



BASKETBALL



**2008 MEN'S AND WOMEN'S
BASKETBALL CASE BOOK**



THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION
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Preface

The NCAA Case Book contains rulings that have been approved by the Men's and Women's Rules Committees 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 and Women'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.

— **Ed Bilik, secretary-rules editor**

NCAA Men's Basketball Rules Committee

— **Debbie Williamson, secretary-rules editor**

NCAA Women's Basketball Rules Committee

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 1-15.10)

Team Benches-Scorers' and Timers' Table

- A.R. 2. 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: 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.

(Rule 1-20.2)

RULE 2

Officials and Their Duties

Officials' Jurisdiction

- A.R. 3. 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 retrieves the ball and dunks into his or her basket. The referee, who is near the free throw line, on his or her way to the scorers' table to check/approve the final score, sees this action by A1 and assesses a player/substitute technical foul. Team A's coach pushes the referee after the technical foul is called. The referee assesses a direct 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 2-4.4)

- A.R. 4. 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 playing area, the score has been approved and the game is over.

(Rule 2-4.4)

- A.R. 5. 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 purpose of the rule requiring the official to hand/bounce the ball to the thrower-in in situations other than after a timeout is to indicate clearly which team is entitled to the throw-in 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 play is resumed, the official should withhold the ball from play to

permit the players to re-deploy themselves. The officials should not permit unusual delays to allow a team to set up a scoring play in the front court or to permit a specific player to take the ball for a throw-in.

(Rule 2-7.14)

Duties of Scorers

- A.R. 6.** B1 commits a fifth foul [any combination of personal and (men) direct technical fouls; (women) all 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 2-9.4)

- A.R. 7.** A player who has committed a fifth foul [any combination of personal fouls, (men) direct technical fouls and (women) all 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 after (or 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. When other aspects of the error are correctable, such as permitting the wrong player to attempt a free throw, see Rule 2-12.

(Rule 2-9.4)

- A.R. 8.** 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. (Men) This administrative technical foul does not count team foul count. (Women) This administrative technical foul does count team foul count.

(2) When the home-team coach instructs the official scorer to remove the scorebook, the head coach shall be assessed a direct technical foul.

(Rule 2-9.12 and 10-2.4)

A.R. 9. When may a scorer signal?

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 a substitution, the scorer may signal when the ball next becomes dead and the clock is stopped. 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 2-9.15)

A.R. 10. 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 award the ball to the team in control at a designated spot nearest to where the dead ball occurred.

(Rule 2-9.15)

A.R. 11. 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 bookkeeping mistake shall be rectified.

(Rule 2-9.17)

A.R. 12. 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 2-9.17)

Duties of Timer

- A.R. 13. The official timer properly sounds a warning signal 15 seconds before a charged timeout expires and 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 resume play by placing the ball at the disposal of the player for a throw-in at a designated spot and shall start the throw-in count.

(Rule 2-10.10)

- A.R. 14. In a game with no official courtside television 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 or her 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 television 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.

(Rule 2-10.15.c)

Duties of Shot-Clock Operator

- A.R. 15. 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)

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- A.R. 16.** 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 basket support.

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

(Rule 2-11.6.c)

- A.R. 17.** A1 releases the ball on a try for goal, 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. 18.** 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 or her 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) Since A1's try was in flight and there was no team control when the inadvertent whistle was blown, the ball shall be put back into play at a designated spot nearest to where the dead ball occurred with the use of the alternating-possession arrow and the shot clock shall be reset. In (b) if 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 2-11.7.g, 4-53.1.a and 4-53.2.a and .d)

Correctable Errors

A.R. 19. 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. 20. After the bonus is in effect, B1 holds A1. A1 erroneously is not awarded a bonus. 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 or her merited free throw(s).

(Rule 2-12.1.a and 2-12.2)

A.R. 21. Before the bonus rule is in effect, B1 fouls A1. The official errs 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 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.

(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, a flagrant personal foul or an intentional personal foul shall be canceled. Any points scored, time consumed and additional activity which may occur before the recognition of the error, shall not be nullified.

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

A.R. 22. 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 shall be 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.

(2) A1's first free throw, to which he or she 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.

(3) A1's unmerited second free throw was unsuccessful, so it shall be ignored, and play shall be resumed at the point of interruption.

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

A.R. 23. 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) B1 fouls A3; or

(2) B1 intentionally fouls A3. Before the ball becomes live, 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 B1 in (1) shall be canceled. The intentional 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 intentional foul by B1. Team A shall be awarded the ball at the designated spot nearest to where the foul occurred.

(Rule 2-12-1.c and 2-12.3)

- A.R. 24.** (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 before the first dead ball has become live after the game clock has started.

RULING: (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 (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 2-12.2)

- A.R. 25.** 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 scored the field goal.

RULING: When, in the official's judgment, the goal was erroneously counted while the game clock was running, 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 2-12.3 and 2-12.1.e)

- A.R. 26.** 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/her 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.

(Rule 2-12.5 and 2.12.1.a)

Officials Use of Replay/Television Equipment

- A.R. 27. Team B's coach asks for a correctable error because he/she thinks there was a mistake by the game clock operator and, as a result, a goal was erroneously counted. A school representative is sitting in the bleachers with a camcorder. May the official consult the camcorder?

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, the camcorder could be consulted.

(Rule 2-13.1)

- A.R. 28. In the same situation as in A.R. 27, 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 2-13.1)

- A.R. 29. A1 releases a try for goal at the expiration of time for the game. The official rules the field goal to be a successful two-point goal. Before an official goes to a courtside monitor to confirm the status of the play, the coach from Team A requests 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 zeros and after making a call on the playing court, the officials shall be required to use the courtside monitor to ascertain whether the try for field goal was released before or after

the reading of zeros on the game clock when it is necessary to determine the outcome of the game. The officials may use the courtside monitor to determine whether a try for goal was a two- or three-point attempt. The officials shall notify the coaches of both teams of their intention to use the courtside monitor for this purpose. 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 involving electronic media, either a 60- or 30-second timeout shall be charged to his or her team. When that timeout exceeds the allotted number, an administrative technical foul shall be assessed to the offending team.

(Rule 2-13.2.b.1 and .3 and 2-13.3)

A.R. 30. 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.

(2) The timer's mistake shall 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 may be corrected before the ball is touched inbounds or out of bounds by a player before the second live ball.

(Rule 2-13.2.c.2)

A.R. 31. 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.

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 2-13.2.c.3)

A.R. 32. A1 is successful with a try for goal with two seconds remaining on the game clock, which ties the score. 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 or her judgment, time has elapsed. The mistake shall be corrected before the start of the intermission for the extra period.

(Rule 2-13.2.c.3)

- A.R. 33.** There are 37 seconds (men) or 32 seconds (women) on the game clock and 35 seconds (men) or 30 seconds (women) 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 television monitor, when in the judgment of the official time has elapsed from when he or she 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 television monitor, the official is required to have definite information relative to the time involved to correct the time elapsed.

(Rule 2-13.2.c.3, 4-62, 2-10.14, 2-11.9, 5-10.1.c, 5-10.2.a, and 6-5.1.d)

- A.R. 34.** With zeros on the game clock, A1 is fouled in the act of shooting and then after the foul releases the ball for a try for goal. 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 zeros on the game clock but the try was not released before the reading of zeros,

the foul shall be penalized and the goal shall not count. When it can be determined 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 this determination cannot be made, 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 zeros 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 zeros on the game clock. When it is determined that the foul occurred before the reading of zeros, 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 2-13.3.c)

A.R. 35. Player A1 falls to the playing floor and is:

- (1) Bleeding; or
- (2) Doubled over in pain, holding his/her 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 he/she concludes that the act was combative and flagrant, he/she shall deem it a fight. Consequently, the player shall be ejected and the fighting penalty invoked.

