control. However, the shot-clock operator reset the shot clock.

1. The official blows the whistle and confers with his partners, and they determine that the ball did not hit the ring and the shot clock was mistakenly reset. The officials have definite information relative to the time that was on the shot clock when it was reset. As a result, the officials decide not to use the courtside monitor.
2. The official blows the whistle and confers with his partners and they are unable to determine whether the shot clock was improperly reset. The referee decides to go to the monitor to determine whether a timing mistake occurred.

Are the officials required to use the courtside monitor in these situations?

RULING 1: No. The officials are not required to use the monitor since they agree that the ball did not hit the ring. Since the officials had definite information relative to the time that was on the shot clock before it was mistakenly reset, they shall instruct the shot-clock operator to place the correct time on the shot clock and play shall be resumed at the point of interruption.

2: No. By rule, the officials are not required to use the monitor. However, since the officials are unable to determine if the shot clock was improperly reset, they are permitted to use the monitor to make this determination. When it is determined that the shot clock was mistakenly reset, they are permitted to put the correct time back on the shot clock. When it is determined that there has been no mistake in resetting the shot clock, there shall be no adjustment to the shot clock. In both cases, play shall be resumed at the point of interruption.

(Rule 11-2.1.c.2 and 5-12.4)

A.R. 280. The game clock is stopped because of a violation by Team A when A1 commits a flagrant 2 foul against B1 either:

1. Before the ball is placed at Team B2's disposal for a throw-in; or
2. After the ball is placed at Team B2's disposal for a throw-in.

The officials fail to observe the flagrant 2 personal foul. When B2 completed the throw-in to B3, the clock was properly started, then B3 committed a traveling violation. During the dead ball period created by B3's traveling violation, the referee notices that B1 is bleeding. The officials go to the monitor to determine if a flagrant 2 personal foul occurred.

RULING: The officials were correct in using the monitor to determine if a flagrant 2 contact foul occurred. This foul shall be penalized because the official recognized the flagrant 2 personal foul during the first dead ball after the foul.

1: The foul occurred when the game clock was stopped and the ball was dead because the ball had not yet been placed at the disposal of Team B for the throw-in. When it is determined that a flagrant 2 contact technical foul occurred, A1 shall be assessed a flagrant 2 technical foul and ejected. The foul counts toward the team foul total. Two free throws shall be awarded to any member of the offended team. Play shall resume by awarding the ball to Team B for a throw-in at a designated spot at the division line on either side of the playing court, which was where play was stopped to review the monitor for the flagrant 2 technical foul.

When it was deemed that the flagrant 2 contact technical foul did not occur, a contact dead ball technical foul may be assessed to A1. In such a case, two free throws are awarded to any eligible team member of the offended team and play shall resume at the division line with a throw-in to the offended team.

2: The foul occurred when the game clock was stopped and the ball was live because it was at Team B's disposal for a throw-in. When it is determined that a flagrant 2 personal foul occurred, A1 shall be assessed a flagrant 2 personal foul and ejected. The foul counts toward the team foul total. Two free throws shall be awarded to the offended player (B1). Play shall be resumed by awarding the ball to the offended team where the play was stopped to review the flagrant 2 personal foul.

When it was deemed that the flagrant 2 personal foul did not occur, a flagrant 1 personal foul may be assessed to A1. In such a case, two free throws are awarded to the offended player (B1) and play shall resume where the play was stopped to review the act with a throw-in to the offended team.

When the act was not deemed to be a fight, a flagrant 1 or 2 foul, or the act occurred outside the statute of limitations, no penalty shall be assessed, and play shall be resumed where the play was stopped to review the act.

(Rule 11-2.1.d.1 and .2 and 7-4.8 Exception)

A.R. 281. Team A is in control of the ball in its frontcourt with the game clock running. B1 intercepts a pass and advances the ball up court. Behind the play, A2 commits a flagrant 2 personal foul against B2. The officials fail to observe the act. B1 scores a field goal and Team A makes a throw-in from the end of the court where the goal was made. After the throw-in:

1. A1 commits a violation; or
2. A1 successfully scores a goal.

Immediately after the dead ball caused by the violation or successful score, the referee notices that B2 is bleeding and stops play. The officials decide to use the monitor to determine if a fight caused the bleeding.

RULING: The officials were correct to use the monitor to determine if a fight occurred. Upon review of the play, it is determined that a fight did occur. Since the fight occurred while the game clock was running, the statute of limitation to penalize the fight is before the second live ball after the fight occurred.

