

BASKETBALL RULES SUMMARY

Rule 6: Live Ball & Dead Ball

- 1 There are only three ways to make a dead ball alive:
 - a) **Jump Ball**- When it leaves the referees hand
 - b) **Throw In**- When the ball is at the disposal of the thrower.
 - c) **Free Throw**- When the ball is at the disposal of the free throwerThe traveling and dribbling rules are not in effect during these situations.

- 2 **Jump Ball**- Only in center circle, only at the beginning of a game and each extra period and between any two opponents.
 - a) Both feet of the jumpers must be within the semi-circle which is furthest from team's basket.
 - b) When referee (or designee) is ready & until the ball is tossed (not tipped): Non-jumpers can't:
 - 1) Move onto the circle
 - 2) Change position around the circle
 - 3) Teammates may not occupy adjacent spaces around the circle if an opponent desires one of those spaces.
 - c) Once the ball is tossed and until it is tipped, non-jumpers may not:
 - 1) Have a foot/feet break the plane of the center circle.
 - 2) Take a position in an occupied space.

Non Jumpers may move off of the circle at any time.

The jumpers are restricted as well. They may not:

- a) Touch the tossed ball before it reaches its apex
- b) Leave the circle until the ball has been touched
- c) Catch the jump ball
- d) Touch the ball more than twice

All of these restrictions end and the jump ball ends when the touched ball contacts one of the eight non-jumpers, the floor, a basket or backboard.

- 3 Jump balls only start the game and each extra period. In other jump ball/held ball situations, the alternating possession procedure is used.
 - a) To begin each period (2,3 and 4) that is to begin with an alternating possession throw in, the throw in takes place at the division line, opposite table. In all other AP procedures (other than Double Technical where point of interruption is such that neither team is in control) the AP throw-in is at an out of bounds spot nearest to where the ball is located.
 - b) The direction of the possession arrow is reversed after an AP throw in ends. The throw-in ends when the ball is released toward the court. The AP arrow is also reversed if the throw-in team violates. It does not change if either team fouls during the throw in period.

- 4 **Dead Ball**: This is a term to indicate that the ball is not live. You cannot score with a dead ball (although points could be awarded during a dead ball period). The clock is not always stopped during a dead ball nor is the clock always running during a live ball. The ball becomes dead or remains dead as follows:

- a) When a goal is made. The ball is dead until the ball is at the disposal of a player of the opponents of the scoring team.
- b) A held ball occurs or the ball lodges between the backboard and ring or the ball comes to rest on the flange of the ring.
- c) A player control foul occurs.
- d) An official sounds his whistle, unless a try of tap is in flight or a free throw is in flight and the official sounds his whistle for a foul.
- e) Time expires for a period (unless a try or tap is in flight).
- f) A foul occurs. Unless a try, tap or try for free throw is in flight.
- g) There is a free throw violation by the free throwers team. The ball is dead immediately and no point can be scored.
- h) A violation occurs. Unless the violation is by the opponents of a team that has tried for goal and the violation is leaving the court for an unauthorized reason or excessively swinging the elbows. Officials should temporarily ignore these violations if designed to take away a clear advantageous position by the offense. The defensive team should not benefit from the tactic.