

**NBA OFFICIALS
MEDIA GUIDE
2011-12**



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Editor/Officials Media Guide
PETER LAGIOVANE

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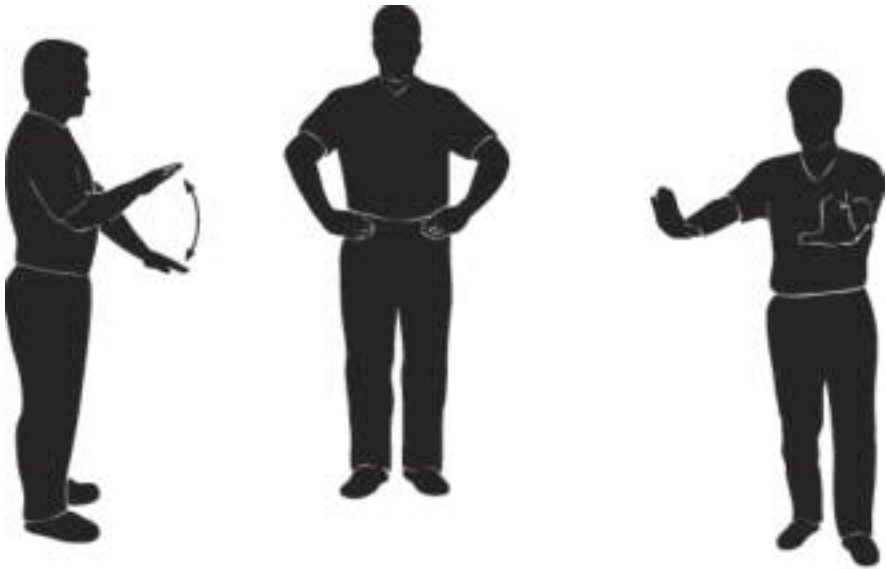


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Referee Operations Profiles

2011 - 12 Season





Ronald L. Johnson

Senior Vice President, Referee Operations
National Basketball Association

Retired Major General Ronald L. Johnson was named the National Basketball Association's Senior Vice President, Referee Operations in July 2008. He is responsible for all aspects of the NBA's officiating program, including recruiting, training and development, scheduling, data management and analysis, and work rules enforcement.

Prior to the NBA, General Johnson served as the deputy commanding general and deputy chief of engineers, the second highest-ranking senior engineer staff officer for the U.S. Army Corps of Engineers (USACE). He retired in April 2008 after serving 32 years of military service.

From October 2005 until his retirement, Johnson was assisting the chief of engineers in maintaining Army Staff oversight for organizing, training, and equipping 70,000 engineer soldiers in the active and reserve components and USACE. He additionally served as the principal engineer advisor to the chief of staff of the Army.

Prior to his appointment to this command, he served as the director of the U.S. Army Installation Management Agency (IMA). As the largest field-operating agency in the Army, the IMA manages all of the Army's 181 installations worldwide with over 80,000 military and civilian personnel. Johnson was responsible for executing Headquarters, Department of the Army policy, guidance and programs, and exercised authority for an \$8 billion annual budget for all agency functions.

Johnson also served as the commander of USACE's Gulf Region Division (GRD) and U.S. deputy director of the Program Management Office (PMO) in Iraq where he was responsible for \$18.4 billion of reconstruction in support of Operation Iraqi Freedom. He was responsible for approximately 2,000 Soldiers, seamen, airmen, Marines, civilians, and Iraqi nationals who were involved in executing the Iraq Relief and Reconstruction Fund Program.

In June 2003, Johnson was named director of military programs and G3 for the USACE in which he was directly responsible for oversight of the Army's Military Construction, Real Estate Services and Environmental Programs. He provided expert architectural engineering and design services to USAID, Department of State, and other agencies.

Additional previous command assignments included: Commanding General, Pacific Ocean Division, USACE; Assistant Commandant, U.S. Army Engineer School/Deputy Commanding General, U.S. Army Maneuver Support Center; Executive Officer to the Secretary of the Army; Brigade Commander, 130th Engineer Brigade, V Corps, Germany; Senior Aide to the Secretary of the Army; and Battalion Commander in both Fort Lewis, WA and Fort Ord, CA.

