

# 2015 SCBOA

## Basketball Rules & Mechanics Examination

Use a #2 pencil to **COMPLETELY** fill in the correct answer.  
To change your answer **ERASE COMPLETELY & CLEANLY** and mark again. Make no extra marks on the answer sheet; they may be picked up as incorrect answers.

**Answers are either TRUE or False = A or B (on the answer sheet)**

**Example:** [  ] [ B ] [ C ] [ D ]

**Follow the instructions and properly mark your answer sheet!**

1. Team A designates #22 as a starter. As the teams take the floor, the scorer recognizes #24 is on the court instead of #22. RULING: If the coach replaces #24 with #22, no penalty is assessed.
2. The rule that constitutes a foul for contacting and/or placing both hands on a player, applies only against a post player holding or dribbling a live ball.
3. Team B is assessed a technical foul prior to the start of the game for adding a player to their squad list. The officials forget to start the game with the free throws for the technical foul and start play with a jump ball. Play continues for about a minute with no scoring and no whistles until Team A commits a violation. Prior to the ball being put at the disposal of Team B for the throw-in, the Team A coach asks about free throws for the technical foul. RULING: The officials should award the free throws and resume play from the point of interruption.
4. Until the tossed ball is touched by one or both jumpers, non-jumpers shall not have either foot break the plane of the center circle.
5. The timer is responsible for the alternating possession arrow
6. Airborne A1 drives the lane and passes the ball to A2. A1 then crashes into B3 who has obtained legal guarding position. RULING: Player control foul on A1. Team B gets a designated spot throw-in at the spot closest to the foul, regardless of whether or not Team B is in the bonus.
7. The ball becomes dead immediately if a tap by A1 is in flight toward Team A's basket when time expires.
8. Player A6 is wearing a black compression sleeve on his leg that extends below the knee for a hamstring injury. Team A is wearing white shorts. RULING: Legal.
9. The referee must rule on the legality of any piece of equipment that is used by a player to protect an injury.
10. Airborne shooter A1 charges into B1. Prior to the foul by A1, B5 commits a goaltending violation. RULING: Award two points to Team A for the goaltending violation and charge A1 with a player-control foul.
11. During the first overtime period, the timer informs the referee that he started the period with only three minutes on the clock. The clock currently reads 2:30. RULING: The referee shall add one minute to the current time to reflect a four-minute period.

12. A1 is about to attempt the first of a one-and-one free throw situation. The administering official erroneously informs the players that two shots will be taken. A1's attempt is unsuccessful. All six players along the lane attempt to rebound the miss. A2 recovers the ball and lays it into the basket. RULING: The officials should sound the whistle when they realize the error and resume play using the alternating possession procedure.
13. A1 is dribbling in the backcourt and comes to a stop. Being guarded by B2, A1 throws the ball against the opponent's backboard and catches the rebound. A1 then dribbles around B2. RULING: A1 violated when he caught the rebound off of Team B's backboard.
14. It appears that a fight may occur on the playing court when A6 and A7 leave their bench and enter the court. RULING: A6 and A7 are assessed flagrant technical fouls. Team A coach is assessed one indirect technical foul and Team B will shoot two free throws. Team B will receive the ball for a throw-in at the division line opposite the table.
15. Goaltending by the defense is the only infraction for which points are awarded.
16. During a dribble from backcourt to frontcourt, the ball is in the frontcourt when the ball and both feet of the dribbler touch the court entirely in the frontcourt.
17. When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact. This distance need not be more than two strides.
18. The try starts when the player has released the ball for field goal.
19. A defensive player who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended until the ball touches the ring or backboard.
20. A1 attempts to receive a pass while running down the court. A1 muffs the ball before securing control and then fumbles the ball. A1 recovers the ball several feet away and then starts a dribble. RULING: Violation when A1 started a dribble.
21. A1 catches a bounce pass while airborne, lands on his right foot, then jumps and lands simultaneously on both feet. RULING: Traveling violation on A1.
22. A1 is holding a live ball inbounds near their team bench when A3 is whistled for a 3-second violation. RULING: The ball is awarded to Team B for a throw-in on the endline.
23. A substitute who enters the court illegally during a dead ball becomes a player when the ball becomes live following her entry.
24. With Team B in control of the ball, the Team B head coach requests a time-out. When the official reports the time-out, he is informed by the scorer that Team B had no time-outs remaining at the time of the request. RULING: Technical foul on Team B coach. Team A will shoot two free throws at the conclusion of the time-out. Team A will receive the ball for the throw-in at the division line opposite the table.
25. A2 receives a warning for a violation of the throw-in boundary-line plane in the second quarter. In the fourth quarter, A5 violates the throw-in boundary line plane. RULING: Technical foul charged to A5 for a second boundary line violation.
26. The home team must wear white jerseys.
27. Dribbler A1 remains in player control during an interrupted dribble.

