

BASKETBALL RULES SUMMARY

Rule: 4 Definitions

1. **Airborne shooter**-A player that is in the act of shooting. He has released the ball on a try for goal and has not returned to the floor. If he is fouled, he is fouled in the act of shooting and if he fouls, he has committed a player control foul (unless he commits a technical foul).
2. **Alternating Possession**- A method of putting the ball in play via throw in. Initial direction of arrow is established in the following manner:
 - a) The initial direction of the arrow is set when a player gains control of the jump ball.
 - b) The ball is at the disposal of the free thrower after a common foul when the bonus rule is in effect. This can only happen in overtime.
 - c) The ball is placed at the disposal of the thrower after:
 - 1) A violation during or after the jump and before a player secures possession.
 - 2) The free throw for a non-common foul
 - 3) A common foul before the bonus rule is in effect.
3. **Ball Location:**
 - a) The ball is in the backcourt if the ball is in the backcourt. If a player is in contact with the ball, the ball continues to be in the backcourt until the player and the ball have gained front court status.
 - b) A ball in flight has same location as when it was last in contact with the floor or a player.
 - c) A ball that touches an official or a player is the same as the ball touching the floor at that person's location.
 - d) A ball that touches the backboard is the same as touching the floor, except a ball that touches the throwers backboard does not constitute a dribble.
 - e) During a dribble from back court to front court, the ball is in the front court when the ball and both feet of the dribbler touch the court entirely in the front court.
 - f) A ball is at the disposal of a player when it is:
 - 1) Handed to a thrower or free thrower
 - 2) Caught by a player after it has been bounced to him.
 - 3) Placed on the floor at the spot.
 - 4) Is available to a player of the team entitled to the ball after a goal.
- 4 The team's own **basket** is the basket that they try to throw the ball into. For the 1st half of play, this basket is away from the team bench and for the 2nd half it is in front of the team bench.
- 5 **Basket Interference** is a violation.
 - a) When a player touches the ball or any part of the basket while ball is on or within the basket.
 - b) Touches the ball while any part of the ball is within the imaginary cylinder which has the basket ring as its lowest base.
 - c) Touches the ball outside of the cylinder while reaching through the basket from below.
 - d) Pulls down a moveable ring so that it contacts the ball before returning to its original position.
- 6 **Blocking** is illegal personal contact that impedes the progress of an opponent.
- 7 **Charging** is illegal personal contact caused by pushing or moving into an opponent's torso.

8 a) Player with the ball-no time, no distance, if legal guarding position has been established.
Boundary Lines- Inside edge is what separates the in-bounds and out of bounds areas.

9 **Closely guarded:** only happens in front court. The count is five seconds and the defensive player must be within 6' of the offensive player that is holding/dribbling the ball. Holding for less than five seconds, dribbling for less than five seconds, then holding again for less than five seconds is not a violation.

10 **Continuous motion-** This applies only to the offense and is only relevant if a defensive player fouls an offensive player. If an offensive player fouls after he or a teammate has started continuous motion but prior to the ball being in flight, the ball becomes dead immediately and no goal can score. If the foul is by the defense (it does not have to be against the player that is trying for goal), continuous motion applies if the offensive player has begun the hand or foot motions that normally precedes a shot. If an offensive player dribbles after the foul, no continuous motion applies.

11 **Player Control-** A player is in control when he is holding or dribbling a live ball in bounds. There is no player control during a throw in or during an interrupted dribble.

12 **Team Control-** There is team control when 1) a player is holding or dribbling a live ball inbounds, 2) when the ball is being passed among teammates, 3) during an interrupted dribble, and 4) during a throw-in. There is no team control during a try/tap for goal or during a jump ball until a rebounded ball is secured by a player, or while the ball is dead.

13 **Front Court-** The part of the court between the end line and the nearest edge of the division line on the side of the court a team is shooting at.

14 **Back Court-** The part of the court between the end line and the entire division line on the side of the court a team is defending.

15 **Disqualified Player-** A player barred from further participation in the game. A player is considered as being disqualified when the head coach is notified by an official.

16 **Dribble-** This is a controlled activity by a player in which he *intentionally* strikes the ball with his hand(s), pushing the ball to the floor once or more. A player must start a dribble before he lifts his pivot foot. The dribble ends when a player catches or causes it to come to rest in one or both hands, the dribbler simultaneously touches the ball with both hands, the opponent touches the ball (and causes the dribbler to lose control) or the ball becomes dead. It is impossible to travel while dribbling.

17 **Interrupted Dribble-** when a dribbler loses control of the ball after deflecting off of the dribbler or accidentally and momentarily gets away from dribbler. There is no player control during an interrupted dribble. Thus

- a) No time out can be called or granted.
- b) A closely guarded count cannot be started or if started shall be terminated.
- c) There can be no player control foul.
- d) The player that has lost the ball during an interrupted dribble cannot be guilty of being out of bounds while in possession of the ball.
- e) A three seconds in the lane call is still possible as there is still team control.