(Rule 2-13.4)

RULE 3

Players, Substitutes and Player Equipment

The Team

- A.R. 36. Teams A and B each have co-captains. At the pregame conference, one of the co-captains requests permission from the referee that both co-captains be allowed 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 3-1.1)

Lineup

- A.R. 37. Nine minutes before the scheduled starting time for the game, Team A presents its squad 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 squad list.

RULING: Team A shall be assessed one administrative technical foul and the game shall start with a jump ball.

(Rule 3-2)

- A.R. 38. Team A properly submits its squad list and designates its five starters in compliance with the rule before the starting time of the game. However, the uniform number for each squad 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 or she is wearing. When the squad member, before participating, changes the uniform number he or she wears to that indicated in the scorebook, there shall be no

penalty. When the number in the scorebook for a player is changed before participation and the change is reported to both the official scorer and an official, there shall be no penalty.

(Rule 3-3.2.c)

- A.R. 39. 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 3-3.2.d)

Substitutions

- A.R. 40. 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/her 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. A8's and A9's substitutions shall not be permitted after the warning signal.

(Rule 3-4.3)

- A.R. 41. After the second warning signal sounds after 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 the second warning signal has sounded and there has been no live ball followed by a dead ball.

(Rule 3-4.3)

- A.R. 42. After a successful free throw, A1 enters the playing court before the throw-in, and 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 violation came after the ball became live, the violation by A1 shall be ignored.

(Rule 3-4.5)

A.R. 43. 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. The rule states that 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 insert substitutions any time the ball is dead and the game clock is stopped.

(Rule 3-4.6)

A.R. 44. After the second warning signal sounds for 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 because a live ball followed by a dead ball has occurred.

(Rule 3-4.11)

A.R. 45. In a game involving electronic media, A1 is fouled in the act of shooting 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 3-4.11.a)

A.R. 46. A1 is fouled and his or her try for goal is unsuccessful. During the try:
(1) B1 commits his or her 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 had to be replaced may enter the game.

(Rule 3-4.12 and .13)

A.R. 47 A1 is fouled and his or her try for goal is unsuccessful. During the try A3 is injured or is bleeding, has blood on his or her body, or his or her

uniform is saturated with blood and he or she cannot continue to play.

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

(Women) A bleeding player, a player with blood on her 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. When a substitute is required, all substitutes who had legally reported to the official scorer before the player had to be replaced may enter the game.

(Rule 3-4.13)

- A.R. 48.** 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 started with his or her replacement in the game.

(Rule 3-4.14)

- A.R. 49.** 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 3-4.14)

- A.R. 50.** A1 is injured during a play in which A1 was fouled. As a result, A1 cannot attempt the free throw awarded to him or her. A6 replaces A1 and attempts the free throw, which is successful. A7 replaces A6 before the game clock starts.

RULING: The procedure is legal.

(Rule 3-4.15)

- A.R. 51.** 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 needs to be replaced.

(Rule 3-4.17)

A.R. 52. 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 3-4.17)

Uniforms

A.R. 53. Team A is wearing a patch for a special basketball event in which the team is participating. 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: Only a commemorative or memorial patch shall be located in this area; however, other patches may be located in the 4-inch side inserts of the jersey or anywhere on the game pants. Per the NCAA Manuals, such a patch may include a commercial name only if that entity is the title sponsor of the event.

(Rule 3-5.d)

A.R. 54. 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 should be for home games. The team that violates this rule shall change. When there is doubt, the officials shall require the home team to change.

(Rule 3-5.10)

A.R. 55. May a player remain in the game when he/she is wearing an illegal undershirt or undergarment?

RULING: 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 3-5.11)

- A.R. 56. Substitute A6 attempts to enter the playing court with a headband or wristband that is not in compliance with the single, dominant color.

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

(Rule 3-5.14)

- A.R. 57. An official tells A1 to tuck in his or her 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 or she shall be instructed to leave the game. When the free throw(s) are not successful and he or she does not rectify the game-jersey violation before the next dead ball, A2 shall be instructed to leave the game.

(Rule 3-5.16)

Players' Equipment

- A.R. 58. Substitute A6 attempts to enter the playing court wearing jewelry, an illegal headpiece or hat.

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

(Rule 3-7.7)

- A.R. 59. 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 3-7.7)

RULE 4

Definitions

Airborne Shooter

A.R. 60. 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 or she returns with one foot touching 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 and 4-2)

Back Court/Front Court

A.R. 61. As Team A advances the ball from its back court toward its front court, 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 back court and then puts it back on the floor in the back court; or
- (2) A2 lifts the foot that is in the front court, pivots and puts it on the floor in the back court.

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

(2) When A2 lifts the foot that is in the front court and places it down in the back court, the location of the ball has not changed. The ball is still in the back court and no violation has occurred.

(Rule 4-3.1 and .2 and .3.a)

Basket Interference

- A.R. 62. 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 4-5.2.a)

- A.R. 63. 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 player/substitute technical foul shall be called. The moment the hand touched the ring, it was basket interference. When the player emphatically grasped the ring, a player/substitute technical foul occurred.

(Rule 4-5.2.a and 10-3.3)

- A.R. 64. Before the ball is in flight for a 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 4-5.2.a)

- A.R. 65. 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 4-5.2.b)

Charging

- A.R. 66. (Men) B1 is standing under the basket before A1 jumps for a layup. The forward momentum of A1 causes contact with B1.

RULING: B1 is entitled to the position provided that there was no movement into such position by B1 after A1 leaped from the floor. When the ball goes through the basket before the contact occurs, the contact shall be ignored unless B1 has been placed at a disadvantage by being unable to rebound when the shot is missed or unable to put the ball in play without delay. When the contact occurs before the ball becomes dead, a charging foul has been committed by A1. When B1 moves into the path of A1 after

A1 has left the floor, the foul shall be on B1. It shall be an intentional foul when a player moves into the path of an airborne opponent with the intent to undercut and contact results. When the moving player moves under the airborne opponent and there is danger of severe injury as a result of the contact, it shall be a flagrant personal foul on the moving player.

(Rule 4-10, 4-35.3, 4-35.5.b, 4-29.c and .d)

- A.R. 67. (Women) B1 is standing directly under (1) the cylinder or (2) the backboard before A1 jumps for a layup. The forward momentum of airborne shooter A1 causes A1 to displace B1.

RULING: In both situations, offensive foul on A1.

(Rule 4-10)

Bonus Free Throws

- A.R. 68. (Men): The bonus is in effect; and, while the ball is in flight during a try for a field goal, A1 charges into B1, which is Team A's seventh foul in the half. After this, there is a basket-interference violation by:

- (1) B2, or
- (2) A2.

RULING: (1) Both the personal foul by A1 and the violation by B2 shall be penalized, but in the reverse order of occurrence. First, two points shall be awarded to Team A because of the violation by B2; B1 shall be awarded a one-and-one, and the ball shall remain live when the last throw is not successful and it touches the ring or flange. When A1's foul is Team A's 10th or higher foul in a half, including any combination of those described in Rule 4-11.2, award two shots and the ball remains in play. Beginning with the 10th foul in a half, including any combination of those described in Rule 4-11.2, two shots shall be awarded for each common foul (except a player-control foul or team-control foul).

(2) There are no rule complications. The violation caused the ball to become dead. Ordinarily, the ball would go to Team B at the designated spot nearest to where the foul occurred. However, this penalty shall be ignored because of the penalty enforcement for the foul by A1. Had the bonus rule not been in effect, the ball would be awarded to Team B at a designated spot nearest to where the foul occurred.