- 1: A2 committed a flagrant 2 personal against B2 while the clock was running. After the foul, B1's successful field goal created the first dead ball as the ball became dead immediately after the score while the clock continued to run. Thereafter, the first live ball was created when the ball was at the disposal of Team A for a throw-in. When the throw-in was completed and A1 committed a violation, the second dead ball was created. Before the ball became live on the subsequent throw-in, the officials reviewed the play and observed the fight.
- 2: A2 committed a flagrant 2 personal against B2 while the clock was running. After the foul, B1's successful field goal created the first dead ball as the ball became dead immediately after the score while the clock continued to run. The first live ball was then created when the ball was at the disposal of Team A for a throw-in. The second dead ball occurred immediately after A1's successful goal. Before the ball became live on the subsequent throw-in, the officials stopped play, reviewed the play and observed the fight.

In both cases, the fight was observed before the second live ball after the fight so the fight shall be penalized. Player A2 shall be assessed a flagrant 2 personal foul, charged with fighting, ejected and is subject to suspension. The foul counts toward the team foul total. Two free throws shall be awarded to the offended player (B2) and play shall resume where the play was stopped to review the act with a throw-in to the offended team.

When it is determined that the foul was not a fight but a flagrant 2 act, a flagrant 2 personal foul may be assessed. This foul counts toward the team foul total. In such a case, two free throws shall be awarded to the offended player (B2) and play shall be resumed where the play was stopped to review the act. Player A2 shall be ejected but is not subject to suspension.

When it is determined that the foul was not a fight or a flagrant 2 personal foul, a flagrant 1 personal foul may be assessed to A2. In such a case, two free throws are awarded to the offended player (B2) and play shall resume where the play was stopped to review the act with a throw-in to the offended team.

When the act was not deemed to be a fight, or a flagrant 2 personal foul, or a flagrant 1 personal foul or the act occurred outside the statute of limitations, no penalty shall be assessed, and play shall be resumed where the play was stopped to review the act.

(Rule 11-2.1.d.1 and .2)

A.R. 282. An official reports a flagrant 1 personal foul on A1. Team B coach asks the officials to review the foul using the monitor to determine if the

foul was a flagrant 2 personal foul. The official reviews the monitor to see if a flagrant 2 personal foul occurred on the play and upon review sees that the illegal contact was not a flagrant 1 or 2 personal foul, but was a common foul. Is the official permitted to change the reported flagrant 1 personal foul to a common foul? Is Team B charged with a timeout because a flagrant 2 personal foul did not occur?

RULING: While the officials are permitted to review the monitor to see if a flagrant 2 personal foul occurred, Rule 11-2.1.d.1 states that when it is determined that a flagrant 2 personal foul did not occur but a flagrant 1 personal, contact dead ball technical foul or common foul did occur, those fouls can be penalized, but no other infractions may be penalized. When the official reports a flagrant 1 personal foul, that foul can be reviewed until the ball becomes live. Since the coach requested a review for a possible flagrant 2 personal foul and no flagrant foul occurred, Team B is charged a timeout.

(Rule 11-2.1.d.1 and .4)

A.R. 283. Team B commits a violation and while the ball is dead and the clock is stopped, A2 commits a flagrant 2 technical foul against B2. The officials fail to observe the act. Team A completes the throw-in and commits a violation. After the violation by Team A, Team B completes a throw-in and while the ball is in control of Team B, the officials see that B2 is injured and stop play. Because the officials have a plausible reason to believe that a flagrant 2 foul may have occurred, they choose to review the severity of the foul using the courtside monitor.

RULING: When the officials fail to observe the flagrant act, the monitor may be used to review the act.

After the flagrant 2 technical foul by A2, the ball became live when the ball was at the disposal of Team A (first live ball). After Team A completed the throw-in, they committed a violation, creating the first dead ball after the foul. After this violation, the second live ball occurred when the ball was at the disposal of Team B for a throw-in. Team B completed this throw-in then play was stopped to review the play. Upon review of the play, the officials observed the flagrant 2 technical foul by A2. However, the statute of limitations had expired when the ball became live for the second time after the foul and therefore the act shall not be penalized. Play shall be resumed where play was stopped to review the play.

(Rule 11-2.1.d.1)

A.R. 284. The official reports a flagrant 2 foul on A1. After reporting the foul, the officials decide to use the monitor to determine if another flagrant 2 personal or flagrant 2 contact technical foul occurred. The officials do not see another flagrant 2 foul, but would like to downgrade the foul against A1 to a flagrant 1 personal foul. Are the officials permitted to downgrade a foul that has been reported?

RULING: Yes. This foul can be downgraded to a flagrant 1 personal foul, contact dead ball technical or a common foul. When the officials

reported the foul as a flagrant 2 foul on A1, that foul can be reviewed until the ball becomes live.