18 **Fighting** is a flagrant act (thus anyone guilty of fighting is to be disqualified) and can occur during a live ball (this would be a flagrant personal foul) or a dead ball (this would be a flagrant technical foul). Contact is not requisite for a player to be guilty of fighting.

19 **Foul-** This is an infraction of the rules that is charged and penalized.

a *Personal-* A live ball foul that always involves illegal contact with an opponent. A personal foul can also be a dead ball foul if it is committed on or by an airborne shooter.

b *Common Foul-* This is a personal foul which is not flagrant or intentional and is not committed against a player trying or tapping for goal. It is not part of a double, multiple or simultaneous foul. You can only shoot common fouls when a team is in the bonus. Rule of Thumb: " All Common Fouls are Personal Fouls, but not all Personal Fouls are common fouls."

c *Intentional Foul-*This is a personal or technical foul which neutralizes an opponent's obvious advantage, contact away from the ball or when not making a legitimate attempt to play the ball. Designed to stop the clock or keep it from starting. Also, while playing the ball there is excessive contact with an opponent.

d *Flagrant-*Personal or technical foul of a violent or savage nature or a noncontact technical foul that displays unacceptable conduct. The offender is automatically disqualified.

e *Technical-* A foul by a non player, a non contact foul by a player, intentional or flagrant contact foul while the ball is dead. A direct technical foul is charged to the head coach for allowing a disqualified player to reenter.

f *Player Control-* This is a foul committed by a player while that player is in control of the ball or is an airborne shooter.

g *Team Control-* A common foul committed by a member of the team that has team control, including while out of bounds during a throw-in.

h *Double Fouls-* A live ball foul when two opponents commit fouls against each other at approx the same time. No shot, point of interruption.

i *Double Technical Fouls-* When two opponents commit technical fouls against each other at approx the same time. No shot, point of interruption.

j *False Double-* When there is a foul by both teams, the second foul take place after the first and before the clock has next started. Each foul carries its own penalty.

k *Simultaneous Foul (Personal or Technical)-* Fouls by both teams at about the same time. But not A1 against B1 and B1 against A1.(Example: A1 against B1 and B2 against A2) No shots, play is resumed at point of interruption.

l *Multiple:* Two or more fouls by teammates against the same opponent at about the same time. We do shoot these fouls. Never and I do mean never call a multiple foul.

m *False Multiple Foul-* When two or more fouls are committed by the same team and the last foul is committed before the clock has started. We could have shots.

n *Team Foul-* Personal or technical fouls which is charged to a team. All team fouls count toward reaching the bonus.

o An *unsporting* foul is a noncontact technical foul which consists of unfair, unethical or dishonorable conduct.

20 **Free Throw-** An unhindered try for goal that counts one point if successful. It must be taken within the free throw semi-circle and behind the free throw line. It starts when the ball is at the disposal of the free thrower and ends when the try is successful, when the try is unsuccessful, when the try touches the floor, any player or the ball becomes dead.

- 21 **Fumble:** The accidental loss of player control.
- 22 **Goaltending:** When a player touches a ball during a field goal attempt that is on its downward flight, entirely above the ring level and has a chance to enter the goal. It is also goaltending if an opponent of the free thrower touches the free throw outside the cylinder during a free throw attempt. In each case, points are awarded and for goaltending of a free throw, a technical foul is also called.
- 23 **Guarding:** This is a defensive technique that is the legal act of placing the body in the path of an offensive opponent. To obtain initial legal guarding position:
a) Both feet must be on the floor.
b) The front of the guard's torso must be facing the opponent.
(READ BOOK ABOUT THE REST)
- 24 **LEGAL AND ILLEGAL USE OF HANDS**-Read and Discuss (pg 34-35)
- 25 **Held Ball:** When opponents have their hands on the ball and control cannot be obtained without undue roughness or when an opponent places his hand(s) on the ball and prevents an airborne player from releasing the ball on a try or pass.
- 26 **Holding:** illegal personal contact that interferes with an opponent's freedom of movement.
- 27 **Incidental Contact:** Contact with an opponent that is permitted and which is not a foul.
- 28 **Jump Ball:** One of three ways to get a dead ball live. Only starts a game or OT periods.
- 29 **Kick Ball:** This is an intentional act done with any part of the leg or foot. It is very unlikely that an offensive player will be guilty of kicking.
- 30 **Pass:** ball movement by a player who throws, bats or rolls the ball to another player.
- 31 **Penalties:**
a) *Fouls*- Charging of the offender for illegal action & the awarding of FTs or of a throw in.
b) *Violation:* Awarding of the ball to the opponents for a throw in, or awarding of one or more points, or the awarding of a substitute free throw.
- 32 **Pivot:** When a player that is holding the ball steps once or more than once in any direction with one foot, while the other foot called the pivot foot is kept at its point of contact on the floor.
- 33 **Player:** One of five team members that is legally on the floor at a given time
- 34 **Bench Personnel:** All individuals that are affiliated with the team and who are not players.
- 35 **Substitute:** A substitute becomes a player when he legally enters the floor (is beckoned by an official) or, if the entry is not legal, when the ball becomes live by rule.
- 36 **Team Member:** a member of bench personnel who is in uniform and is eligible to become a player. A disqualified player is no longer a team member but if still on the bench he is bench personnel. A trainer, coach or statistician is not a team member.