Johnson's awards and decorations include the Distinguished Service Medal (with two Oak Leaf Clusters), Bronze Star, Legion of Merit (with 4 Oak Leaf Clusters), Combat Action Badge, Parachutist Badge, Air Assault Badge, Army Staff Identification Badge, and the Recruiter Badge.

He is also the recipient of the 2003 Black Engineer of the Year Award for Professional Achievement in Government Service, an inductee into the 2005 Academy of Distinguished Engineering Alumni at Georgia Tech, and the recipient of the 2008 Black Engineer Lifetime Achievement Award. Ron Johnson serves on the Georgia Tech President's Advisory Board, the Tennenbaum Institute's Advisory Board, and is a Trustee on the Georgia Tech Foundation. He has two scholarships endowed in his name at Georgia Tech and one at West Point. Ron serves on the Board of Directors of Leave No Veteran Behind, a 501 c(3) non profit.

A native of Chicago, IL, Johnson currently resides in Manhattan. He is the proud father of a 22-year-old son named Ian.

Don Vaden

Vice President, Director of Officials
National Basketball Association

Don Vaden, Vice President, Director of Officials, has been a member of the Basketball Operations staff over the past nine years and has served in various management roles in the NBA's officiating program.

He served as the director of officiating at numerous NBA summer leagues, training NBA and NBA D-League referees. Vaden has worked as a Group Supervisor, a Crew Chief Coordinator and a Transition Coordinator in the NBA's Officiating Program. He has also acted as a site director at summer training camps and a presenter of information at Preseason Training Camp.

Vaden is responsible for the day-to-day management and on-court performance of the officiating staff.

In his 15-season officiating career with the NBA, Vaden officiated 854 Regular Season games and 59 Playoffs and Finals games before retiring in 2002.





Joe Borgia

Vice President, Referee Operations
National Basketball Association

Joe Borgia, Vice President, Referee Operations was a member of the NBA's Basketball Operations Department from 1999 until the Referee Operations Department was recently formed. He was Director of Referee Development and Director of Officiating Programs and Development prior to being named Vice President.

Borgia is responsible for the administration of Referee Operations including recruiting, training programs, team communications and oversight of the D-League and WNBA officiating programs.

Borgia began his professional officiating career in 1978 at age 22, when he joined the staff of the New York Pro-Am league. He spent eight years in the Continental Basketball Association (CBA) and in 1988 was hired to the NBA staff. He officiated 10 seasons before an injury forced him to retire in 1998.

Borgia grew up surrounded by NBA officiating. He is the son of the late Sid Borgia, a legendary referee who officiated in the NBA for 20 years beginning in 1946. Sid Borgia also served as supervisor of officials during the latter years of his career and continued as an observer after retiring.

Borgia resides in New Rochelle, N.Y. and St Petersburg, Fla. He is married to Linda and they have a daughter Marisa and son Matthew.

Bernie Fryer
Director Referee Development
National Basketball Association



Bernie Fryer, will be taking on a new role for the 2011-12 NBA season. He will be acting as the Director, Referee Development, where he will mentor and evaluate NBA officials and scout potential new officials.

Prior to assuming this role, Fryer acted as the NBA's Vice President and Director of Officials from 2008 - 2011, where he was responsible for the day-to-day management and on court performance of NBA referees and acted as the NBA's Assistant Director of Officials and Crew Chief Coordinator during the 2007-08 season.

Fryer retired as an NBA official in June 2007 after a 28-year career and holds the distinction of being one of only four people – along with Stan Stutz, Leon Wood and Haywoode Workman – to both referee and play in the NBA.

During his career as an NBA official, Fryer refereed 1,696 regular season games, 157 playoff games and 12 NBA Finals games. He was also an official at the 1998 NBA All-Star Game and the 1996 Japan Games in Tokyo.