(Rule 4-11.1 and .2, and 4-5)

Delay of Game

A.R. 69. Team A is not ready to take the playing court after the second warning horn sounds to indicate the end of the halftime intermission.

RULING: The referee should ask the timer to start the digital device used to time timeouts. At the expiration of one minute, Team A shall be assessed an administrative technical foul for delay of game. Team B shall be awarded two free throws 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 4-17.1.b and 10-2.5.a.)

Disqualified Player

A.R. 70. 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 and A5 attempts the free throws.

RULING: (1) A Team B player 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, the result of A5's free throws (following the free throws awarded to Team B for the technical foul on A5) shall stand.

(Rule 4-20.4, 8-2.2.c, 2-9.4, 4-53.1.e and 2-12.1)

Dribble

A.R. 71. In the front court of Team A (the back court of Team B), A1 passes the ball to A2. B1, in an attempt to secure the ball, bats it down the playing court toward B's basket. The ball bounces several times before B1 can recover it in B's front court. B1 dribbles to B's basket and scores.

RULING: Legal. The bat 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 batting it.

(Rule 4-21.1)

A.R. 72. 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: Violation. The ball has come to rest on the hand while the palm and the fingers are facing upward, so the dribble has ended.

(Rule 4-21.4.a)

A.R. 73. 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 4-21.1 and .2)

A.R. 74. 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 4-21.4.a and 9-7.1)

A.R. 75. A1 is dribbling the ball when:

- (1) A1 bats the ball over the head of an opponent, runs around the opponent, bats the ball to the playing court and continues to dribble, or
- (2) A1 fumbles the ball in an attempt to complete his or her dribble and causes the ball to roll 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 4-21.3 and 9-7.1.c)

A.R. 76. A1, after:

- (1) Receiving a pass; or
- (2) Ending his/her 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/her dribble. When he/she recovered the ball and started another dribble, he/she 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/her attempted pass to A2. A1's release of the ball on his/her attempted pass to A2 was the start of a second dribble. When A1 recovered the ball he/she ended the dribble. A1 committed a violation after he/she touched the ball.

(Rule 4-21.2 and 9-7.1.c)

A.R. 77. 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, or
- (2) Recovers the fumble after returning to the floor. A1 dribbles the ball. The official calls a violation. Is the official correct?

RULING: Yes. In (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/she is permitted to start a dribble.

(Rule 4-21.4.a and 9-7.1.c)

A.R. 78. A1 is dribbling the ball in the front court when the ball momentarily gets away from him or her. While the dribble is interrupted:

- (1) A1 pushes B2 while trying to retrieve the ball;
- (2) A2 is in the lane for four seconds; and
- (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 4-21.6.b)

Foul

A.R. 79. A1 ends the dribble, passes the ball to A2 and 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.

In (1), 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.

(Rule 4-29.2.a.1 and .2)

A.R. 80. (Women) Is it possible for airborne shooter A1 to commit a foul that would not be a player-control foul?

RULING: Yes. The airborne shooter could be charged with an intentional, personal or flagrant foul or with a technical foul. None of these fouls can be player control. When an airborne shooter commits a foul that is not a player-control foul, the infraction shall be penalized as dictated by the type of foul.

(Rule 4-29.2.a.1.b)

A.R. 81. (Women) Airborne A1 is fouled by B1 during a try for a field goal. A1 releases the ball then illegally contacts B2 in returning to the floor after the shot. The ball goes through the basket.

RULING: This shall be a false double foul. Although the clock stopped when the official blew the whistle for the foul by B1, this did not cause the ball to become dead since A1 had started the trying motion. However, airborne shooter A1's foul against B2 shall be a player-control foul that causes the ball to become dead immediately. No goal can be scored on a player-control foul even when the ball goes through the basket before the foul.

Since the try is disallowed because it was a player-control foul, A1 shall be awarded two free throws for the foul by B1. No players shall be allowed in

lane spaces since Team B shall be awarded the ball after the last free throw. When the last free throw is successful, the throw-in shall be from anywhere along the end line. When the last free throw is unsuccessful, the throw-in shall be from a designated spot, in this case, the end line.

(Rule 4-29.4)

- A.R. 82.** 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 4-29.4 and 8-6.1)

- A.R. 83.** 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. A1 holds the ball and B2 crosses the boundary line to hold A1.

RULING: An intentional personal foul shall be charged to B2. The time remaining to play is not a factor. This circumstance shall not permit nor require a warning.

(Rule 4-29.2.d.5 and 10-1, Penalty e[2])

- A.R. 84.** B1 commits a common foul on A1 before the bonus is in effect for either team. The ball shall be awarded to Team A at a designated spot nearest to where the foul occurred. During the throw-in but before the clock was 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 4-29.2.a.2 and 7-4.1.f)

- A.R. 85.** A1 is entitled to a one-and-one free throw. Before the ball is handed to A1, Team A's coach is assessed a direct technical foul.

RULING: The direct technical foul creates a false double foul. Team B shall be awarded two free throws because of the direct 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 4-29.4 and 7-5.9)

Guarding

A.R. 86. A defensive player 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 the defensive player. Post player A1 moves toward the basket to catch the pass and try for goal. As the pass is made, a teammate of the defensive player moves into the path of A1, in a guarding position.

RULING: This action involves a guarding principle. The defensive player has switched to guard a player who does not have the ball. Therefore, the switching player must assume a position one or two strides in advance of the pivot player (depending upon the speed of movement of the pivot player) to make the action legal. When A1 has control of the ball (provided that the post player is not in the air at the time), the play shall become a guarding situation. When it is a guarding situation involving the player with the ball, time and distance shall be irrelevant.

(Rule 4-35.4; 4-35.5)

A.R. 87. B1 slips to the floor in the free throw lane. A1 (with his/her back to B1, who is prone) receives a pass, turns and, in his or her attempt to drive to the basket, trips and falls over B1.

RULING: Foul on B1, who has taken an illegal defensive position.

(Rule 4-35.4.a)

A.R. 88. 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 because B1 is entitled to that spot on the floor provided he/she gets there legally before the offensive player becomes airborne.

(Rule 4-35.4.d and 4-35.3)

A.R. 89. 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 was far enough away from A1 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 was required by the defender.

(Rule 4.35.5.b)

Held Ball

- A.R. 90.** A1 is dribbling the ball and falls to the floor while still dribbling. 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 or her legs, clamps the loose ball between his or her feet and brings it toward his or her body. A1 never places his or her 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 or her hands on the ball. A1 is intentionally using his or her feet to play the ball. This is illegal and a kicking violation shall be called on A1.

(Rule 4-37 and 4-35)

- A.R. 91.** 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 A1 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 his/her possession, it is a held ball.

(2) and (3), the play shall be 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 4-37, 4-15.1 and .3 and .5)

- A.R. 92. 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 violation for the illegal start of a dribble.

(Rule 4-37 and 4-68.4.b)

- A.R. 93. 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 4-37 and 6-3.1.a)

Kicking the Ball

- A.R. 94. 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 or her hands, B1's firm placement of his or her hands on the ball does not constitute a held ball.