28. The division line is considered in the backcourt in all situations.
29. The throw-in starts and the ball becomes live when the ball is at the disposal of the thrower.
30. The official accidentally grants Team B's request for a time-out while a player for Team A has player control. RULING: Allow the time-out for Team B. Once the time-out is granted, it cannot be revoked.
31. While A1's second free throw is in flight, a double personal foul is assessed between B3 and A3. The free throw is successful. RULING: The free throw counts and play resumes with an alternating possession throw-in.
32. The closely guarded distance is measured from the forward hand/arm of the defender to the forward hand/arm of the player with the ball.
33. A1 is fouled in the act of shooting. The try is unsuccessful. The official, who reports the foul, erroneously counts the basket and awards A1 one free throw. A1 makes the free throw. After Team B inbounds the ball, Team B's coach requests a time-out for a correctable error situation. RULING: Officials rule that the errors are no longer correctable after Team B inbounded the ball.
34. A1 is holding a live ball in the frontcourt. Her pass to A2 sails over her head into the backcourt. A3 recovers the ball in the free throw lane area. RULING: Team B's throw-in spot is on the endline.
35. B1 commits an unsporting act toward A3. A3 retaliates by punching B1. RULING: Both B1 and A3 are considered to be fighting.
36. While the ball is at the disposal of A1 for a free throw, A2 commits a common foul against B1. RULING: Team control foul on A2.
37. No more than two offensive players may occupy lane spaces during a free throw.
38. One of the duties of the officials is to determine when a player exhibits signs of a concussion.
39. The crowd reacts to an official's call by throwing debris on to the court. RULING: The officials should stop the game until the host management resolves the situation and the game can proceed in an orderly manner.
40. On an unsuccessful free throw that is to remain live, the clock shall start when it is certain that the free throw will be unsuccessful.
41. When an obvious timing error is made, the exact time observed by an official may be placed on the clock.
42. A4 is charged with a personal foul. Team A requests a time-out and during this time-out, A4 makes an unsporting gesture to one of the officials. RULING: A4 is issued a technical foul which is indirectly charged to the Team A head coach.
43. A coach is prohibited from using cards or signs to communicate with players on the court.
44. The ball is out of bounds if it rolls along the top edge of the backboard without touching any supports.
45. A player technical foul results in 2 free throws awarded to the opposing team, followed by a throw-in at the division line opposite the table.
46. A coach's request for a time-out may be given orally or visually.
47. All free throw violations by the defense causes the ball to become dead immediately.

48. The alternating-possession procedure is used after all double personal fouls.
49. The coach or captain may designate who will shoot the free throws awarded for a technical foul.
50. If multiple throws result from a personal and technical foul, the free throws shall be attempted in the order in which the fouls were committed.
51. A1 catches the throw-in pass with one foot on the floor in A's frontcourt and the other foot not touching the floor. The non-pivot foot then comes down in A's backcourt. RULING: Backcourt violation on A1.
52. Touching the ball outside the cylinder while reaching through the basket from below is considered basket interference.
53. Players occupying marked lane spaces may move in or out of such spaces after the ball has been released by the free thrower.
54. Restrictions simultaneously end for the free thrower and players who are not in marked-lane spaces during a free throw.
55. A1 is driving to the basket and releases the ball on a layup. Defender B1 attempts to block the shot but misses and slaps the backboard inadvertently. RULING: Legal since it was an attempt to block a shot.
56. The head coach is responsible for the conduct of all bench personnel.
57. A team may use video replay equipment at halftime to review first-half action.
58. A team must start with 5 players but may play with fewer than 5 if one or more players are disqualified or injured and no substitutes are available.
59. Correctable errors include awarding the ball to the wrong team on an alternating possession throw-in.
60. A1 passed the ball to A2 who is straddling the division line. A2, while holding the ball, picks up her foot that is in the backcourt. RULING: A2 is still considered to have backcourt status.
61. The jurisdiction of the officials is terminated and the final score approved when the referee leaves the visual confines of the playing area.
62. For adding a player to the scorebook or changing a player's number after the game starts, a maximum of one technical foul is charged, regardless of how many infractions are committed.
63. Following a violation, the official places the ball on the floor and begins the 5-second count when no player on Team A comes to the spot to make the throw-in. Both A1 and A2 go out of bounds, A2 picks up the ball and releases the ball to A5 before the 5-second count expires. RULING: Legal play.
64. A1 is dribbling in the backcourt. B1 is guarding A1 and contacts him more than once with the same hand. RULING: Common foul on B1.
65. A1 drives for a layup and jumps and releases the ball. Contact occurs between A1 and B1 after the release and before A1 returned to the floor. One official called a blocking foul on B1 and the other called a charging foul on A1. The layup is successful. RULING: Cancel the goal. A1 is awarded two free throws with players lined up along the free throw lane.

