

2016-17 GHSA BASKETBALL STUDY GUIDE

GHSA POLICIES AND PROCEDURES

1. 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.
2. During a regular season double header, the boys' team is allowed to warm up at halftime of the girls' game on the event court.
3. The Game Manager may be the boys' JV Coach during the boys' varsity game.
4. The GHSA utilizes a 14-foot coaching box for all games.
5. When a team is trailing by more than 30 points at halftime, the Referee shall invoke the GHSA Mercy Rule to begin the 3rd Quarter.
6. The NFHS and the GHSA do not recognize protests for an official's misapplication of a rule.
7. During Free Throws, if Team A doesn't occupy their lane spaces, Team B can occupy them, as long as Team B has no more than four players along the lane lines.
8. Officials shall not be assigned to work any given school more than (4) times during the regular season away or home.
9. Ejections are based on judgment and cannot be rescinded after being enforced.
10. Officials shall not be assigned to work games at schools where they or a family member are employed, attend, or at which they are an alumnus of less than (10) years.

RULE 1: Court and Equipment

11. When a personal foul occurs, PA announcers are allowed to announce the number of team fouls.
12. When a time-out occurs, the PA announcer is allowed to announce the length of the time-out.
13. Either an electronic or manual AP Arrow display shall be used at the Scorer's table.
14. It is legal for a team to conduct their time-out at the Center Restraining Circle.
15. If the court does not have an "X" painted on the floor, the Referee should have one put there by tape.
16. When the backboard has a red light, it is the signal for expiration of time, not the horn.
17. The visiting team has its choice of baskets for pregame practice and for the first half of play.
18. The use of electronic devices is permitted during the game.
19. Cushions used by fans to make noise are illegal.
20. A technical foul shall be assessed, if the Official Scorer does not wear a black and white vertically striped garment at GHSA contests.

RULE 2: Officials and Their Duties

21. The Official Scorer must wear a black-and-white, vertically striped garment during all GHSA contests.
22. The final score is approved when the Referee leaves the visual confines of the playing court.
23. The Officials' jurisdiction ends for halftime when they leave the court.
24. The Referee shall administer the AP Throw-In to begin the 3rd quarter.
25. The Referee shall inform each team and the Table Officials of the overtime procedures when the score is tied at the end of the 4th quarter.
26. Officials should talk players out of the lane to avoid violations.
27. When a foul occurs, the rules require the Official to inform the offender before informing the Scorer.
28. Officials are required by rule to signal (#2) to stop-the-clock on all violations.
29. Any of the five correctable errors can be corrected, if discovered before the 2nd live ball.
30. The Official Scorer is responsible for the accuracy of the AP Arrow direction.

RULE 3: Players, Substitutes and Equipment

31. Players removed from the game with symptoms of a concussion, are required to have a written permission from a health care professional.
32. Each team can only have five players.
33. If a team fails to provide the Official Scorer with either the Names, Numbers or Starters, at least 10 minutes prior to scheduled starting time, a Team Technical Foul is the penalty.
34. 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.
35. Following the end of a quarter, substitutes must report to the Scorer prior to the sounding of the warning horn for the next quarter.

36. Before A1's two free throws, A3 is directed to leave the game due to blood on the uniform. B6 is already at the Scorer's Table when A6 reports to the Scorer. Only A6, the required substitute, should be beckoned into the game.
37. The Head Coach has 20 seconds to provide a substitute when a player fouls out.
38. It is legal for Media Personnel to sit or stand out-of-bounds in the area, along the end line, where the Free Throw Lane is extended.
39. Undershirts must be black, white, beige or the predominant color of the jersey.
40. All sleeves, tights, wristbands and headwear must be the same color.
41. A visible logo/trademark/reference is permitted on the team jersey and undershirts.
42. Undershirts with long sleeves to the wrists are legal.
43. Anything worn on the arm and/or leg is a sleeve, including a knee brace.
44. Religious medals are considered to be jewelry.
45. Compression shorts must be the same color as the wrist bands.
46. One visible school logo is permitted to be worn on the wristbands.

