

## **NFHS 2014-15 Part I Basketball Exam**

- 1) During a jump ball, if A3 jumps from A's frontcourt and catches the tap and lands in A's backcourt, it is a violation.
- 2) The court is legally marked if a shadow line is used to designate the division line through the team mascot painted at center court.
- 3) Lane spaces on each side of the free-throw lane are marked only 8 inches deep but actually extend out 36 inches toward the sidelines.
- 4) The playing of music and sound effects is only permitted during pregame, time-outs, intermission and post-game.
- 5) A ball that is in contact with two players is in the backcourt if either player is touching the backcourt.
- 6) A team may be issued a delay-of-game warning following a time-out for water on the floor.
- 7) The 3-point field goal line shall be a color which contrasts with the color of the free throw lane boundary line and the free throw semicircle line.
- 8) If an error is corrected, in some cases, play shall continue from the normal game action resulting from the correction.
- 9) The basketball shall be spherical and its color shall be of the approved Pantone Matching System (PMS) numbers Orange 151, Red-Orange 173 or Brown 1535.
- 10) A player is officially disqualified and becomes bench personnel when the player is notified by an official.
- 11) A multiple foul is a situation in which two or more opponents commit personal fouls against each other at approximately the same time.
- 12) It is a violation if A1 leaves the floor for an unauthorized reason.
- 13) It is a violation if A1, in A's backcourt, controls the ball for five seconds in an area enclosed by screening teammates.
- 14) When A1 is injured and unable to attempt the free throws awarded for a personal foul, Team B's head coach may select A1's replacement free thrower.
- 15) When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact.
- 16) If the ball is simultaneously touched by inbounds opponents near a boundary line and then goes out of bounds before the alternating-possession procedure has been established, play will be resumed with a jump ball in the center circle.
- 17) There are no color or design restrictions in the area of the team jersey from the imaginary line at the base of the neckline to the top of the shoulder.
- 18) A designated spot throw-in does not follow an awarded goal.
- 19) The length of a quarter(s) may be shortened at any time by the referee.
- 20) A player may use his or her forearm and/or hand to prevent an opponent from attacking the ball during a dribble.
- 21) The referee is authorized to prohibit any team member from participating if he or she is wearing an item judged to be a safety concern.
- 22) Fighting is a flagrant act which can occur when the ball is dead or live.
- 23) A try for goal remains in control of the team whose player last had control until the try is either successful or unsuccessful.
- 24) If tapper A1 catches the referee's toss during the opening jump ball, Team B gains the first possession and the arrow is set toward A's basket.
- 25) The length of each extra period in a varsity contest is four minutes.

- 26)** The clock shall be stopped as soon as an official halts play because a player is injured.
- 27)** A commemorative/memorial number patch may be worn on the uniform jersey provided it is above the neckline or in the side insert.
- 28)** A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any boundary, and beyond the vertical plane of any edge of the lane space until the ball is released by the free thrower.
- 29)** It is a requirement to have an "X" marked on the floor in front of the official scorer.
- 30)** If A1 jumps from his/her frontcourt and lands in the backcourt, A1 is not considered to be located in either court while in the air.
- 31)** A manufacturer's logo is illegal on a leg compression sleeve.
- 32)** "Point of interruption" is a method of resuming play after a double personal or double technical foul.
- 33)** Restrictions on players in marked lane spaces apply until the ball is released by the free thrower.
- 34)** It is preferable to have 10 feet of unobstructed space outside the boundaries, but there shall be at least 3 feet.
- 35)** Use of profanity by a player is an unsporting act.
- 36)** The timer shall sound a warning horn with 10 seconds remaining in a 30-second time-out.
- 37)** If the timer erroneously runs the clock for more than five seconds, the referee has no authority to put five seconds on the clock.
- 38)** The timer shall sound a warning horn five seconds into the replacement interval for a disqualified or injured player.
- 39)** Logos, markings, lettering, etc., are prohibited on the backboard, but are permitted on the backboard padding and basket.
- 40)** Following the initial jump ball, if A2 muffs the tapped ball and it goes out of bounds, the alternating procedure starts when the ball is placed at the disposal of the Team B thrower.
- 41)** When a player is standing with one foot in backcourt and one in frontcourt, the player is located in frontcourt.
- 42)** When a rectangular backboard is used, the ball is out of bounds if it passes over the backboard.
- 43)** If a ball handler/dribbler has his/her back to the basket outside the lane area and an opponent places an arm bar on the player, it is not a foul.
- 44)** It is a violation if A1 attempts to stand after gaining possession of the ball on the floor.
- 45)** The resumption-of-play procedure may be used when the throw-in team fails to make a thrower available.
- 46)** During an intermission, all team members are considered bench personnel for the purpose of penalizing unsporting behavior.
- 47)** It is a violation if A1, on a throw-in, passes the ball to A2 who jumps from A's frontcourt, catches the ball in the air and lands with a foot on each side of the division line.
- 48)** A1 may be out of bounds without penalty if A1, while dribbling, goes out of bounds to avoid B1 and then comes back inbounds to continue the dribble.
- 49)** It is impossible for a second jump ball to follow the initial jump which starts the game and each extra period.
- 50)** Officials may use videotape replay equipment to determine which team member(s) dunked during the pregame warm-up.
- 51)** If dribbler A1 ends a dribble and then passes the ball so it rebounds off B1 or A2, A1 may recover and dribble again.
- 52)** One way a free-throw attempt ends is when it touches any player.

