

## BASKETBALL RULES SUMMARY

### Rule 5: Scoring and Timing Regulations

- 1 **Goal:** A goal is made when a live ball enters the basket from above and goes through or remains in the basket. No goal is scored if an untouched throw in pass goes through the basket. You cannot be guilty of goal tending on a throw in pass as this is not an attempt.
- 2 Whether or not the clock is running or stopped has no influence on the counting of a goal (continuous motion examples or expiration of time).
- 3 If a player control foul occurs after a goal, the goal is always cancelled.
- 4 **Scoring:**
  - a) *Two Points*- A field goal from inside the three point arc or if attempted at the wrong basket from any distance. You cannot goal tend a shot at the wrong basket as this is not an attempt. Also, a player cannot be fouled in the act of shooting at the wrong goal. If a ball goes through any basket from the field the points are scored for the team whose basket the ball went through.
  - b) *One Point*- For a successful free throw. It counts for the team that shot the free throw, even if they shoot it in the opponents basket.
  - c) *Three Points*: A successful try, tap or thrown ball by a player who is located entirely behind his own team's three point line. If the ball touches the floor, a teammate inside the arc or a game official and then enters the goal, it is only two points.
  - d) If there are 0.3 of a second left in any quarter, and the game is resumed by a throw in or free throw, a player cannot gain control and then shoot. The only way a goal can occur in this situation is via tap.
- 5 The winning team is the team that accumulates (NOT "scores") the most points.
- 6 **Forfeit Game:** 2-0 Unless the team receiving the forfeit is ahead. In that case, the score stands.
- 7 **Game Time:**
  - a) Quarters: Varsity- 8 minutes, Sub-Varsity- 6 minutes
  - b) Intermission Between Quarters: 1 minute for all games.
  - c) Halftime: Varsity- 10 minutes to a maximum of 15 minutes. Sub-Varsity-8 minutes
  - d) Overtime: Varsity-4 minutes, Sub-Varsity- 3 minutes.

Quarters may be shortened by agreement of the opposing coaches and the referee.
- 8 A **quarter begins** when the ball becomes alive (i.e. when the tossed ball leaves the referee's hand, or when the ball is made available to a player for a designated throw in aka "at the disposal").
- 9 The **quarter ends** when the horn sounds, except:
  - a) A shot is in the air prior to the horn sounding.
  - b) A foul shot(s) are an extension of the previous quarter.

- 10 If time expires so close that you are uncertain (first talk to all of your official partners):  
a) Count the goal  
b) Penalize the foul
- 11 No penalty or part of a penalty carries over from one period to the next.
- 12 No free throws are attempted at the completion of the fourth quarter (or overtime) if the outcome of the game has already been determined.
- 13 **Overtime:** Once the ball becomes live in an overtime period, it will be played, even if an error is discovered later.
- 14 **Stopping the Clock:** The clock stops for many different reasons. Mainly, it stops whenever a whistle is blown. Such as for:  
a) *Fouls*  
b) *Violations*  
c) *Injuries*- Ball should be in the injured player's or in team control, unless the officials feel the injured player needs to be protected.  
d) To grant a *time out* or rule a *held ball*  
e) Responding to the scorer's signal to grant a coaches request for a correctable error, timing, scoring or alternating-possession error.
- 15 The clock is started when an official signals that it is to be started, or if he fails to do so, when the live ball is touched by a player after a jump ball, throw in or failed free throw.
- 16 *Timing Mistakes:* Pay close attention to the clock during dead ball situations. The referee can correct obvious timing errors if he knows the amount of time to add or subtract.
- 17 *60 Second Time Outs:* Must take place within the confines of the Team Bench area. Players may remain standing or may be seated. Cheerleaders may come onto the court.
- 18 *30 Second Time Outs:* Player must remain standing and be within the Team Bench area. No cheerleaders may come onto the court.