

2015-16 GHSA BASKETBALL STUDY GUIDE

GHSA POLICIES AND PROCEDURES

1. Officials may not be assigned to work more than (3) regular season games involving one school. (F)
2. When a personal foul occurs, PA announcers are allowed to announce the number of team fouls. (F)
3. The official score keeper must wear a black-and-white striped during ALL GHSA contests. (T)
4. During a regular season double header the boy's team is allowed to warm up at halftime of the girl's game on the event court. (F)
5. To be eligible to officiate varsity level games, an individual must have attended the current year rules clinic and must have taken the current year rules exam. (T)
6. Coaches are not allowed to sit or stand between the 28' line and the scorer's table during play. (T)
7. The Game Manager may be the boy's JV coach during the boy's varsity game and may be part of the coaching staff during the varsity game. (F)
8. When a timeout occurs the PA announcer cannot announce the length of the timeout. (F)
9. The GHSA utilizes the 28 foot coaching box. (F)
10. Players removed from the game for displaying symptoms of a concussion, are required to have a written permission form from a health care professional to return to the game. (F)

RULE #1

11. A red light behind each backboard or an LED light on each backboard is not permitted. (F)
12. A visible electronic display can be used at the scorer's and timer's table to indicate team possession. (T)
13. During dead ball periods and between quarters, spectators are allowed to use artificial noisemakers. (F)
14. The time out area is an imaginary rectangle formed by the sideline, end line, nearer free throw lane line extended and the 28-foot line. (T)
15. The side-lines and end lines shall be a minimum of 2 inches in width. (T)
16. The ideal court measurement is 50 feet by 84 feet. (T)
17. If the court does not have a reporting "X" painted on the court properly, by rule the home team has one less 60 second timeout. (F)
18. The black rubber ribs separating the panels on the ball shall not be more than 1/8 inch wide. (F)
19. If the facility has both the audible horn and the red lights on the backboards, the lights take precedence on rulings. (T)
20. The visiting team has its choice of baskets for pregame practice and for the first half of play. (F)

RULE #2

21. The jurisdiction of the officials ends, and the final score has been approved, when all officials leave the visual confines of the playing area. (T)
22. The officials award Team B bonus free throws due to A1 setting an illegal screen during a throw-in. The officials discover that Team B was erroneously awarded free throws after the ball is thrown in by Team A following the made free throws. This is a correctable error situation. (T)
23. Officials must always penalize spectator unsporting behavior with a technical foul. (F)
24. The officials can only correct a bookkeeping mistake if it is recognized prior to the first dead ball after the mistake. (F)
25. If a correctable error involves a free throw by the wrong player, the free throw and all activity during it shall be canceled except for flagrant fouls. (F)
26. Officials should always make call in their primary coverage area and not reach into a secondary area. (F)
27. Officials should never tell a coach the reason he/she did not whistle a foul because the foul was not in my area. (T)
28. The referee may overrule a foul call made by the U2. (F)
29. The replacement time for a disqualified or injured player is 20 seconds, and the warning horn is sounded with 5 seconds remaining. (F)
30. The referee may designate any official to toss the ball to start the game. (T)

RULE #3

31. Visible under shirts have the same color restrictions as an arm sleeve. (F)
32. If a player wears an arm sleeve and tights, they must match in color. (T)
33. Any hair control device that goes around the entire head is considered a headband and must adhere to the headband standards. (T)
34. Ponytail holders do not have to adhere to the same standards of headbands and hair control devices, but may not be ribbons or have hard objects attached to them. (T)
35. No less than 10 minutes prior to the start of the game, each team shall submit the name, number, and indicate the five starters to the official score keeper. (T)
36. If a coach, or medical personnel, is beckoned onto the court to tend to an injured player, the player shall be directed to leave the game. (T)
37. A1 has a bobby pin in her hair. If this is discovered before the opening tip to start the game the player is asked to remove the pin, if the player disregards the request a technical foul shall be called. (F)
38. A player, who has been replaced, may not re-enter the game until the next opportunity to substitute after the clock has been properly started. (T)
39. If a player's shirt is not properly tucked inside the pants, the official shall direct him or her to leave the game immediately. (F)
40. Following the end of a period, substitutes must check-in in prior to the sounding of the warning horn to resume play for the subsequent period. (T)