- 53)** A1 violates if he or she touches the ball outside the cylinder while reaching through the basket from below.
- 54)** A player is out of bounds when he/she touches the floor, or any object other than a player, on or outside a boundary.
- 55)** A correctable error includes permitting the wrong team to attempt a throw-in.
- 56)** The fourth spaces (closest to the shooter) may be occupied by either offensive or defensive players.
- 57)** A player control foul by the airborne shooter can occur after the ball is dead.
- 58)** If B1 intentionally fouls A2 during A1's successful unmerited free throw and the free throw is subsequently canceled because the error is corrected, B1's foul is also canceled.
- 59)** There is no player control during an interrupted dribble, but there is team control.
- 60)** Sidelines and end lines shall be a minimum of 2 inches in width.
- 61)** A violation has occurred when B1, in a marked space, loses his/her balance and touches inside the lane with both hands prior to A1's release of a free-throw attempt.
- 62)** It is a traveling violation if A1 is holding the ball when he or she falls to the floor after jumping to control a rebound.
- 63)** A closely-guarded situation can occur when different defenders continuously guard the player holding or dribbling the ball, provided the 6-foot distance is maintained throughout.
- 64)** Contrasting colored floor areas may be used instead of the 2-inch boundary lines.
- 65)** The time consumed prior to recognition of a correctable error cannot be restored even though the error is corrected.
- 66)** When the error is a free throw by the wrong player, if corrected, the free throw and any common foul committed during such a free throw shall be cancelled.
- 67)** The throw-in ends when the passed ball touches, or is legally touched by, another player inbounds.
- 68)** A red light behind each backboard or an LED light on each backboard is permitted to signal that time has expired for a quarter or extra period.
- 69)** Television replay or monitoring equipment may be placed away from the court and information from it relayed to the coach on the bench during the game.
- 70)** A foul against an airborne shooter is a foul in the act of shooting even though the ball is already in flight.
- 71)** The basketball shall be spherical and have a deeply pebbled cover with any number of horizontally shaped panels.
- 72)** The team gaining control of the jump ball starts the alternating-possession procedure and the possession arrow is set toward the opponent's basket.
- 73)** A flagrant foul may be either personal or technical.
- 74)** Contact away from the ball or when not making a legitimate attempt to play the ball, specifically designed to stop or keep the clock from starting, shall be intentional.
- 75)** If Team A has the throw-in to start the third quarter, Team B will automatically have the throw-in to start the fourth quarter.
- 76)** A throw-in is one of the three methods by which the ball may become live.
- 77)** The ball is out of bounds if it rolls along the top edge of the backboard without touching any supports.
- 78)** A player may not remove his/her jersey on the playing court, but may do so at the team bench area.
- 79)** A team's jersey may have a single visible manufacturer's logo/trademark/reference.

