

RULE 6

Live and Dead Ball



RULE 6 LIVE BALL & DEAD BALL

- Three ways to make a Dead Ball a Live Ball
 - Jump Ball—On the toss when the ball leaves the referee's/designated tosser's hand(s)
 - Throw In—When the ball is at the disposal of the thrower
 - Free Throw—When the ball is at the disposal of the free throw shooter/caught by the thrower



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- Jump Ball—Occurs in the Center Circle, only at the beginning of the game or start of an extra period between any two opponents
- Jumpers must have both feet within the semi-circle which is furthest from the team's basket
- Non-Jumpers can't:
 - Move onto the circle
 - Change position around the circle
 - Teammates may not occupy adjacent spaces around the circle if an opponent desires one of the spaces

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- Once the ball is Tossed and until it is tipped non-jumpers *MAY NOT*:
 - Have foot/feet break the plane of the center circle
 - Take a position in an occupied space

- Non-jumpers *MAY* move off the circle at any time

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- Jumpers are restricted as well and MAY NOT:
 - Touch the ball before it reaches its Apex (highest point)
 - Leave the circle until the ball has been touched
 - Catch the Jump Ball
 - Touch the ball more than TWICE
- All Restrictions end and the jump ball ends when the touched ball contacts one of the eight (8) non-jumpers, the floor, a basket, or backboard

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- Jump Balls only start the game or extra period.
- Utilize the Alternating Possession (AP) Procedure in all held-ball situations during the game
- Begin the AP procedure by setting the arrow at the scorer's table after the Jump Ball
 - Once a team gains control of the ball, Point the arrow in the opposite direction towards the opponent's basket

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- Utilize the AP procedure when two opponents create a held ball situation. Award the ball to the team entitled the ball as indicated by the possession arrow. Throw in will occur from the spot closest to the point of interruption (near where the ball was located.)
- Also use the AP procedure:
 - To begin each period (2, 3,4) Throw in takes place at the division line, opposite the table

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- Reverse the Possession Arrow after an AP Throw-In ends (ball is legally touched, throw-in team commits a violation, etc)
- Do not Reverse the Possession Arrow if either team fouls during an AP throw in or if an opponent commits a violation during the throw in (like kicking the ball.)

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- Dead Ball—Term used to indicate the Ball is not LIVE!
 - You cannot score with a Dead Ball (although points could be awarded during a dead ball period.)
 - Clock is not always stopped during a dead ball nor is the clock always running during a live ball!

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- Ball Becomes Dead

- When a goal is made. Ball remains dead until it is at the disposal of a player of the opponents of the scoring team
- It is apparent that a free throw will not be successful and is to be followed by another free throw or a free throw that is to be followed by a throw-in
- A held ball occurs or the ball becomes lodged between the backboard and ring or the ball comes to rest on the flange of the ring
- A player control foul occurs
- An official sounds his whistle, unless a try or tap or free throw is in flight
- Time Expires for a period (unless a try or tap is in flight)
- A foul occurs—unless a try or tap or free throw is in flight
- There is a free throw violation by the free thrower's team
- A Violation occurs