Prior to becoming an official, Fryer played two seasons in the NBA. The Phoenix Suns drafted him in the 1972 NBA Draft, and he made his playing debut in 1973-74 season with the Portland Trail Blazers. He was named to the All-Rookie Second Team in 1974.

Fryer was an All-WAC First Team selection from 1970 to 1972 as a member of the Brigham Young University basketball team. The Port Angeles, Wash. native attended Port Angeles High School where he was named a high school All-American in football and basketball during his junior and senior seasons.



Dee Kantner

Director of Officials

Women's National Basketball Association

WNBA Director of Officials since December 2004, Dee Kantner is responsible for the recruitment, training and daily supervision of the WNBA officiating staff, as well with assisting with game rules development. Prior to her current position, she served two seasons as the WNBA's Director of Referee Development, where she assisted in referee recruiting and training. She also was the Supervisor of Officials for the first two years of the WNBA in 1997 and 1998.

Kantner was an NBA referee for five seasons and served as the WNBA's original Supervisor of Officials for the 1997 and 1998 seasons. In 1997, Kantner and Violet Palmer were signed by the NBA as the first female referees in any major U.S. professional sport. On Oct. 31, 1997, they made history when they officiated the NBA season opener between the Vancouver Grizzlies and the Dallas Mavericks.

Kantner has officiated 15 women's NCAA Final Fours, including eight national championship games, and was named the Naismith Award winner as the 1997 Official of the Year, as well as the 1996 Atlantic Coast Conference Women's Official of the Year. Kantner has extensive FIBA officiating experience, including the 1994 and 1998 Women's World Championship, and the 2000 Olympics, and spent two seasons as a referee in the Continental Basketball Association.

Kantner graduated from the University of Pittsburgh, where she was a four-year member of the women's field hockey team and participated in one season of basketball and track.

George Toliver

Director of Officials
D-League



George Toliver has served as the Director of D-League Officials for eight years and has been a member of the NBA's Basketball Operations Department since 2004. A FIBA official since 1985, George Toliver has officiated games in the 1995 European Championships, 1994 World Championships, 1993 World University Games, 1986 Sports Festival and 1984 Olympic Trials.

Over his 15-season NBA officiating career, Toliver worked 742 regular season games, as well as the 1996 All Star Legends Game and the 1994 Japan Games in Yokohama.

Toliver has international officiating experience in the Chinese Basketball Association, where he officiated the Championship Series, conducted clinics in Germany, Turkey, Greece, Spain, Taiwan, and officiated in the 1994 World Championships. He also has one year of USBL officiating experience where he officiated the playoffs and finals. Toliver also has six years of collegiate officiating experience in the Atlantic Coast, Metro, and Southern Conferences, as well as the ACC Tournament, NCAA Tournament and NIT. He also has 11 years of high school officiating experience, having worked six state championship games.

A member of the James Madison University Hall of Fame since 1991, Toliver earned his Bachelor of Science degree in Social Science from JMU, as well as his Masters degree in Education from James Madison. He played four seasons of basketball for JMU and was the team MVP in 1971 and 1972. Toliver was an instructor at JMU and was the assistant baseball coach from 1973-74, and assistant basketball coach from 1973-75. Toliver played four years of high school basketball at King George High School in Virginia, playing in the State Championship in 1969 and was named All State the same year.