RULE 4: Definitions

47. While A1 is holding the ball for a free throw, A2 fouls B2. This is a Team Control Foul.
48. Airborne Player and an Airborne Shooter are synonymous terms.
49. When an Airborne Shooter commits a personal foul, he/she is not holding the ball.
50. The Alternating Possession Arrow always points toward the team's bench that will get the ball on the next Held Ball situation.
51. Team A receives an Administrative Technical Foul before the start of the game. The initial setting of the AP Arrow will be set when B1 receives the ball for the first free throw.
52. During the jump ball to begin overtime, B1 commits a personal foul on A1. Team A is in the Bonus. The initial direction of the AP Arrow will be set pointing toward Team B's basket, when A1 receives the ball for the first free throw.
53. A1 receives a throw-in pass while straddling the division line. The Trail Official should begin the 10-second backcourt count.
54. A1 makes a long bounce pass from the backcourt to the frontcourt. The ball bounces in the frontcourt. The Trail Official should continue the 10-second backcourt count until the ball touches or is touched by a player in the frontcourt.
55. When the ball is in the air, directly above the basket and not in contact with the ring, the ball is in the imaginary cylinder.
56. The ball can be on the cylinder.
57. When the ball is in the imaginary cylinder, Basket Interference can only occur when a player touches the ball.
58. While the ball is rolling around the ring, B1 slaps the backboard. This is never Basket Interference.
59. A1 is moving rapidly toward the basket. At the last second, B1 jumps in front of A1 and immediately after both feet make contact with the floor while facing A1, B1 is knocked to the floor. This describes a blocking foul.
60. A1 tries to dribble between B1 and a boundary line that is too narrow for A1 to drive through. The greater responsibility for any contact or violation is on A1.
61. The defender is always legal when obtaining an initial guarding position against the player with the ball, if he/she has both feet on the floor and facing the opponent before contact occurs.
62. A2 commits a common foul against B2. This is Team A's 7th foul of the half. B2 will attempt the free throw(s).
63. Continuous Motion can sometimes occur when the foul is by the team in control of the ball.
64. Team A is in the Bonus. A1 is in the "act of shooting" when B2 fouls A2. The try is successful. A2 will attempt the free throws for the One & One.
65. Team Control can sometimes begin before Player Control.
66. There is always Team Control when there is Player Control.
67. Team Control ends while the ball is in the air on a pass from A1 to A2.
68. A time-out request can always be granted if the requesting team has Team Control.
69. Team Control ends when the ball is in flight on a try for goal.
70. A1 is dribbling when B1 slaps the ball away. While the ball is rolling on the floor, A1 fouls B1. This is a Player Control Foul.
71. B2 commits his/her 5th foul. Before the Official reports the 5th foul, B2 receives a Technical Foul. Since B2 is disqualified, the Head Coach also receives an Indirect Technical Foul.
72. Dribbling the ball is always an intentional act.
73. B2 swings at A2 in a fighting manner. There is no contact. This is not fighting.
74. While A1 is dribbling the ball, B2 punches A2. This is a Flagrant Technical Foul.
75. Contact that occurs while the ball is dead is incidental, unless it is ruled as flagrant or intentional.
76. The Head Coach is responsible for the actions of all Bench Personnel. Therefore, when any Bench Personnel receives a Technical Foul the Head Coach receives an Indirect Technical Foul.