(Rule 11-2.1.d.1)

A.R. 285. During a live ball, the officials fail to observe the illegal contact of A1's excessive swinging of the elbow above the shoulders of defender B1 on a play under Team A's basket. Play continues to the opposite end of the court where:

1. A held ball occurs; or
2. B2 is fouled on a successful goal.

RULING: The officials may use the monitor to determine if a flagrant personal foul occurred. When the officials discover that A1's elbow excessively contacted B1 and they are within the time frame to penalize this foul, they shall assess A1 with a flagrant 2 personal foul and A1 shall be ejected. Since the review of the foul occurred during the first dead ball period following the illegal contact by A1, the officials are within the legal time frame to penalize this flagrant 2 personal foul. B1 will shoot two free throws for the flagrant 2 personal foul charged to A1 with no players on the marked lane spaces. Following these free throws:

1: Play will be resumed with a throw-in to Team B for the flagrant 2 personal foul at a designated spot nearest to where the held ball occurred (the point of interruption). The throw-in is for the flagrant 2 personal foul and not an alternating-possession throw-in so the alternating-possession arrow will not be reversed when the throw-in ends.

2: B2 is awarded one free throw with no players in the marked lane spaces. Following this free throw, play will be resumed with a throw-in to Team B for the flagrant 2 personal foul under Team B's basket, which is the point of interruption.

(Rule 11-2.1.d.2)

A.R. 286. The official calls a personal foul on B1. During the dead ball period after this foul call, B1 contacts A1 and the official assesses a contact dead ball technical. While the officials are discussing penalty administration, they fail to observe B5 committing a flagrant 2 foul against A5. The officials, not realizing that a flagrant 2 technical foul has occurred, award Team A two free throws for the technical foul against B1. Before the throw-in by Team A for the personal foul, the coach from Team A informs the officials that B5 committed a flagrant 2 foul against A5. At this time, the officials choose to use the monitor to:

1. Review the original personal and contact dead ball technical foul to determine if either of them was a flagrant 2 foul; or
2. Determine if a flagrant 2 technical foul occurred when they were not looking.

Are the officials correct to use the monitor?

RULING 1: No. When the ball was placed at the disposal of the free-thrower to shoot the free throws for the contact dead ball technical

foul against B1, the ball became live. When the ball became live, the period to review the personal and technical fouls has ended.

(Rule 11-2.1.d.1.a)

2: Yes. The officials MAY use the monitor to determine if a flagrant 2 contact technical foul occurred. Using the replay equipment, the officials reviewed the game until they discovered that B5 committed a flagrant 2 contact technical foul against A5. This foul occurred when the clock was stopped while the officials assessed the personal and contact dead ball technical foul to B1. Since B5's flagrant 2 contact technical foul against A5 occurred when the clock was stopped, the officials have until the first dead ball after the clock was properly started to penalize the act. In this play, the clock has not started since B5's flagrant 2 act; therefore, the flagrant 2 contact technical foul by B5 shall be penalized. Player B5 shall be ejected. Team A shall be awarded two free throws for the flagrant technical foul by B5 and awarded the ball for a throw-in at the division line.

(Rule 11-2.1.d.1 and .2.a)

A.R. 287. A1 is called for a traveling violation. Before resuming play with a throw-in, the official notices that B3's face is bleeding. The official decides to use the monitor to determine if a flagrant foul had been committed against B3.

Is the official correct?

RULING: The official is permitted to use the courtside monitor since it is plausible that a flagrant foul may have occurred. In reviewing the play on the monitor, the official ascertained that a flagrant 2 personal foul occurred during a live ball and while the clock was running. The officials deemed the foul to be a fight since it was a confrontational/combative act by A3. The official shall eject A3 for fighting, notify the coach, report the fight to the scorer, penalize the flagrant 2 personal foul by awarding two free throws to B3 and resume play by awarding the ball to Team B at a designated spot nearest to where play was stopped to review the foul.

(Rule 11-2.1.d.1 and .2.b)

A.R. 288. During a live ball, officials fail to observe A1's flagrant foul against defender B1 on a play under Team A's basket. Play continues to the opposite end of the court where a flagrant 1 personal foul is called against B2 for illegally contacting A2 with an elbow. After the official reports the foul on B2, the Team B coach informs an official that B1 is bleeding because B1 was flagrantly fouled by A1. The official chooses to review the monitor to determine if a flagrant personal foul occurred when they were not looking.

RULING: The officials may use the monitor to determine if a flagrant personal foul or a flagrant personal foul for illegal elbow contact of the opponent occurred against B1 when they were not looking. When the officials determine that this illegal contact by A1 is not a flagrant 2 personal foul, but is a flagrant 1 personal foul and they are within the time frame to penalize this foul, the officials may assess a flagrant

1 personal foul. Since the review of the foul occurred during the first dead ball period following the illegal contact by A1, they are within the legal time frame to penalize this foul. Player B1 will shoot two free throws for the flagrant 1 personal foul charged to A1 with no players on the marked lane spaces. Following these free throws, Player A2 will shoot two free throws with no players in the marked lane spaces for the flagrant 1 personal foul charged to B2. Play is resumed with a throw-in under Team B's basket to the team entitled to the alternating-possession arrow. This is where play was stopped to review the monitor, making it the point of interruption.