RULE #4

41. If A1 is holding a live ball a request for a timeout by Team B's head coach shall be ignored. (T)
42. At any time a player makes contact with the ball, while any part of the ball is within the imaginary cylinder, "goal tending" should be called. (F)
43. Team control is lost at any time when a player loses player control of the ball. (F)
44. A disqualified player becomes bench personnel when an official has notified the head coach of the disqualification. (T)
45. Pivot foot restrictions are in effect during a throw in. (F)
46. During a live ball status, a hard contact foul should be called a "technical foul". (F)
47. At any time the ball strikes any part of the leg or foot, a kicking violation shall be called. (F)
48. A closely guarded count is terminated when the offensive player gets his/her head and shoulders past the defender. (T)
49. To establish legal screening position, the screener may be facing any direction and time and distance are not relevant as long as the screener is stationary. (F)
50. If B1 jumps in an attempt to block a shot by A1 any illegal contact that occurs must be a foul charged to B1. (F)

RULE #5

51. When a player control foul is called, the goal is cancelled regardless of whether the foul occurred before or after the ball entered the basket. (T)
52. During a throw-in, if less than .5 of a second remain on the game clock, a goal can only be counted on a tap. (F)
53. A timeout will be cut short if the calling team chooses to enter the court prior to the warning signal. (F)
54. On-court entertainment shall not occur during a 30-second timeout. (T)
55. When one team is trailing by 30 points or more at the end of the third quarter, the referee shall inform both coaches that the "mercy rule" will be enacted at the beginning of the 4th quarter. (T)
56. A1 attempts a field goal near the end of the period and the lead official calls a foul and the horn sounds. The officials should place the shooter on the free throw line with zeros on the clock and no one else on the lane lines. (F)
57. Officials must be aware of time left on the clock when fouls occur near the end of periods. (T)
58. If a technical foul is called after the ball has become dead to end a quarter, the penalty will be administered to start the subsequent quarter/overtime period. (T)
59. The referee may correct obvious timing errors made with regard to starting or stopping the clock. (T)

60. If a free throw is not successful and the ball is to remain live, the clock shall be started when the ball touches or is touched by a player on the court. {T}

RULE #6

61. During a jump ball, the ball becomes live when it is legally touched by one of the jumpers. (F)
62. Until the ball is touched by one or both of the jumpers, non-jumpers are not allowed to move into or away from the plane of the restraining circle. (F)
63. When a live ball becomes lodged between the backboard and the ring, play shall be resumed by virtue of the alternating possession arrow. (T)
64. The alternating possession arrow is reset when a throw-in touches a player inbounds or the throw-in team commits a violation during an alternating possession throw-in. (T)
65. If the offensive team fouls during an alternating possession throw-in, the alternating possession arrow will be reversed. (F)
66. The ball becomes dead immediately when either team violates during free throw administration. (F)
67. The ball does not become dead during a continuous motion foul until the result of the try is determined. (T)
68. Other than a jump ball there is only one way for a dead ball to become live. {F}
69. During a throw-in, the ball becomes live when it is touched by another player on the court. (F)
70. Following a successful field goal or free throw, the thrower is allowed to run with the ball but may not dribble the ball outside the end line. (F)

RULE #7

71. When a ball goes out of bounds after being touched simultaneously by two opponents, an alternating possession throw-in will occur nearest the spot when the ball went out of bounds. (T)
72. The game is tied at the end of regulation time. After the toss to start the overtime period, the timer blows the horn to inform the officials that the score was actually not tied. At that time, the game shall end with the team leading at the end of regulation winning. (F)
73. Following the jump ball, and prior to the alternating possession being determined, any two opposing players may be involved in the subsequent jump when a held ball occurs. (F)
74. After the awarded free throws have been completed following an intentional foul, play shall be resumed with a throw-in at the division line. (F)
75. A1 is holding the ball near the sideline, when he/she touches B1, who is out-of-bounds. A1 is also considered out-of-bounds. (F)
75. Team A has the ball in its frontcourt, when A1's bad pass goes into the backcourt. A2 touches the ball at the free throw line in their backcourt. Team B's Throw-In is to be from the end line. (T)
76. Team A violates by throwing the ball out-of-bounds, but Team B delays by not making a player available for their throw-in. The administering official may place the ball on the floor and start the five-second throw-in count. (T)
77. Following a double personal foul, the throw-in will be at the out-of-bounds spot nearest to where the foul occurred. (F)
78. B1 intentionally fouls A1 as A1 scores a lay-up. The 2 points are counted, A1 gets two free throws and Team A gets a throw-in on the end line. (T)
79. Team A is entitled to the throw-in, but the official errors by allowing Team B to complete the Throw-In and they score. If the officials recognize the error at that time, the error can be corrected and the two points disallowed. (F)
80. The throw-in count and the throw-in end at the same time. (F)