(Rule 4-45)

Location of a Player

A.R. 95. An official is in the front court when he or she runs into a pass thrown by A1 from Team A's back court. After touching the official, the ball:

- (1) Goes out of bounds; or
- (2) Rebounds to the back court, 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 back court, 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 4-46.3, 9-3 and 7-4.1.a)

Resumption of Play

A.R. 96. After a timeout, Team A is entitled to the ball for a throw-in. The referee blows the whistle indicating that the timeout has ended. When Team A is not at the designated spot ready to take the ball, the referee shall place the ball on the floor out of bounds at the disposal of Team A. The visible count begins and:

- (1) A1 picks up the ball and releases it for the throw-in within the allotted five seconds;
- (2) Team A does not pick up the ball within five seconds;
- (3) Because Team A did not comply with throw-in provisions after a timeout, Team B is entitled to possession for a throw-in, but Team B does not get to the designated spot within five seconds after the referee places the ball on the floor at Team B's disposal.

RULING: (1) Legal play.

(2) Violation on Team A. The referee awards Team B the ball for a throw-in and begins a five-second count when the ball is handed to Team B or placed on the floor at Team B's disposal.

(3) Violation on Team B. No warning is required. The referee shall assess a double administrative technical foul for delay of game. No free throws shall be shot by either team. Play shall resume at the point of interruption.

(Rule 4-56 and 7-6.1 and .3, 10-2.5 and 4-53.1.e)

Screen

A.R. 97. B1 maneuvers to a position in front of offensive post player A1 to prevent A1 from receiving the ball. A high pass is made out of the reach of B1. The offensive post player A1 moves toward the basket to catch the pass and try for goal. As the pass is made, B2 moves into the path of A1, in a guarding position.

RULING: This action involves a guarding/screening principle. B2 has switched to guard a player who does not have the ball; therefore, the switching player shall assume a position one or two strides in advance of offensive post player A1 (depending upon the speed of movement of A1) to make the action legal. When A1 has control of the ball (provided that the offensive post player A1 is not in the air at the time), the play shall become a guarding situation. When it is a guarding situation involving the player with the ball, time and distance shall be irrelevant.

(Rule 4-59.3.c and 4-35.5)

Shot-Clock Try

A.R. 98. 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 a reset of the shot clock.

(Rule 4-62, 9-11.1 and .2, 4-15.4.c, 6-3.1.a and 2-11.6.c)

Tap

A.R. 99. 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 4-64.2 and 10-1 Penalty c[1] and e[1])

Traveling

A.R. 100. 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 or her 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 4-68.1, 4-15.4.c and 9-11.2)

A.R. 101. 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/her momentum causes him/her to land out of bounds. A1 returns to the playing court where he/she:

- (1) Recovers the ball, or
- (2) Continues to dribble. The official calls a traveling violation. Is the official correct?

RULING: No.

(1) and (2) The official was incorrect in calling a traveling violation because when A1 caught the ball while airborne, he/she had no established pivot foot. When he/she 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/her dribble.

(Rule 4-68, 4-21.2 and 4-21.4.a)

A.R. 102. 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 4-68.4.b)

A.R. 103. 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 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 or her feet?

RULING: (1) and (2) Yes, 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 or she may not roll over. When flat on his or her 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 or her feet while holding the ball, it is traveling. When a player falls to one knee while holding the ball, it is traveling if the pivot foot moves.

(Rule 4-68.6 and 4-68.1)

Try for Field Goal/Act of Shooting

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 4-69.1, 4-33.1.a and 5-1.1 and .2)

A.R. 105. 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 4-69.1, 6-5.1.f, 10-1 Penalty d and a[1])

A.R. 106. 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 2-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 4-69.1, 4-33.1.a, 5-1.1 and .2, 4-48 and 2-11.6.d)

A.R. 107. During a try for goal but after A1 has completed the act of shooting, B1 commits a holding foul. (See airborne-shooter exception for men in Rule 4-69.7). 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. In both (1) and (2), the ball shall be awarded to Team A at a designated spot nearest to where the foul occurred.

(Rule 4-69.6, 10-1 Penalty a[1] and 7-5.4)

A.R. 108. 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 or her 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 equipment located in A1's half of the playing court, which A1 is entitled to use.

(Rule 4-69.4)

A.R. 109. With two 10ths of a second 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 or her 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) When the game clock displays three 10ths of a second 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/her whistle and the period is over, unless a flagrant personal foul or intentional personal foul was committed on the play. Whether the try for goal was successfully attempted before the expiration of time is inconsequential.

(2) 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 zeros on the game clock. When, in using the monitor, the official determines that the successful try was a catch (the player possessed the ball), the official shall cancel goal, since it was erroneously counted and can be corrected per Rule 2-12.1.e.

(Rule 4-69.5 and 2-13.3.a)

A.R. 110. A1 is in possession of the ball and in the act of shooting when

- (1) A2 is fouled by B2 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 4-69.6, 10-1 Penalty a[1] and d and 6-5.1.f)

RULE 5

Scoring and Timing Regulations

Scoring

- A.R. 111. 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 time expires or a foul occurs when the ball is in flight, 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, 4-33.1.a, 4-69.3 and 6-6.1)

- A.R. 112. 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. 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 5-1.2.a and 7-5.8)

Beginning and End of Period

- A.R. 113. With the score tied near the expiration of time in the second half, and:
- (1) Shooter A1 is fouled in the act of shooting but time expires before the release of the ball;

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- (2) Shooter A1 releases the ball, time expires and is fouled while the ball is in flight; or
- (3) Shooter A1 is fouled after time has expired and before the ball was in flight.

RULING: (1) A1's try shall be disallowed since it was not released before time expired. A1 shall attempt two free throws since the foul was committed before the expiration of time. When one free throw is successful, the game is over. 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, 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 has clearly ended, the foul shall be ignored unless the foul is a technical foul. If the foul is a technical foul, play shall resume at the point of interruption, which would be the jump ball to start the extra period unless the foul is a flagrant technical or (men) intentional technical. 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.

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

- A.R. 114.** Time for the first half expires while the ball is in flight during a field-goal try by A1. B1 intentionally fouls A2 before the field-goal attempt has ended. After the ball has become dead and after the last free throw by A2, A3 flagrantly fouls B1.

RULING: A3 shall be ejected. Because the foul by A3 was committed after the first half expired, the second half shall begin with the free throws. The foul by A3 shall be considered to have been committed after the first half has ended. This foul shall count toward the team foul count.

(Rule 5-7.6)

- A.R. 115.** Playing time has expired with the score tied, and:
- (1) A1 is assessed with player/substitute technical foul;
 - (2) A1 is assessed with a flagrant technical foul; or
 - (3) A1 is assessed with a (men) intentional technical foul.

RULING: (1) The extra period shall start by awarding a player from Team B two free throws for the player/substitute 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 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.

(3) The extra period shall start by awarding a player from Team B two free throws for the (men) intentional 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.

These fouls shall count toward the team foul count. The player/substitute technical and the (men) intentional technical shall count toward disqualification and ejection.

(Rule 5-7.6.a)

- A.R. 116.** After the first half has clearly ended, A1 is assessed a player/substitute technical foul. Later, B1 taunts A1 and is assessed a player/substitute technical foul.

RULING: When the technical fouls assessed against A1 and B1 occur at approximately the same time, they are off-setting 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 player/substitute 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)

Stopping Game and Shot Clocks

- A.R. 117.** When an official on his or her 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/her team may request a timeout. No official has the authority to charge a timeout to himself or herself.

(Rule 5-10.6, 5-13.2 and 2-4.16)

A.R. 118. 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) (Men) A1 shall leave the game and change to a blood-free game jersey. A1 shall remain on the sideline until the next opportunity to substitute or Team A may use a timeout to allow A1 time to change the game jersey. A1 may return to the game at the end of the timeout. (Women) A1 shall be given 20 seconds to resolve the situation. When A1 has not resolved the situation, she shall be replaced or a timeout may be called. At the end of the timeout, the affected player must be ready to play when the final horn sounds ending the timeout. If she is not, the coach must immediately choose replace the player with a substitution. The affected player may not re-enter the game until the next legal opportunity to substitute after the clock has started.