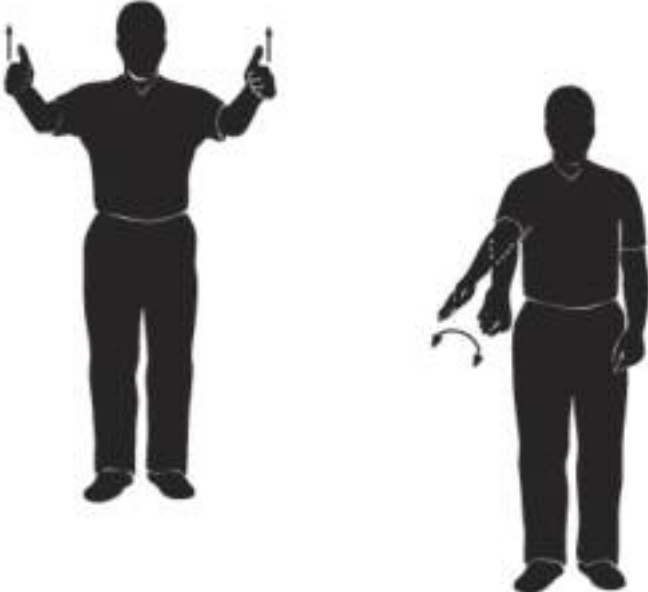
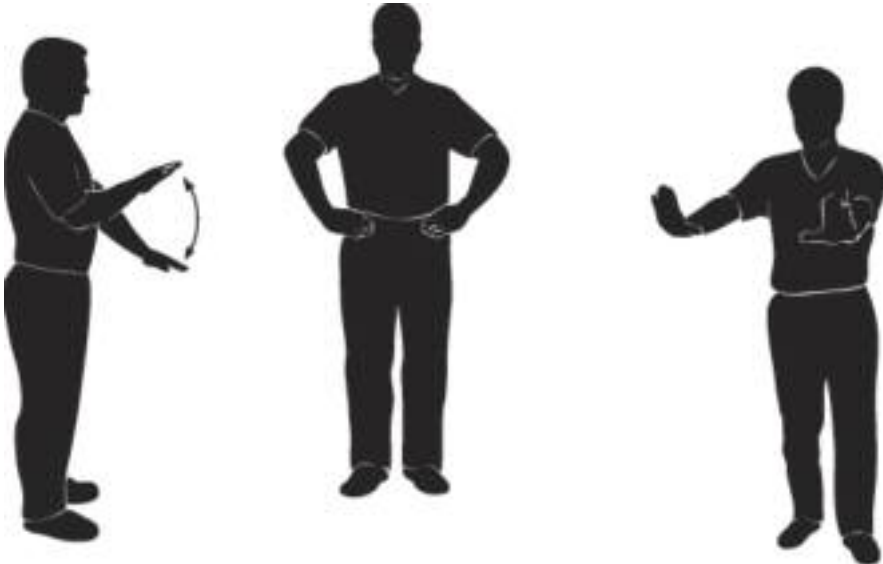
George is the founder and general manager of the Harrisonburg HEAT Girls Basketball Club, which helps develop basketball skills for girls ages six to seventeen.

2011-12 NATIONAL BASKETBALL ASSOCIATION KEY DATES

December 22	NBA Preseason ends
December 24	Rosters set for NBA Opening Day (6 p.m. ET)
December 25	Start of the 2011-12 NBA Season
December 25-January 6	Kia Motors NBA Tip-Off '11
February 6	10-day contracts may now be signed
February 10	All contracts are guaranteed for the remainder of the season
February 24-26	2012 NBA All-Star Game (Orlando)
April 11– 14	Portsmouth Invitational Tournament (Portsmouth, VA)
April 26	Regular Season ends
April 27	Rosters set for 2012 NBA Playoffs, 3 p.m. ET
April 28	2012 NBA Playoffs begin
April 29	NBA Early Entry Eligibility Deadline (11:59 p.m. ET)
May 14-15	Conference Semifinals begin (possible move up to May 12 or 13)
May 28-29	Conference Finals begin (possible move up to May 26 or 27)
May 30	2012 NBA Draft Lottery
June 12	2012 NBA Finals begin (possible move up to June 10)
June 18	NBA Draft Early Entry Entrant Withdrawal Deadline (5:00 p.m. ET)
June 26	Last Possible Date for The Finals
June 28	2012 NBA Draft
July 1-10	2012 Moratorium Period
July 11	NBA Teams May Begin Signing Free Agents
July 27 - August 12	2012 Summer Olympics (London, England)

Standard Observers

2011-12 Season



In addition to the NBA Referee Operations Department, standard observers help observe games and gather data to assist the officials.