77. A1's try for goal is in flight when A2 and B2 commit a Double Personal Foul. The try is successful. Play is resumed by using the AP Arrow.
78. A player must have control of the ball before he/she can fumble it.
79. A1's last-second shot from the backcourt strikes the floor near the free throw lane and bounces very high and toward the basket. As the ball is coming down, with a chance to enter the basket, B2 strikes the ball. This is a goaltending violation.
80. To obtain an initial legal guarding position, the defender has to get to the spot legally, have both feet on the court and be facing the opponent when contact occurs. The defender does not have to give the moving opponent, who has the ball, any time or distance in order to stop or change directions.
81. The closely-guarding count should stop when A1 drives toward the basket, even if B1 is maintaining a legal guarding position and never beaten.
82. Anytime a ball strikes a moving foot, a Kicking Violation should be the ruling.
83. A1's try for goal is in flight, when an inadvertent whistle sounds. The try is unsuccessful. Play should be resumed by giving the ball back to the team who had it last before the whistle.
84. A1 is to attempt free throws. However, A1 will not enter the semicircle to accept the ball. The Administering Official is allowed to place the ball on the Free Throw Line to resume play.
85. Team A is entitled to a throw-in following a time-out. After the second horn sounds, and team A is still not available, the Official should place the ball on the floor and begin the 5-Second Throw-In count.
86. The Screener must face the player being screened.
87. Time & Distance are factors when screening outside the visual field of the opponent.
88. The Screener must be stationary when contact occurs.
89. The throw-in ends when a foul occurs during the throw-in.
90. The throw-in ends when the passed ball touches a player in the court.
91. The throw-in ends when the throw-in team violates.
92. The thrower has violated during a throw-in if one foot is out of the 3-foot designated spot and the other foot is over the spot.
93. A 60-second time-out is a maximum of one minute. Play is to resume immediately following the second horn.
94. Anytime a player is holding a live ball inbounds, the pivot foot cannot be lifted and placed back to the floor, except with a legal jump stop.
95. After coming to a stop and establishing a pivot foot, the pivot foot may not be lifted.
96. After coming to a stop following a legal jump stop, neither foot can be lifted and placed back to the floor while still holding the ball.
97. While holding the ball, A1 touches the floor with a knee. This is a traveling violation.
98. There are only four warnings allowed by rule.
99. The foul by the defense must be on the player with the ball for Continuous Motion to apply.

RULE 5: Scoring and Timing Regulations

100. When play is resumed with a throw-in or a free throw and 3/10 of a second or less remains on the clock, a player can only score by a tap.
101. The clock shall start on a missed free throw when the ball is touched by a player.
102. On-court entertainment is allowed during a 30-second timeout, if completed before the 2nd horn.
103. Time-Outs can be shortened, if both teams return to the court before the time-out is over.
104. When a Technical Foul is after the ball has become dead to end a quarter, the penalty will be administered to start the subsequent quarter/overtime period.
105. The Referee may correct an obvious mistake by the Timer to start or stop the clock properly, only when he/she has definite information relative to the time involved. The exact time observed by the Official may be placed on the clock.

RULE 6: Live Ball and Dead Ball

106. During the throw-in to begin the 4th quarter, Team A commits a team control foul. Following Team B's throw-in, the AP Arrow should be reversed.
107. The ball becomes dead immediately when Team A violates.
108. The direction of the AP Arrow is reversed when the throw-in ends.
109. The quarter ends when the horn sounds, unless the ball is in the air on a try for goal.
110. During a jump ball, the ball becomes live when it is legally touched by one of the jumpers.
111. When a live ball becomes lodged between the backboard and the ring, play shall be resumed by the Alternating Possession Arrow, except during a throw-in.
112. The ball becomes dead immediately when either team violates during a free throw.
113. During a throw-in, the ball becomes live when it is touched by another player on the court.

RULE 7: Out-of-Bounds and the Throw-in

- 120. B3 blocks a pass near the end line, but steps out-of-bounds, due to being off-balance. The ball stays inbounds. B3 returns inbounds, secures control of the ball and dribbles. The Official should rule this as legal.
- 121. After the free throws, following an Intentional Personal Foul, play is resumed with a throw-in at the division line.
- 122. During a throw-in, it is legal for the Thrower to step on the boundary line.
- 123. Lane spaces must be vacant during free throws for an Intentional Personal Foul.
- 124. All players, other than the free thrower, must be in the backcourt during free throws for a Technical Foul.
- 125. When a ball goes out-of-bounds, after being touched simultaneously by two opponents, play is resumed by an AP Throw-In, nearest to where the ball went out-of-bounds.
- 126. During a designated spot throw-in, B1 reaches over the boundary line and touches the ball. The accurate ruling is a Technical Foul charged to B1.
- 127. The Administering Official is required by rule to signal, by pointing with one finger toward the designated throw-in spot.
- 128. During a designated spot throw-in, A1 fumbles the ball and leaves the designated spot to retrieve the ball. This is legal, as long as A1 returns to the spot before releasing the ball for the throw-in.