- 80)** A player who screens behind a stationary opponent must take a position so the opponent is able to take a normal step backward without contact.
- 81)** When a red/LED light is used, the light is the official expiration of playing time.
- 82)** A team-control foul is a common foul committed by a player while his/her team is in control of the ball.
- 83)** To establish the alternating-possession procedure, control may be gained as a result of a violation or foul.
- 84)** Restrictions on all players apply until the ball touches the ring or backboard or the free throw ends.
- 85)** 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.
- 86)** B1 excessively swings his/her elbows without making contact with an opponent; B1 is charged with a violation.
- 87)** If videotape replay equipment is available, it shall not be viewed by the officials to make any decision if there is a dispute as to whether a try is from the 3-point area or the 2-point area.
- 88)** Kicking the ball is intentionally striking it with any part of the leg or foot.
- 89)** A ball which touches a player is the same as the ball touching the floor at that player's location.
- 90)** It is an alternating-possession procedure after a jump/held ball.
- 91)** Basket interference can occur even though the basket is not touched by the offending player.
- 92)** Backboard padding shall be a single solid color and shall be the same color on both backboards.
- 93)** During a dribble from backcourt to frontcourt, the ball is in the frontcourt when both feet of the dribbler and the ball touch the court entirely in the frontcourt.
- 94)** In order to correct an error made with the clock running and the ball dead, the error must be recognized before the first live ball after the error.
- 95)** A correctable error includes having more than five squad members participating simultaneously.
- 96)** Correctable errors are limited to five specific situations, all involving scoring issues, when a rule is inadvertently set aside.
- 97)** An alternating-possession throw-in always follows opponents committing simultaneous personal fouls.
- 98)** If A1's personal foul is followed with a technical foul by B1 before the clock starts, it creates a false double foul situation.
- 99)** A visible display shall be located at the scorer's table to indicate team possession for the alternating-possession procedure.
- 100)** An alternating-possession throw-in results when a pass from A1 to A2 touches an official and then goes directly out of bounds.



# NFHS Exam -Answer Key

## 2014-15 Basketball Exam Part I

Question	Answer Choice	Answer Text	Rule Reference
1.	B	False	6-4-3
2.	B	False	4-4-4;7-2-1
3.	A	True	4-3-3a
4.	A	True	6-3-7c;6-4-1
5.	B	False	6-4-1
6.	A	True	6-4-3 Note
7.	A	True	6-4-1
8.	B	False	6-1
9.	A	True	6-4-1
10.	A	True	6-4-1; 4-3-3
11.	B	False	2-10-1
12.	B	False	2-10
13.	A	True	2-10-1
14.	A	True	2-10-6
15.	B	False	2-10-4
16.	B	False	2-10-3
17.	A	True	2-10-5
18.	A	True	2-10-4
19.	B	False	3-5-3
20.	A	True	1-14
21.	A	True	3-4-2a
22.	A	True	1-16
23.	A	True	1-9-1
24.	A	True	1-2-1
25.	A	True	2-2-1
26.	A	True	1-17
27.	A	True	1-2
28.	A	True	1-5-2
29.	B	False	1-7-4
30.	B	False	2-2-1
31.	A	True	1-2-1
32.	A	True	1-19
33.	B	False	1-4-2
34.	A	True	1-12-1b,c

35.	A	True	1-12-1a,b
36.	A	True	1-3-2
37.	A	True	1-18
38.	A	True	4-36-1
39.	A	True	4-4-4
40.	A	True	4-10
41.	A	True	4-19-4
42.	A	True	4-1
43.	B	False	4-19-11
44.	A	True	4-19-6
45.	B	False	4-14-2
46.	B	False	4-24
47.	A	True	4-47-4
48.	B	False	4-12-4,6
49.	A	True	4-6
50.	A	True	4-4-6
51.	A	True	4-34-2
52.	A	True	4-18
53.	A	True	4-19-9
54.	A	True	4-29
55.	A	True	4-20-3
56.	A	True	4-38
57.	A	True	4-42-5a
58.	A	True	4-12-1,2
59.	B	False	4-35-2
60.	B	False	3-4-2C
61.	B	False	10-3-6h
62.	A	True	3-7
63.	A	True	3-4-1d
64.	A	True	9-1-3g
65.	A	True	9-1-3d
66.	B	False	9-1-4
67.	A	True	9-1-4
68.	B	False	8-1-4e
69.	B	False	8-2
70.	A	True	4-4-1
71.	B	False	4-35-3
72.	A	True	7-1-1
73.	B	False	9-3 Note

74.	B	False	7-1-2a
75.	A	True	7-1-2b
76.	A	True	4-19-14;10-3-6b
77.	A	True	10-4-5 Note
78.	B	False	10-6-12
79.	A	True	4-19-3
80.	A	True	4-19-7
81.	A	True	4-40-4
82.	A	True	4-40-4
83.	A	True	5-7-3
84.	A	True	9-11
85.	A	True	9-13
86.	B	False	9-9-3
87.	A	True	9-5-3
88.	A	True	4-44
89.	A	True	4-44-5b
90.	A	True	9-3-3
91.	B	False	9-8;9-10-1b
92.	B	False	9-9-3
93.	A	True	2-12-7
94.	B	False	2-12-4
95.	A	True	2-12-5
96.	B	False	5-5-3
97.	A	True	5-8-2a
98.	B	False	5-10
99.	A	True	6-1-2
100.	A	True	2-9-2c;7-5-7