STANDARD OBSERVERS

There are three standard observers who are part of the NBA officiating staff. They watch NBA games both in-arena and via video, analyze performances and report back to the Director of Officiating and the Director of Performance Analysis. Their primary objective is to serve as data gatherers.

Standard observers evaluate play calling and provide the group supervisors with specific observations. In addition, they provide the league office with timely atypical situations, allowing for prompt reactions. Standard observers do not regularly communicate with the officials.

Officials Profiles

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Bennie Adams #47

NBA Experience: 16 seasons
Currently in his 17th NBA season
Born: April 8, 1967 (New Orleans)
Resides: New Orleans
HS: Eleanor McMain (New Orleans)
College: Southern University '90, M.S. '93



A former math instructor at Southern University, Bennie Adams joined the NBA officiating staff 17 seasons ago, and since then has officiated 904 regular season and four playoff games. In addition, he has been a USA Basketball official since 1995. Adams has also officiated the 2008 NBA Europe Live Tour and the 2002 NBA All Star Rookie Challenge.

Adams officiated in the CBA for three years, and worked the 1996 CBA Finals. He also has three years of collegiate officiating experience in the Southeastern, Ohio Valley, Trans America Athletic and Southwestern Athletic Conferences. Adams also has 10 years of high school officiating experience in Louisiana.

Adams has both a Masters and Bachelors degree in mathematics from Southern University.



Mark Ayotte #56

NBA Experience: Seven seasons

Currently in his eighth NBA season

Born: March 12, 1964 (Ishpeming, Mich.)

Resides: Glendale, Ariz.

HS: Negaunee High School (Negaunee, Mich.)

College: Michigan Technological University '87

Mark Ayotte completed his seventh NBA season having officiated 418 regular season games. Prior to joining the NBA, Ayotte was a WNBA official for four years and a CBA official for three years. He spent one year officiating in the NBA Development League.

Ayotte has 12 years of collegiate officiating experience, having participated in the Pac-10, Big Sky and West Coast conferences. He officiated in the Pac-10 Conference Tournament and the Big Sky Conference Tournament, including the finals. Ayotte also was an official for the preseason and postseason NIT. He has 10 years of high school officiating experience in the state of Arizona.

Prior to becoming a professional basketball referee, Ayotte worked as a Systems Design and Test Engineer with AG Communication Systems. When not on the hardwood, Ayotte enjoys spending quality time with his family.

Brent Barnaky #70

NBA Experience: One season

Currently in his second NBA season

Born: May 30, 1975 (Hamilton, OH)

Resides: Clearwater, Fla.

HS: Clearwater HS (Clearwater, Fla.)

College: University of Central Florida '97

Nova Southeastern Law School '01



Brent Barnaky enters his second NBA season having officiated 60 NBA games. Barnaky came to the NBA with 10 years of collegiate officiating experience, including three years of N.I.T. Tournament play (2008-2010). He officiated the 2008, 2009 and 2010 NBA D-League Playoffs, and the 2009 and 2010 NBA D-League Finals. Barnaky also has spent time training and developing other officials at referee camps.

Barnaky is married and resides in Clearwater, Fla., where he has been actively involved with pro bono work to public at large clients in need of legal services.



Dick Bavetta #27

NBA Experience: 36 seasons
Currently in his 37th NBA season
Born: December 10, 1939
Resides: Ocala, Fla.
HS: Power Memorial (N.Y.)
College: St. Francis College

During the 2003-04 NBA season, Dick Bavetta officiated his 2,000th career NBA game, becoming only the sixth official (joining Jake O'Donnell, Earl Strom, Tommy Nunez, Joe Crawford and Jack Niess) in NBA history to reach that milestone. Throughout his career, he has never missed an assigned game, officiating 2,498 regular season and 257 playoff games, including 25 NBA Finals games. He was a member of the officiating crew that worked the 1989, 1995 and 2007 NBA All-Star Games, 1997 McDonald's Championship in Paris, 1993 Mexico Challenge, 1992 Summer Olympics in Barcelona and 1990 Japan Games in Tokyo.