RULE 8: Free Throw

- 126. The maximum number of teammates of the free thrower allowed in lane spaces is two.
- 127. 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.
- 128. Free throws for a technical foul may be attempted by an eligible substitute.
- 129. If A1 doesn't enter the Free Throw Semicircle to receive the ball from the Lead Official, the Resumption of Play Procedure may be used, by placing the ball on the Free Throw Line.
- 130. Team A receives an Administrative Technical Foul before the game begins. One of the five designated Team B starters is required to attempt the two free throws.

RULE 9: Violations and Penalties

- 131. The free throw semicircle is part of the lane.
- 132. Players occupying free throw lane line spaces may not enter the free throw semicircle until the ball touches the ring or until the free throw ends.
- 133. A1 fakes the release of the ball for a Free Throw. The Official should immediately sound the whistle for the violation.
- 134. If A1 steps on the free throw line while attempting a free throw and then B1 disconcerts A1, a double lane violation is the accurate ruling.
- 135. A foot that is in the air over the free throw lane, is the same as if that foot were in contact with the floor in the lane.
- 136. Players who are not lined up along the Free Throw Lane Lines cannot cross their restrictive lines until the ball makes contact with the backboard.
- 137. A1 is dribbling and steps on a boundary line, but is not touching the ball while the foot is out-of-bounds. This is a violation.
- 138. B1 and B2 are both closely-guarding A1. The 5-Second Count should end if either one of the defenders backs off to 10 feet.
- 139. A1 has control of the ball for a free throw, but accidentally has the ball deflect off his/her foot into the lane. The Official should sound the whistle and start the free throw administration over.
- 140. It is legal for A1's throw-in pass to bounce out-of-bounds before being caught inbounds by A2.
- 141. A2 runs out-of-bounds along the end line and comes back onto the court on the other side of the lane. This is a violation as soon as A2 leaves the playing court.
- 142. The 3-Seconds Lane Restriction Rule is in effect while A1 is dribbling the ball in Team A's Backcourt.
- 143. A1 has dribbled the ball in the backcourt for 8 seconds and then makes a long pass toward the frontcourt. The 10-Second Count continues while the ball is in the air.
- 144. A1 dribbles for 7 seconds in the backcourt and then passes the ball to the frontcourt, where it is batted back to the backcourt by Team B. Team A gets a new 10-seconds.
- 145. A1's long shot is short and bounces very high and is in the air directly above the basket when B2 touches the ball. This is not a violation, since the shot ended when it hit the floor.
- 146. A1 attempts a dunk, but the ball slips from his/her hand and hits the back of the ring. It bounces very high and A1 grasps the ring for protection, since there were players directly below. While hanging on the ring, the ball passes through the basket. This is Basket Interference.

RULE 10: Fouls and Penalties

147. The foul has been reported and the Official is ready to administer the free throws. A1 is still huddling with teammates near the bench. A Technical Foul for delay should be charged to A1.
148. All Team Warnings are to be reported to the Official Scorer and the Head Coach.
149. Substitute A6 enters the game without reporting. Once the ball becomes live, it is too late to penalize A6.
150. A1, while in the act of shooting, is intentionally fouled by B1. A1 will be awarded two free throws only if the try is unsuccessful.
151. When a Technical Foul is charged to an adult who is Bench Personnel, the Head Coach does not receive an Indirect Technical Foul.
152. During halftime, in a hallway, a Team Member verbally abuses an Official. The Team Member should receive a Technical Foul, but the Head Coach does not receive an Indirect Technical Foul.
153. The Head Coach may enter the court in a fight situation to prevent it from escalating.
154. The Head Coach is ejected when he/she receives two Indirect Technical Fouls.
155. If the Head Coach begins the game by sitting somewhere other than within the Coaching Box, he/she will not have any of the Coaching Box privileges for that game.
156. While the guard is maintaining a defensive position, the requirement of having two feet on the floor does not apply.
157. A personal foul shall be the ruling when a defender puts two hands on a player in control of the ball.
158. A disqualified player is permitted to remove his/her jersey after fouling out of the game.
159. The Trail Official should signal to "Start-The-Clock" on all throw-ins.
160. Coaches are not allowed to sit or stand anywhere outside the Coaching Box.