RULE #8

81. During free throw administration for an intentional foul, the lane spaces shall remain vacant. (T)
82. During free throw administration, the maximum number of teammates of the thrower allowed in lane spaces is two. (T)
83. If a single personal foul is followed by a single technical foul the penalties would be administered in the order of occurrence. (T)
84. If a player is unable to attempt awarded free throws due to an injury, the opposing coach may select the substitute to attempt the free throws. (F)

85. Free throws awarded due to a technical foul may be attempted by an eligible substitute designated by the head coach. (T)
86. GHSA officials are to no longer have a visual count on free throws. (F)
87. The second spaces from the end line are to be occupied on all free throws. (F)
88. If teammates of the free thrower do not fill the third lane spaces, the defense may fill them. (F)
89. Players may switch spaces after the first of two free throws as long as the spaces are designated to their team. (T)
90. The trail official should be opposite the scorers table on all free throws. (F)

RULE #9 and #10

91. If the dribbler is not in contact with the ball when he/she steps on the boundary line, no violation occurs. (F)
92. During a throw-in following a made free throw, the ball may be passed to a teammate of the thrower who is standing out-of-bounds along the end line. (T)
93. During a closely guarded situation involving a trap by two defenders, the 5-second count should end if one of the defensive players leaves the double team. (F)
94. It is a violation if A1 dives for a loose ball, gains control on the floor, then slides a considerable distance with the ball. (F)
95. Jumpers A1 and B1 commit jump ball violations at the same time. The toss shall be repeated. (T)
96. A technical foul shall be called when, after securing a rebound, B-1 comes to the floor and excessively swings his/her elbows. (F)
97. A violation shall be called if a player inadvertently slaps the backboard during an attempt to block a shot (F).
98. A violation shall be called, and the goal awarded, if a player intentionally slaps the backboard in an attempt to affect a ball on the cylinder. (F)
99. During post-season games, the home team may wear either white or light jerseys without penalty. (F)
100. During a dunk attempt by A-1, B1 (who is following the play) places one hand in the back of A1 while airborne. This is always an intentional foul and may be ruled flagrant with regard to the severity of the contact. (T)
101. A technical foul shall be assessed for a subsequent violation of any of the delay of game violations. (T)
102. A disqualified player is permitted to remove his/her jersey without penalty after being notified of the fifth foul by the official. (F)
103. B1 stumbles over the legs of A1, who has fallen to the court. A foul shall be called on A1 because he is not in a legal guarding position. (T)
104. A technical foul shall be assessed to a coach or player who attempts to incite undesirable crowd reactions. (T)
105. A defensive player is allowed to place a forearm/hand on the dribbler as long as the arm is not extended. (F)
106. If the defender places both hands on the ball handler it is automatically a foul and shall be whistled regardless of time in the game.
107. A1 is handed the ball by the official for a throw in. A2 pushes B2 to free himself for the throw in. The trail official calls a foul on A2 and awards B2 a bonus free throw situation since team A now has 8 team fouls. The official made a mistake. (T)
108. Team A wins the game by 4 points. As the officials exit the floor the head coach of team A charges the officials and uses profanity towards them. Immediately thereafter a team A player uses profanity towards the officials. The referee should call a technical foul and award team B 4 free throws. (T)
109. When a fight occurs on the court officials should grab the players involved and pull them away from the fight. (F)
110. If a player is fouled but unable to attempt awarded free throws due to an injury, the opposing coach may select the substitute to attempt the free throws. (F)