66. Team A has a throw-in following a goal by Team B with 15 seconds remaining in the quarter. A1 maintains continuous control of the ball in the backcourt for 9 seconds and then attempts a try. The attempted shot falls short of the rim where it is caught by A3 and laid up into the basket before the buzzer. RULING: Because A1's attempt did not hit the rim or backboard, it is not considered a try and a 10-second backcourt violation should be called.
67. A4 commits her fifth foul and the head coach is notified of the disqualification. During the 20-second time interval to replace the disqualified player, the coach of Team A talks to the four remaining players near the boundary. RULING: Illegal action by the head coach.
68. While A1 is dribbling in A's backcourt, the ball legally touches B1's leg, causing it to bounce away from A1 but remains in the backcourt. A1 quickly recovers the ball with two hands and then starts another dribble. RULING: Since the ball was touched by B, the official should start a new 10-second backcourt count.
69. Officials should not make calls outside their primary areas except for flagrant or unsporting fouls.
70. Religious and medical alert medals are considered jewelry and may not be worn.
71. Team A has an endline throw-in with 3/10 (0.3) of a second left in the game. RULING: Team A can only score a field goal with a tap.
72. A visible game clock and scoreboard are mandatory.
73. The use of replay equipment by the officials in making any decision relating to the game is prohibited except to determine players and substitutes involved in a fight.
74. "Palming" can only occur while the palm is facing upward.
75. Dribbler A1 dislodges defender B2 who has legal guarding position in the post by backing into him. RULING: Player control foul on A1.
76. A player may start a dribble by throwing the ball in the air and allowing it to strike the floor.
77. If there is a discrepancy between scorebooks, the referee shall accept the record of the official scorebook.
78. Team A has a designated spot throw-in following a time out. Following the second horn, Team A is still huddled at the bench. RULING: The administering official should place the ball on the floor and start a 5-second count.
79. All flagrant fouls result in disqualification of the offender.
80. After being ejected, the head coach must leave the vicinity of the bench, but may sit in the stands.
81. Post player A1 is dribbling the ball in a move toward the basket. B2 is guarding A1 and has an extended arm bar on his hip. RULING: Common foul on B2.
82. B1 deflects A1's pass which hits the floor. B1 then catches the ball and starts a dribble. RULING: Double dribble on B1.
83. Kicking the ball is intentionally striking it with any part of the leg or foot.
84. Team A scores a goal and Team B immediately calls a time out. Prior to making the ball live by handing it to a Team B member, the official shall indicate that Team B may move along the endline by use of an approved signal.

85. Correctable errors are limited to five specific situations, all involving scoring issues, when a rule is inadvertently set aside.
86. A throw-in under the alternating-possession procedure shall start each extra period.
87. An intentional foul can only occur during a live ball.
88. If a ball handler/dribbler has his/her back to the basket outside the lane area and an opponent places an extended arm bar on the player, it is not a foul.
89. The head coach may enter the court in the situation where a fight may break out or has broken out to prevent the situation from escalating.
90. Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.
91. An official shall first notify the coach, then request the timer to begin the replacement interval, and then notify the player of his/her disqualification.
92. If A1 jumps from out of bounds, A1 is considered inbounds while airborne.
93. A player is disqualified if he or she has been charged with one technical foul and four personal fouls.
94. If a player is disqualified for a flagrant technical foul, the offender is ejected and sent away from the bench area.
95. If the officials, by mistake, permit the teams to go the wrong direction, when discovered all points scored shall count as if each team had gone the proper direction.
96. Both the timer and official scorer are required to wear a black-and-white vertically striped garment.
97. The use of electronic video devices during the game is not permitted.
98. A medical reason is required in order for a player to be allowed to wear a compression sleeve.
99. Officials must conduct themselves in a professional manner at all times.
100. All sleeves/tights shall be the same solid color and must be the same color as any headband or wristband worn.