

2016 SCBOA Make-up Basketball Rules & Mechanics Examination

Use a #2 pencil to **COMPLETELY** fill in the correct answer.
To change your answer **ERASE COMPETELY & 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. A photographer is sitting on the floor, out of bounds, in the middle of the free throw lane extended during live play. RULING: The photographer must move and be outside the lane lines extended throughout the game.
2. A player who has been removed from the game by an official due to symptoms of a concussion, may return to play if cleared by an appropriate health care professional.
3. All common fouls committed from the time a correctable error is made until it is corrected shall be cancelled.
4. A1 is fouled prior to the bonus, but erroneously A1 is awarded a one-and-one. The error is discovered after B1 has rebounded the miss on the second free throw. RULING: The successful free throw is cancelled with play continuing with a Team B throw-in.
5. A3 is injured and the Team A head coach is beckoned on to the court. The coach helps assist the injured player to the bench. The calling official should have the timer start the 15-second replacement interval when the coach is able to turn their attention from the injured player and resume coaching duties.
6. A1 has a visible manufacturer's logo on her headband, undershirt, pants, and socks. RULING: The manufacturer's logo is permissible for all these items.
7. Several members of Team A are wearing arm compression sleeves that are blue and white (school colors). RULING: Legal.
8. A1 releases the ball for a jump shot and is in the air when he is fouled by B2 attempting to block the shot. A1's try is successful. RULING: Since A1 became an airborne shooter when the ball was released, award one free throw.
9. Team A starts an alternating possession throw-in on the endline. Before the throw-in is complete, A2 is called for an illegal screen. Team B is not in the bonus. RULING: Team B's ball for a throw-in and the alternating possession arrow is switched to B's basket.

10. After A1 starts the free-throwing motion but before she has released the ball, A2 commits a foul by pushing B1 along the lane. A1's free throw is successful. RULING: Because the ball became dead when the team control foul occurred, A1's basket is cancelled and A1 is permitted another free throw.
11. A1 passes the ball to A2. A2 then tosses the ball over the head of defender B2, and runs around B2. After the ball touches the floor, A2 dribbles the ball and scores on a lay-up. RULING: Legal play.
12. The point of interruption is a method of resuming play for a double personal foul.
13. A player who is screened within her visual field is expected to stop or go around the screener.
14. A1 who is in the backcourt near the division line, throws a bounce pass to A2. The ball hits in the frontcourt before being caught by A2. RULING: The ball was not considered in the frontcourt until caught by A2.
15. Team B scores with approximately 5 seconds left in the game and trails by two points. Team A is withholding the ball out of bounds for the throw-in to run out the clock when the timer mistakenly stops the clock with time reading 4.0 seconds. The official sounds the whistle after a reaching a five-second throw-in count. RULING: The game is over, time has expired.
16. While in the act of shooting and prior to releasing the ball, A1 is fouled after the horn sounds indicating time has expired in the quarter. A1 continues the motion and scores. RULING: Disallow the basket and award no free throws.
17. Airborne A1 is driving for a lay-up, and realizing that his shot will be blocked, requests a time-out prior to returning to the floor. RULING: Deny A1's request for a time-out.
18. On a throw-in, the ball becoming live and the start of the throw-in are simultaneous.
19. A held ball occurs anytime an opponent places his/her hand on the ball and prevents an offensive player from passing the ball or releasing it on a try.
20. Free throws for an intentional personal foul may be attempted by any player of the offended team.
21. The ball is out of bounds if it rolls on the top edge of a rectangular backboard.
22. The tossed ball must be tapped by one or both of the jumpers after it reaches its highest point.
23. A1's attempted three-point shot from above the top of the key is successful. After A1 returns to the floor, B2 commits a foul on A1 by "backing him out" and knocking him to the floor. Team A is not in the bonus. RULING: Officials count the 3-point basket and award Team A a designated spot throw-in underneath Team A's basket.
24. The throw-in following an intentional personal foul takes place at the spot closest to the foul.

25. B1 dives for a loose bouncing ball and secures the ball while airborne. B1 lands on the floor, slides several feet and then passes the ball to B2. RULING: Legal play.
26. It is a traveling violation if a player, who is holding a ball inbounds, touches the floor with one knee.
27. Any official has the authority to prohibit players from wearing equipment that is inappropriate or confusing to other players.
28. It is not a violation on a throw-in if A1 jumps from A's frontcourt and while airborne, catches the throw-in pass and then passes to A2, who is standing in A's backcourt.
29. A3 is attempting the second of two free throws. B2 in the marked lane space closest to A3, legally enters the lane after A3 releases the ball, but boxes out A3 by breaking the plane of the free throw line with her feet prior to the unsuccessful attempt hitting the ring or backboard. RULING: Violation on B2.
30. The ball becomes dead immediately if A1's try for field goal is in flight and A2 swings her arms or elbows excessively without making contact.
31. A1 is attempting to dribble the ball from his backcourt to frontcourt. The 10-second count is at 8 when B1, who is in Team A's frontcourt, tips the ball away from A1. The ball remains in the backcourt where A1 recovers the ball and resumes dribbling. RULING: The official should start a new 10-second count.
32. A1 and B1 are attempting to recover a loose ball when B1 accidentally bumps A1 from behind causing A1 to lose her balance. RULING: Incidental contact.
33. Defender B2 has legal guarding position on A1 who is in the post holding a live ball. B2 bumps A1 below the hips causing displacement. RULING: Personal foul on B2.
34. During a throw-in by A1, A2 is whistled for an illegal screen against B2. Team B is in the bonus. RULING: B2 is awarded a one-and-one free-throw opportunity.
35. Team A designated #32 as a starter. About 2 minutes into the game, the scorer notifies the officials that #44 started instead of #32. RULING: No penalty is assessed.
36. The distance for a closely guarded situation shall be measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler.
37. A1 drives for a lay-up and B1 attempts to block the shot. B1 just misses the ball but strikes the backboard on the follow through. RULING: Since the striking of the backboard was in an attempt to block the shot and not intentional, a technical foul should not be called.
38. Team B players are seated on their bench during a full time-out receiving instructions from their coach. The second horn sounds indicating that the time-out is over. The official sounds the whistle and hands the ball to Team A for a throw-in. Team B realizes the ball is live and all five players rush onto the court to play defense. RULING: Technical foul on Team B for delaying returning to the court.
39. A team technical foul counts toward reaching the bonus free throw.

40. Players A2 and B2 "chest up" near the division line during a dead ball. The head coach from Team B rushes on to the court to get between A2 and B2. The Team A head coach remains on the bench. RULING: The head coach from Team B may legally enter the court if a fight may break out.
41. A technical foul for an excessive time-out is charged directly to the player or coach who requested it.
42. In the third quarter, the Team B head coach is charged with his second direct technical foul for disagreeing with an official's call. The coach leaves the court and enters the team locker room. RULING: The head coach cannot enter the locker room following disqualification.
43. Three substitutes from Team B leave their bench and come onto the court when a fight appears to break out. RULING: One team foul is added to Team B's foul total for the half since the Team B players did not participate.
44. A live ball foul by the offense causes the ball to become dead immediately, unless the ball is in flight during a try or tap.
45. There is no team control during a dead ball, jump ball, throw-in, or during a try for goal.
46. Penalties for fouls are administered in the order in which they occur.
47. The lead official may assist the Center and Trail officials on determining three-point tries on transition.
48. On a throw-in in the frontcourt, the trail official is responsible for the division line.
49. Officials must conduct themselves in a professional manner at all times.
50. Undershirts shall be black, white, beige or the predominant color of the jersey.