Prior to joining the NBA, Bavetta was an official with the Eastern League (CBA) for nine years, and he has also officiated in the Rucker League, FIBA, Jersey Shore Basketball League, as well as both the Public and Catholic High School leagues in New York City.

Bavetta attended St. Francis College in Brooklyn. He is a member of the New York City Catholic High School Hall of Fame, and he added to his personal honors when he received the National Pro-Am Lifetime Achievement Award.

In 1986 Bavetta established "The Bavetta Scholarships" which he personally finances. The program provides parochial high school scholarships for minority children. He also has volunteered with the Double H-Hole in the Woods Ranch working with critically ill children with cancer or the HIV virus since 1992. During this time he has also served on the Board of Directors. He is actively involved with the Juvenile Diabetes Research Foundation (JDRF), and serves as the Upstate New York Regional Director for the organization. In addition, he regularly speaks at schools and youth groups.

Curtis Blair #74

NBA Experience: Three seasons
Currently in his fourth NBA season
Born: September 24, 1970 (Roanoke, Va.)
Resides: Richmond, Va.
HS: Patrick Henry (Roanoke, Va.)
College: University of Richmond '92



Curtis Blair is entering his fourth NBA season having officiated 164 regular season games. Blair has six seasons of NBA D-League experience and worked the 2008 NBA D-League Finals. He also officiated in several college conferences, including the Atlantic 10, Atlantic Coast Conference and the CAA.

Blair graduated with a degree in Criminal Justice from the University of Richmond in 1992 where he was a member of the 1991 Men's basketball team that upset Syracuse in the NCAA Tournament. He was drafted by the Houston Rockets in 1992 and played professionally in Australia, Austria and Turkey.



Matthew Boland #18

NBA Experience: Eight seasons

Currently in his ninth NBA season

Born: September 28, 1966 (Putnam, Conn.)

Resides: Manchester, Conn.

HS: Marianapolis Preparatory School (Thompson, Conn.)

College: Quinebaug Valley '90

Entering his ninth season as an NBA official, Matt Boland has worked 490 regular season games. Prior to joining the NBA, he spent seven years officiating in the CBA, including the 1999, 2000 and 2001 CBA Finals. He also officiated for five years in the WNBA and worked the 2002 and 2003 WNBA Finals, as well as two years in the NBA Development League, working the 2003 D-League Finals. Boland also has five years of USBL officiating experience, including the 1997 USBL Finals.

Boland officiated at the collegiate level for four years, working in the MAAC, Ivy, Northeast, TAAC and OVC Conferences. He also has high school officiating experience in his home state of Connecticut and worked two State Finals games in 1997 and 1998.

Boland's athletic accomplishments include being a member of PGA where he played in several PGA tour events and still currently holds his PGA card. He spent time working as a teaching pro before joining the NBA staff. He also was a member of the 1986 New England Prep Champions Wilbraham Monson Academy Basketball team.

Boland served in the Connecticut National Guard from 1987-95, and was commissioned 2nd Lieutenant in July of 1990, then promoted to 1st Lieutenant in 1992. The Manchester, Conn. resident is a member of the Eastern Connecticut High School Basketball Board. He enjoys spending his free time reading, traveling and playing golf.

Tony Brothers #25

NBA Experience: 17 seasons
Currently in his 18th NBA season
Born: September 14, 1964 (Norfolk, Va.)
Resides: Smithfield, Va.
HS: Booker T. Washington (Norfolk, Va.)
College: Old Dominion University '86



Tony Brothers is entering his 18th season as an NBA official and has officiated 1,040 regular season games and 50 playoff games during his career. He was a member of the crew that officiated the 1996 Mexico Challenge, 1998 Schick Rookie Game, 1999 McDonald's Championship in Milan, Italy and the 2008 China Games.

Prior to joining the NBA, Brothers spent four years officiating in the CBA, including three CBA Finals and a CBA All-Star Game. He has one year of collegiate officiating experience at the Junior College level. Brothers also has seven years of high school officiating experience in Virginia, including three state tournaments.