(Rule 5-10.9)

Timing Mistakes and Malfunctions

A.R. 119. With a few seconds remaining on the game clock in the first half, A1 makes a throw-in to A2 (game clock not started—official timer's mistake). A2 dribbles into the front court 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 left 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: A2 shall be assessed with a personal foul. The referee cannot correct this official timer's mistake unless he or she knows relatively how much time had elapsed while the game clock was stopped. The referee shall con-

duct a reenactment of the sequential occurrence of the play to determine that relative time. To assist the referee, information may be attained from the official timer or from the use of an official courtside monitor, when one is available. After a conclusion has been reached, the referee shall put the determined time on the game clock. 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.

(Rule 5-11.1 and 2-10.6)

A.R. 120. 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. When the mistake is not corrected after B1's successful try and since the game clock is running, it may be corrected before the second live ball touches or is legally touched by an inbounds player or 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 knowledge as to the time involved.

(Rule 5-11.1)

A.R. 121. 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 recognizes the timer's mistake and immediately blows his or her whistle while the passed ball is in flight.

RULING: Since the timer has made a mistake, the official, with definite knowledge, shall place the correct time on the game clock. Play shall be resumed with a throw-in by Team A from the original throw-in spot.

(Rule 5-11.1)

A.R. 122. 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.

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

(Rule 5-11.2)

A.R. 123. The time on the game clock is 15:30 and the shot clock reads 0:30 for men and 0:25 for women. A1 shoots the ball with five seconds on the shot clock and does not hit the ring or flange. 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 for men and 15:00 for women 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 5-11.4)

Charged Timeouts

A.R. 124. Both teams remain in their huddles after a timeout even though the

official administering the throw-in has alerted them that play shall resume.

- (1) Before; or
- (2) After the ball is placed at the designated spot, Team A or Team B indicates it desires a timeout.

RULING: (1) Either team may request and be granted a timeout.

(2) Only the team entitled to the throw-in shall be granted a timeout after the throw-in count has started.

(Rule 5-13.1)

- A.R. 125.** After the second half expires with the score tied, A1 is charged with a flagrant technical foul. Either Team A or Team B then re-quests 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 considered to be immediately after the first timeout.

(Rule 5-13.19)

- A.R. 126.** 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 table, after which Team A requests either a 60-second timeout in an electronic media game or a 75-second timeout in a nonelectronic media game.

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

(Rule 5-13.19)

- A.R. 127.** Team A 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 re-

quest 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 at a designated spot.

(Rule 5-13.22)

RULE 6

Live-Ball and Dead-Ball

Periods-How Started

- A.R. 128. 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 6-1.4.a)

Held Ball-Alternating Process

- A.R. 129. 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. The players who tied up the ball—in this case A2 and B2—shall jump.

(Rule 6-2.2)

- A.R. 130. During the opening jump ball, 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 6.2.2)

Alternating-Possession Situations

- A.R. 131. During an alternating-possession throw-in by Team A:

(1) A3 fouled B3 after the throw-in pass was touched by A2; or

(2) A3 fouled B3 when the ball was 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.

(Rule 6-3.2, 7-4.f, 4-15.2.c and 7-5.5)

A.R. 132. Thrower-in A1 breaks the plane of the boundary line by extending the ball over the playing court during an alternating-possession procedure. 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. A1 has five seconds to release the throw-in. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly into the playing court. The throw-in shall end when a passed ball touches or legally touches an inbounds player or when a player, who is on the playing court, touches and causes the ball to be out of bounds, or when a throw-in provision has been violated. 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 4-67.4 and .5)

A.R. 133. During the alternating process, Team A 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 touched by another player (inbounds or out of bounds) on the playing court before it goes out of bounds;
- (3) Consuming more than five seconds before the ball is released;
- (4) Carrying the ball onto the playing court;

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- (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 the throw-in provisions, it shall lose its turn for a throw-in under the alternating process. When Team A violates this throw-in, the ball is awarded to Team B. Also, Team B shall make the throw-in on the next alternating process.

(Rule 6-3.3)

- A.R. 134.** Team A is entitled to a throw-in under the alternating process. Before the throw-in by Team A is completed, a foul is called on either Team A or Team B.

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

(Rule 6-3.4)

Position for Jump Ball

- A.R. 135.** 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.

(Rule 6-4.6)

Dead Ball

- A.R. 136.** 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 and 4-69.1)

A.R. 137. The ball is deflected (tapped) by B1:

- (1) After an unsuccessful try for goal by Team A; or
- (2) After a throw-in by Team A with three 10ths 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 causes the ball to become dead while in flight and since the deflection (tap) is not a legal try (wrong basket), the goal shall not count.

(Rule 6-5.1.e and 4-69.1)

A.R. 138. 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. 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, 9-17.1.b and .c and 9-17.3)

RULE 7

Out-of-Bounds and the Throw-in

Out-of-Bounds Player, Ball

- A.R. 139. A1 blocks 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. This situation is similar to one in which A1 makes a try from under the basket and momentum carries A1 off the playing court. The try is unsuccessful, and A1 comes onto the playing court and regains control of the ball.

(Rule 7-1.1, 4-46.1.a and 9-4)

- A.R. 140. 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 inbound.

RULING: The ball is inbound.

(Rule 7-1.2)

- A.R. 141. The ball touches or rolls along the edge of the backboard without touching the supports.

RULING: The ball shall be live.

(Rule 7-1.2)

- A.R. 142. 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 7-1.2)

Ball Caused to Go Out of Bounds

- A.R. 143. A1, while dribbling, touches a nearby chair or the scorers' table while A1's feet are inbound.

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 7-1.2)

A.R. 144. A ball passed by Team A touches an official and goes out of bounds.

RULING: Team B's ball.

(Rule 7-2.1)

A.R. 145. A1, while dribbling, touches B1, who is standing on a sideline. A1 is dribbling when the ball touches B1 who is standing out of bounds.

RULING: Legal, A1 is inbounds. However, 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)

Out of bounds, Ball in Play from

A.R. 146. 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. Before the throw-in by A1:

- (1) B1 fouls A2 inbounds, near 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.

In (2) and (3), the ball shall be awarded to Team A at a designated spot nearest to where the foul occurred.

(Rule 7-5.6)

A. R. 147. After a goal by Team B, Team A has the ball for a throw-in from the end of the playing court from where the goal was made.

- (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.

(2) The floor violation of kicking the ball victimizes Team A. 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, an illegal act, is an exception to the ball touching or being touched by a player on the playing court. As a result, the shot clock shall not start. When this situation occurs in the remaining 59.9 seconds of the second half or an extra period, neither the game clock nor the shot clock shall be started because of the violation.

(Rule 7-5.6, 9-6 and 9-5.1)

- A.R. 148. 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 taking a 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 7-5.8)

- A.R. 149. (Men) 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. Team B is not in the bonus. The out-of-bounds spot nearest to where the personal foul occurred is on the end line. When the ball is handed to the thrower-in for Team B, may this player move along the end line?

RULING: Yes. Although Team B is not in the bonus, designating a spot shall not be necessary; rather, Team B shall be permitted to put the ball in play from any point out of bounds at the end line where the basket was scored since Team B was not credited with the score.

(Rule 7-5.8)

- A.R. 150. 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/her balance, A1 passes the ball along the endline. A1's forward momentum carries him/her onto the playing court. A1 leaves the playing court, returns out-of-bounds and recovers the ball along the endline. Is this legal?