(Rule 11-2.1.d.2)

A.R. 289. With 1:25 remaining in the second period and the shot clock near zero, A1 attempts a try for goal, which is unsuccessful.

1. A3 recovers, or
2. B2 recovers the rebound. The officials are uncertain whether or not a shot clock violation occurred.

RULING: In 1 and 2: Since the try was unsuccessful, there can be no instant replay review. The game shall continue.

(Rule 11-2.1.b.4)

A.R. 290. Near the end of the second period, A1 is fouled in the act of shooting, but before A1 releases the ball for a try for goal, the game clock expires before the try is released. A1's try is:

1. Successful; or
2. Unsuccessful.

RULING: When a foul and a try for goal sequentially occur at the expiration of time, the official shall use the monitor to determine whether the foul and the try occurred before the reading of zeros on the game clock.

- 1: When it is determined that the foul occurred before the reading of zeroes on the game clock but the try was not released before the reading of zeroes, the foul shall be penalized. With the use of the monitor, the official shall be permitted to put the exact time on the game clock as to when the foul occurred. When the officials determine that time should be put back on the game clock, the game has not ended and the goal shall count. When the time of the foul cannot be determined, the official shall be permitted to put the exact time back on the game clock when it can be determined as to when the ball passed through the net. When it is determined with the use of the monitor that both the foul and the try occurred before the reading of zeroes on the game clock, the foul shall be penalized and the goal shall count.
- 2: Since the try was unsuccessful, the official shall use the monitor to determine whether the foul occurred before the reading of zeroes on the game clock. When it is determined that the foul occurred before the reading of zeroes, the foul shall be penalized. When it

can be determined, the officials shall be permitted to put back on the game clock the exact time as to when the foul occurred.

(Rule 11-3.1.a.1 and .3)

A.R. 291. Near the end of the second period, A1 is fouled in the act of shooting but before releasing the ball for a try. After the foul, the shot clock horn sounds followed immediately by the release of the ball for a shot attempt and the sounding of the game clock horn. A1's try is:

1. Successful; or
2. Unsuccessful.

RULING 1: When a foul and a try for goal sequentially occur at the expiration of time on the shot clock, the official shall use the monitor to determine whether the foul and try occurred before the sounding of the shot clock horn. 1) When it is determined that the foul occurred before the expiration of the shot clock but the try was not released before the sounding of the shot clock horn, the foul shall be penalized. With the use of the monitor, the official shall be permitted to put the exact time on the game clock when the foul occurred. When the officials determine that time should be put back on the game clock, the shot clock horn should never have sounded and the goal shall count.

2. The official shall use the monitor to determine whether the foul occurred before the expiration of time on the shot clock. When it is determined that the foul occurred before the expiration of the shot clock, the foul shall be penalized. When it can be determined, the official shall be permitted to put back on the game clock the time which elapsed since the foul occurred.

(Rule 11-3.1.a.1 and .3)

A.R. 292. Player A1 falls to the playing floor and is:

1. Bleeding; or
2. Doubled over in pain, holding his abdomen.

Is the official permitted to use the monitor to determine if the conditions were a result of a fight?

RULING: It is required for the official to use the monitor to determine if a fight occurred and who participated. In using the monitor, when the official ascertains that an opponent struck a player with the arms (elbows), hands, legs or feet, and if the official concludes that the act was combative and occurred within the prescribed time frame, then he shall deem it a fight. Consequently, the player shall be ejected and the fighting penalty invoked.

(Rule 11-3.1.b, 11-2.1.d.2 and 10-5.2)

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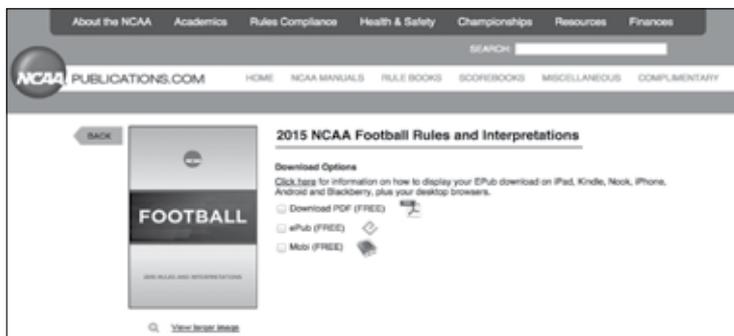
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