- 37 **Player Location:** You are where you were until you get where you're going. This is mainly relevant when a player is airborne. When they are on the court it is easy to determine.
- 38 **Point of Interruption:** how to resume play after an inadvertent whistle, an interrupted game, a correctable error, a double personal, a double technical or simultaneous foul. Play is resumed by:
a. throw-in to the team last in control at the nearest spot
b. a FT or throw-in when the interruption occurred, assuming the team is entitled to such
c. an AP throw-in when no team is in control and no goal, infraction, nor end of period involved
- 39 **Rebounding:** This is an attempt to secure control of a try/tap. There is no team or player control during rebounding action.
- 40 **Resumption of Play Procedure:** This is used after a time out or after an intermission to put the ball back in play via a throw in or FT. May result in a violation or if prolonged it may become a tech foul.
- 41 **Screen:** Read the book.
- 42 **Act of Shooting:** Begins with the start of the try or tap and ends when the ball is clearly in flight and includes the airborne shooter. It only has relevance when the defense fouls.
- 43 **Try for Goal:** This is when a player attempts to throw the ball into his own basket. It is only important if there is a foul by the defense. The player does not have to actually release the ball, as a foul may prevent this.
- 44 **Try:** This start when the player begins the motion which habitually precedes the release of the ball. It ends when the throw is successful, when it is certain that the throw is unsuccessful, when the ball touches the floor or when the ball becomes dead by rule.
- 45 **Tap:** This is contacting the ball with any part of the players hands in an attempt to direct the ball into the goal. It starts when the player touches the ball and ends the same as a try.
- 46 **Throw In:** One of three methods of getting a dead ball live. The throw in and count begin when the ball is at the disposal of a player of the team entitled to the throw in. A thrower attempts. The throw in count ends when the ball is released so that the passed ball goes directly to the court. The throw in ends when the pass ball is touched or touches an inbound player other than the thrower.
There is team control during a throw-in.
- 47 **Throw-In Spot:** It is 3 ft wide with no depth limitation. Established by the official prior to placing the ball at the throwers disposal. Thrower can be over or on the spot.
- 48 **Time Out-** Each team is entitled to five per game, 3 are 60 sec and 2 are 30 sec time outs. A team can only call for a time out when they have the ball and its in player possession or when the ball is dead. Successive time outs can be called unless the end of the fourth quarter or overtime is involved. You cannot have a time out before the game begins.
- 49 **Traveling:** This is movement of the feet in excess of the prescribed limits while a player is in possession of the ball. Examples of traveling are:
1) A player cannot fall to the floor while holding the ball.

- 2) A player cannot get up off the floor while holding the ball.
- 3) A player cannot raise his pivot foot and begin a dribble without traveling.
- 4) Scissor step movement is always a travel if the dribble is not started first.
- 5) Jumping into the air with the ball and returning to the floor without releasing the ball or being prevented from releasing the ball.
- 6) You cannot pass the ball to yourself and catch it if you have moved your pivot foot
- 7) A player on the floor and in possession of the ball cannot put the ball on the floor then get up and pick the ball up.

Example of What Is Not A Travel:

- a) Running while not in possession of the ball.
- b) You cannot travel while throwing an inbound pass.
- c) You cannot travel while attempting a free throw.
- d) You cannot travel while dribbling
- e) It is not traveling to attempt a shot and miss the entire ring and backboard and the same player catch his missed shot.

50 **Verticality:** A legal guarding position. A defender may be aloft and still legal!

51 **Violation:** There are three types of violations and each has its own penalty.

- a) *Floor:* This includes basket interference and goal tending by a teammate. It also includes other violations which are not connected with free throw or a try or tap for goal.
- b) *Basket Interference* by the defense or goal tending by a player at the opponent's basket.
- c) *Free Throw:* Violations other than basket interference or goal tending.

52 **Warning For Delay:** This is an administrative procedure that is recorded in the scorebook.

- a) For Throw In Plane Violations
- b) For huddle by either team or contact with the free thrower.
- c) For interfering with the ball following a goal.
- d) Court not being ready for play following a time-out or intermission