RULING: No. A1 failed to pass the ball directly into the playing court, nor did A1 pass the ball along the endline to a teammate. When A1 touches the ball, he/she has violated the throw-in provisions.

(Rule 7-5.8.a and 9-5.1.a)

A.R. 151. The coach from Team A is assessed a direct technical foul:

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

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

(1) Although 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.

(2) The ball shall be put back into play at a designated spot for a throw-in by Team A, which, in this case, is the spot of the original throw-in.

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

(Rule 7-5.9 and 4-53.2.a and .d)

A.R. 152. (Men) 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 intentional technical fouls for pushing each other. The official is informed that the technical foul assessed against A1 is his fifth and disqualifying foul.

RULING: The technical fouls charged to A1 and B1 are offsetting. No penalty 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).

(Rule 7-5.10, 4-53.1.d, 4-53.2.c and 8-2.2.c)

A.R. 153. (Women) Team A scores a field goal in the last few seconds of a game. Before the ball is at the disposal of Team B for throw-in:

- (1) A1 commits a technical foul by grabbing and holding B1 near the end line; or
- (2) A1 commits a flagrant technical foul by punching B1 near the end line.

RULING: (1) A player from Team B may attempt the two free throws for

the technical foul and the ball is put back into play at the point of interruption. Team B may make the throw-in from any point outside the end line.

(2) A1 is ejected. A player from Team B may attempt the two free throws for the flagrant technical foul and the ball is put back into play by a player from Team B at a designated spot at the division line at either side of the playing court.

(Rule 7-5.9, 4-53.2.a and 2-2.7.f)

A.R. 154. (Men) 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 where one official adjudicates the obviously committed fouls against two opponents. In (1) and (2), the two officials disagree that the fouls occurred simultaneously. In (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. In (2), the two officials disagree as to whether there was a charge or a block, however, 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 endline with the privilege to run the endline. 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 7-5.11)

A.R. 155. 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 endline with that team being entitled to run the endline. The shot clock shall be reset.

(2) The alternating-possession arrow shall be used and the shot clock shall be reset.

(3) Charge the fouls. The try becomes 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 7-5.11)

A.R. 156. An official inadvertently blows the whistle and the shot-clock horn sounds while the ball, after being shot by A1, is in the air. 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) The whistle, which was blown when there was no team control, and the shot-clock horn shall be ignored. The team not credited with the score shall be allowed to run the end line.

(2) 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.

(3) Play shall be resumed by the alternating-possession procedure and the shot clock shall be reset to the full shot-clock period.

(Rule 7-5.17, 7-5.8, 4-53.1.a, 4-53.2.d and 2-11.6.g)

Throw-in

A.R. 157. A1, on a throw-in from a designated spot, fumbles. 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/her whistle, which causes the ball to become dead, and then shall re-administer the throw-in.

(Rule 7-6.5)

A.R. 158. 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 until the ball has crossed the plane on the throw-in.

RULING: Legal throw-in.

(Rule 7-6.10)

- A.R. 159.** B1 makes contact with the ball being passed between A1 and A2 while they are out of bounds.

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

(Rule 7-6.6.a and 10-3.8)

- A.R. 160.** Team B is entitled to a throw-in under the alternating process. 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 process occurs. Team B does not lose its alternating possession throw-in opportunity as a result of the error.

(Rule 7-6.11)

RULE 8

Free Throw

Positions During Attempt

- A.R. 161. (Men) 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 8-1.4)

- A.R. 162. 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 8-1.5 and 5-13.1.a)

Who Attempts

- A.R. 163. 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 player/substitute technical foul for unsportsmanlike conduct shall be called. In such a case, the technical foul penalty shall be administered and the game shall be resumed at the point of interruption.

(Rule 8-2.1)

- A.R. 164. 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. A6 should not have been beckoned onto the playing court since substitutions shall not occur after the warning signal.

(Rule 8-2.2 and 3-4.3)

Next Play

A.R. 165. (Men) With Team B leading, 50-48, A1 releases the ball for a try for goal. B1 fouls A1 while the ball is in flight and the game-clock horn sounds, indicating that time has expired for the second half. The try is unsuccessful. The official assesses an intentional technical foul against A1 for shoving B1.

RULING: Since a single intentional technical foul has been committed, the point of interruption is not in effect. For a false double foul, 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 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 intentional technical foul. When the first try is successful, the game is over. When both tries are unsuccessful, an extra period(s) shall be played.

(Rule 8-4.2 and 8-6.1)

Ball in Play When Free Throw is Missed

A.R. 166. 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.

(1) While all other players remain inactive, A2 rebounds the ball and successfully scores a goal. The official discovers that he or she 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 or she 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 or her 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 or she shall rectify the situation.

(Rule 8-5, 4-53.2.d and 5-11.1)

Ball in Play After False Double Foul

A.R. 167. 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: No players shall take positions along the free throw lane for B1's two free throws or for A2's two free throws. 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 foul occurred.

(Rule 8-6.1 and 7-5.12)

RULE 9

Violations and Penalties

Free Throw

- A.R. 168. 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/her 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 count.

(Rule 9-1.2.a, 6-5.1.d and 6-1.4.c)

- A.R. 169. 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 9-1.2.f)

- A.R. 170. 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 9-1.2.a and .d and 5-13.1.b)

Free Throw Violation Penalties

- A.R. 171. Before a free throw by A1 is in flight, A3 steps into the free throw lane, and 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 or (men) intentional technical foul, (women) a technical foul for unsportsmanlike conduct.

(Rule 9-2.1)

- A.R. 172. 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 9-2.2.b)

- A.R. 173. (Women) On the first shot of a one-and-one, A1 is shooting and B1 and B2 are occupying the two lane spaces adjacent to and above the block. A2 is occupying the next lane space on the left side of the basket (as she faces it). B3 lines up in the next lane space on the right side of the basket (as she faces it). A1 shoots the free throw and misses.

RULING: A violation shall be called on B3 for lining up in a lane space that is designated for Team A. A1 shall repeat the one-and-one free throw.

(Rule 9-2.2.b and 8-1.4.c)

- A.R. 174. 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/her whistle, which stops play, before A1 releases the ball for his/her attempt. The officials re-administer the free throw attempt by placing the ball at the disposal of A1 for his/her 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, he/she shall be awarded a substitute free throw. When A1's attempt is successful, B3's violation shall be ignored.

(Rule 9-2.3.b, 4-39, 4-53.1.a and 4-53.2.c)

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- A.R. 175.** 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: In (1) and (3), the free throw shall be canceled and the alternating-possession rule shall apply. In (2), the first free throw shall be canceled and the second free throw shall be administered normally.

(Rule 9-2.5)

- A.R. 176.** A1 and B1 violated the lane lines simultaneously during A2's free throw.

RULING: When the official is unable to discern which player committed the first violation, 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.

(Rule 9-2.5)

- A.R. 177.** On a free throw by A1, B1 commits a lane violation. A1's free throw misses the ring and flange.

RULING: Double violation; alternating possession rule.

(Rule 9-2.4)

Player Out of Bounds

- A.R. 178.** Team A sets a double screen for A1, who, in attempting to come across the free throw lane, is legally obstructed by offensive and defensive players so that A1 leaves the playing court 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 9-4.1)

Throw-in

- A.R. 179.** During a throw-in by Team A,

- (1) A1's foot breaks the plane of the boundary line; or
- (2) A1's hand(s) and the ball break the plane of the boundary line.

RULING: No violation in either (1) or (2).

(Rule 9-5.1.b)

A.R. 180. Thrower-in A1 throws the ball against the edge of 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 9-5.1.b and 7-1.2)

Traveling

A.R. 181. 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 9-6 and 4-68.4.b)

A.R. 182. A1, after:

- (1) Receiving a pass; or
- (2) Ending his dribble, jumps into the air on a try for goal. A1 is contested by B1 and since he 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 violation because he did not release the ball before picking up his pivot foot.

(2) A1's release of the ball, after being airborne, was the start of a second dribble. When A1 touched the ball, he committed a violation.

(Rule 9-6, 4-68.4.b and 9-7)

Through Basket from Below

A.R. 183. A1 throws a ball that enters the basket from below, which:

- (1) Enters the cylinder above the ring;
- (2) Is deflected by B1 and enters the cylinder above the ring; or

(3) Does not enter the cylinder and falls back through the bottom of the net untouched.

RULING: (1) A1 has violated.

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

(3) After the ball clears the net, it remains live.

(Rule 9-6)

Three-Second Rule

A.R. 184. The ball is loose or there is 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 shall maintain team control until the opponent secures control.

(Rule 9-9 and 4-15.3)

10-Second Violation (Men)

A.R. 185. (Men) The game clock indicates that 1:13 is left in the second half when Team A makes a throw-in after a charged timeout. Team A is charged with a 10-second back-court violation, but the game clock shows that only eight 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. Rule 2-12 does not provide for the correction of an error made in the referee's counting of seconds.

(Rule 9-10 and 7-5.1)

A.R. 186. (Men) A1 is in the back court and has dribbled for eight seconds when he passes the ball forward toward A2 in the front court. While the ball is in the air, going from back court to front court, 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 4-3.3.b)

A.R. 187. (Men) With A1 in his team's back court and while being pressured by B1 during an attempt to advance the ball, the official reaches a seven

count on A1. 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 and 4-15.3)

Shot Clock

A.R. 188. B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds while B2 has gained possession of the ball.

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

(Rule 9-11.1)

A.R. 189. 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 and 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.

(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 9-11.2)

A.R. 190. 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.

(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.

(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 9-11.2)

Ball in Back Court

A.R. 191. A1 is in possession of the ball in the front court 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 back court. 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 front court, 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 front court after it touched the division line. Team A had control of the ball in its front court and the ball was last touched by Team A before going into the back court.

(Rule 9-12.1)

A.R. 192. A1 receives a pass in Team A's front court and throws the ball to his or her back court 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.

(2) It is a violation for going out of bounds.

(3) The ball is live so that Team B may secure control.

When Team A touches the ball first, it shall be a violation. The ball continues to be in team control of Team A. For men, the 10-second count shall start when the ball goes in the back court, while the 35-second shot clock shall continue to run. For women, the 30-second clock shall continue.

(Rule 9-12.1, 7-2.1, 9-10 and 9-11.1)

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- A.R. 193.** 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 front court of Team A (in other words, the back court of Team B). B1 attempts a long pass down the playing court to teammate B2. A2, standing in Team A's front court close to the division line, leaps and intercepts a pass by B1, then lands in the back court 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 9-12.1 and 4-3.7 and .8)

Elbow(s)

- A.R. 194.** While A1's try for field goal is in flight toward Team A's basket, B1 violently swings arm(s) and elbow(s) but makes no contact with any Team A player.

RULING: The official shall sound the whistle immediately; however, the ball shall not become dead until it is apparent whether the try is successful. When the try is successful, the basket shall count and the violation shall be ignored. When the try is unsuccessful, Team A shall be awarded the ball at a designated spot nearest to where the violation occurred. When a teammate of A1 committed the same violation, the ball shall become dead immediately and when the try is successful, the basket shall not count. The ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.

(Rule 9-13.1 and 6-6.3)

Closely Guarded

- A.R. 195.** Team A, while in possession of the ball, lines up four of its players side by side, 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 front court; or
- (2) The back court.

RULING: (1) After five seconds, a violation shall be called when a defensive player is within (men) 6 feet or (women) 3 feet of one of the offensive players.

(2) The 10-second rule applies for men.

(Rule 9-14.1.b and 9-10)

Floor-Violation Penalties

- A.R. 196. One official observes traveling, 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, the ball became dead. When the ball was in flight during the try before the traveling or the touching of the boundary line, there was no violation. When the contact occurs after a violation is observed, it shall not be a foul unless an unsportsmanlike act was involved.

(Rule 9-15.1)

Basket-Interference and Goaltending Penalties

- A.R. 197. B1 touches the ball while a throw-in 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.

(Rule 9-17.1 and .2)

- A.R. 198. 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 9-17.1.c)

- A.R. 199. Before the ball is in flight for the 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 9-17.3 and 10-1 Penalty e[1])

RULE 10

Fouls and Penalties

Personal Fouls

- A.R. 200. 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 player who is guarding conforms to the following principles that officials shall use in reaching a decision. The defensive player shall be assumed to have attained a guarding position when the defensive player is in the dribbler's path facing him or her. When the defensive player jumps into position, both feet must return to the floor after the jump before he or she can have attained a guarding position. No specific stance or distance shall be required. The guard may shift to maintain his or her position in the path of the dribbler, provided that the player who is guarding does not charge into the dribbler nor otherwise cause 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 or her feet off the floor.

(Rule 10-1.10 and 4-35.1 through .4 and .6)

- A.R. 201. One or both foul(s) of either a multiple personal foul or a double personal foul is flagrant.

RULING: For a multiple personal foul, one free throw shall be awarded for each non-flagrant personal foul and two free throws shall be awarded for the flagrant personal foul. Play shall resume by awarding the ball to the offended team at a designated spot nearest to where the foul occurred. For a double personal foul, no free throws shall be awarded and the ball shall be put back into play at the point of interruption. In either case, any player who commits a flagrant personal foul shall be ejected.

(Rule 10-1, Penalty c[2] and e[5] and 4-53.1.d)

- A.R. 202. The score is tied when the referee calls a shooting foul on Team B:

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- (1) As the game-clock horn sounds simultaneously to end the game; or
 - (2) When four seconds remain on the game clock.

RULING: (1) The referee shall award two free throws to A1. When A1 makes the first shot, the game shall be over.

(2) A1 shall be awarded two free throws. When A1 makes both free throws, Team B shall be awarded the ball out of bounds at the end line under Team A's basket.

(Rule 10-1, Penalty e[1] and [h] and 7-5.8)

A.R. 203. Team A is winning, 79-70, when a shooting foul is called against Team B:

- (1) As the game-clock horn sounds simultaneously to end the game; or
- (2) When five seconds remain on the game clock.

RULING: (1) No free throws shall be awarded because a winner already has been determined—in this case, Team A.

(2) The free throw(s) shall be awarded because time remains on the game clock.

(Rule 10-1 Penalty e[1] and [h])

Administrative Technicals

A.R. 204. Team A and Team B are playing each other on Team D's home court in a tournament hosted by Team D. Team C will play Team D immediately after A's and B's game. There is no continuous division line or center circle on the playing court.

RULING: Neither Team A nor Team B shall be assessed an administrative technical foul but, when Team D plays Team C, Team D, when the situation still exists, shall be assessed an administrative technical foul to begin the game since it is the home team. Only the home team shall be responsible for having a center circle and division line on its home playing court. Team C will shoot two free throws and the game shall start with a jump ball.

(Rule 10-2.1.a and 8-4.5)

A.R. 205. After a one-and-one is shot by Team A and during the first dead ball after the game clock was started off the missed free throw, the coach of Team B states 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. Any player from Team A shall shoot two free throws with the lane cleared and the ball shall be put back in play at the (men) point of interruption; (women) by the offended team at the point of interruption.

(Rule 10-2.7, 7-5.9, 4-53.1.e and 4-53.2.a and .b)

A.R. 206. Who is responsible for behavior of spectators?

RULING: The home management or game committee is responsible. 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; (men) such technical fouls do not count as team fouls (women) such technical fouls do count as team fouls.

(Rule 10-2.8)

A.R. 207. After a foul is called against a home-team player, just before the free thrower releases the ball, he/she is hit by a coin thrown by a spectator.

RULING: Assess an administrative technical foul against the home team.

(Rule 10-2.8.c)

A.R. 208. Team B leads, 67-66. A1's two-point try for goal is successful. Two seconds remain on the game clock. Assuming that the successful try was a game-ending and winning goal:

(1) Bench personnel; 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) (Men) An indirect technical foul shall be assessed to the head coach. The coach's indirect technical foul does not count toward the team foul total but does count toward the coach's ejection.

(Women) One bench technical foul shall be assessed to the offending team and counts toward the team foul total. This technical foul is also charged indirectly to the head coach and counts toward the coach's ejection.

(2) An administrative technical foul shall be assessed to the offending team. (Men) This administrative technical foul does not apply to the team foul total. (Women) This administrative technical foul applies 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.

(Rule 10-2.8.d and 10-4.7)

Player/Substitute Technicals

- A.R. 209. (Men) Fifteen minutes before the game is scheduled to start and during the warm-up drills, squad member A6 dunks and is charged with the infraction. In defiance, A6 dunks a second and third time.

RULING: Team B shall be awarded six free throws and A6 shall be ejected.

(Rule 10-3.2 and 10-3, Penalty [men])

- A.R. 210. 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. For men, A1 shall not be assessed an indirect technical foul for dunking a dead ball, as long as the official believes there was reasonable doubt that A1 heard the whistle or that he could not react quickly enough to stop the dunk.

(Rule 10-3.2)

- A.R. 211. A1 is in the act of dunking, and a foul is called on B2 or B1 off the ball.

RULING: When A1 has started the throwing motion, the goal, when successful, shall count. No player/substitute technical foul shall be called on A1 for dunking. When the foul off the ball is committed before A1 starts his throwing motion, the official still shall not call a player/substitute technical foul on A1 for dunking a dead ball when there is reasonable doubt that A1 heard the whistle. The referee shall not count the basket and shall penalize for the foul that was committed off the ball.

(Rule 10-3.2, 4-69.2 through .4 and 6-5.1.f)

- A.R. 212. A1 dunks and in so doing grasps the ring with a free hand:

- (1) Before the ball leaves his or her other hand; or
- (2) After the ball clears the net.

RULING: (1) A1 shall be assessed with two player/substitute technical

fouls, one for grasping the ring unnecessarily and the other for dunking a dead ball. No goal shall be scored.

(2) The goal shall count and A1 shall be assessed a player/substitute technical foul for unnecessarily grasping the ring.

(Rule 10-3.2, .3 and .5)

A.R. 213. A player steps out of bounds to avoid contact.

RULING: This shall not be called a player/substitute 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/she left the playing court under their own volition.

(Rule 10-3.9 and 9-4.1)

A.R. 214. 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 A1 or touches the ball as it is passed 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 player/substitute technical foul shall be charged to B2 for delaying the game. When A1, in making the throw-in, reaches through the end-line plane into the playing court and B1 slaps the ball from the hands of A1, without B1 breaking the plane above the end line, B1 has not committed a violation because the ball is in play once it crosses the end line.

(Rule 10-3.8 and 10-3.11)

A.R. 215. A1, who has been disqualified, reports to the official scorer and is beckoned onto the playing court. A1 is not discovered until he or she has participated and scored.

RULING: Flagrant 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.

(Rule 10-3, Penalty)

Bench Technicals

A.R. 216. The official is advancing up the playing court to cover the play and as

the official passes Team A's bench with his or her 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 (men) bench technical foul to the head coach (women) bench technical to the bench and an indirect 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 10-4.1.c)

- A.R. 217.** A1 is driving toward the basket when an official, while trailing the play and advancing in the direction in which the ball is being advanced, 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 direct technical foul, which could be flagrant.

(Rule 10-4.1.c and 4-29.3.f.2)

- A.R. 218.** The referee notices that the head coach of Team A is using electronic transmission (e.g., headsets, cellular telephones, modular telephones) to communicate with someone in the stands. This (women) technical foul is discovered:

- (1) Before the start of the game; or
- (2) During the game.

RULING: (1) The official asks the coach to remove the headset and discontinue using it.

(2) A direct technical foul shall be assessed to the head coach and the head coach shall be informed to discontinue use of the equipment.

(Rule 10-4.2)

- A.R. 219.** 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 direct technical fouls.

(Rule 10-4.4.a and 10-4)

- A.R. 220.** The head coach of Team A is standing within the coaching box to coach his or her team. Likewise, two assistant coaches and 10 squad

members are standing while the game clock is running and the ball is live. Is this legal?

RULING: When only one other person is illegally standing, an official shall assess the individual illegally standing with a bench technical foul, which is also charged to the head coach as an indirect technical foul. When more than one other person is standing, an official shall assess a (men) bench technical foul (women) indirect technical foul to the head coach.

(Rule 10-4.4)

- A.R. 221.** A4 is disqualified from receiving his/her fifth foul. The coach of Team A does not have a substitute ready to enter the game after the permitted 20 seconds.

RULING: The referee shall assess a direct technical foul on Team A's head coach. This direct technical foul shall be one of the two direct technical fouls that the head coach can accrue before being ejected and shall count toward the bonus. Team A's substitute shall enter the game. Team B shall shoot two free throws and the ball shall be put back in play at the point of interruption.

(Rule 10-4.5, 10-4 Penalty [men and women] and 4-53.1.e)

- A.R. 222.** 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. (Men) 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. (Women) Only one bench technical foul shall be assessed to each team regardless of the number of offenders. No free throws shall be awarded since the fouls offset. This one foul is also charged indirectly to each head coach and each team receives an additional foul toward the team foul total. The offenders are ejected but not subject to suspension.

(Rule 10-4.8)

- A.R. 223.** 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 upon leaving the bench, entering the playing court and participating in the fight. Flagrant 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 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 technical fouls and play shall be resumed by awarding the ball to Team B at the division line. The flagrant technical fouls assessed to A6, A7, A8, A9 and A10 shall be indirectly charged to the head coach because these individuals are bench personnel. Since three indirect technical fouls have been assessed to the head coach from Team A, he or she shall be ejected. The flagrant technical fouls assessed B6 and B7 shall also be charged indirectly to the head coach of Team B but do not lead to ejection since, in this case, three indirect technical fouls are required for ejection. A1 and B1 shall be assessed flagrant technical fouls for fighting and shall be ejected. A1's and B1's flagrant 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.

(Rules 10-4.8, 10-4.9, 10-4 Penalty [Art. 9], 8-2.3, 7-5.13 and Appendix I)

- A.R. 224. After a violation by A2, A1 gets involved in a fight. B6 leaves the bench and enters the court but does not participate in the fight.

RULING: A1 shall be 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 two separate acts. (Men) No free throw penalty or technical shall be assessed to B6. Because B6 did not participate in the fight, no fighting suspension shall be involved. (Women) Only one bench technical foul shall be assessed to B6. Two free throws shall be awarded. This one foul is charged indirectly to the head coach. B6 is ejected but not subject to suspension.

(Rules 10-4.8 and .9, 10-4 Penalty [Art. 9], 8-2.3, 7-5.13 and Appendix I)

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