As a way of honoring his late mother and to give back to his community, Brothers operates Sassy Properties, an organization dedicated to providing quality and affordable housing for disadvantaged families. He is also a board member of BillBro, an organization that provides scholarships for women and minorities. In 1994 he started a mentor program in the Tidewater, Va. schools.

Brothers attended Old Dominion University, where he earned his Bachelor of Science degree in Business Administration/Management Information Systems. The former two-time Virginia All-State baseball player currently resides in Smithfield, Va. where he finds time to work on his favorite hobby, golf.



Tony Brown #6

NBA Experience: Nine seasons

Currently in his 10th NBA season

Born: January 4, 1967 (Fla.)

Resides: Atlanta, Ga.

HS: Amos P. Godby (Tallahassee, Fla.)

College: Clark Atlanta University '89

Tony Brown has officiated 536 regular season games in his first nine seasons as an NBA official. Brown officiated his first playoff game during the 2010-11 season. Prior to joining the NBA, he officiated for four seasons in the NBA Development League and CBA and three in the WNBA. During that time he worked the 2002 D-League Finals, the 2002 WNBA All-Star Game and the 2001 CBA Finals.

Brown Attended Florida A&M prior to transferring to Clark Atlanta University, where he received his degree in Finance. As a member of the basketball team, Brown earned All-State honors at Amos P. Godby High School in Tallahassee, Fla.

Nick Buchert #54

NBA Experience: One season
Currently in his second NBA season
Born: April 17, 1983 (Orlando, Fla.)
Resides: Smithfield, KY
HS: University HS (Orlando, Fla.)
College: University of Phoenix



Nick Buchert enters his second NBA season having officiated 65 games.

Buchert owns nine years of collegiate officiating experience. Additionally, he has officiated the 2010 NBA D-League Finals and 2010 NBA D-League All-Star Game.

Buchert enjoys working out and traveling in his free time and is an assistant volleyball coach at Collins High School in Shelbyville, KY.



Mike Callahan #24

NBA Experience: 21 seasons
Currently in his 22nd NBA season
Born: April 7, 1959 (Philadelphia)
HS: Cardinal O'Hara (Springfield, Pa.)

A veteran of 21 NBA seasons, Mike Callahan has officiated 1,265 regular season and 110 playoff games and 11 NBA Finals games. He was a member of the crew that officiated the 2007 NBA All-Star Game, 1994 Mexico Challenge and the 1996 Schick Rookie Game.

Prior to joining the NBA, Callahan spent three years officiating in the CBA, including the 1989 and 1990 CBA Finals. A member of the Cardinal O'Hara High School basketball team for four years, Callahan also coached the freshman basketball team after graduating.

Callahan has run a clinic for referees called "Hoops4Heros" that benefits local fire departments and maintains strong ties to the Philadelphia community through his volunteer work with the Don Guanella School for developmentally disabled boys. During his free time he also enjoys playing golf.

James Capers #19

NBA Experience: 16 seasons
Currently in his 17th NBA season
Born: November 8, 1961 (Chicago)
Resides: Chicago
HS: Hales Franciscan (Chicago)
College: Northern Illinois University '84



The son of former NBA official James Capers Sr., James Capers has officiated 969 regular season games and 44 playoff games during his 16-season NBA career. In addition to his NBA experience, Capers has six years of CBA officiating experience, including three CBA Finals and two CBA All-Star Games.

The community-conscious Capers was the recipient of the 1998 Monarch Award as Chicago Sportsman of the Year for his career and community achievements. Capers also conducts NBA Read to Achieve programs at two Chicago Public schools -- Vanderpool and May Academy Elementary Schools.



Derrick Collins #11

NBA Experience: 10 seasons
Currently in his 11th NBA season
Born: July 15, 1965 (New Orleans)
Resides: Slidell, La.
HS: Brother Martin (New Orleans)
College: Xavier University (New Orleans) '88

Derrick Collins has officiated 616 regular season games and 11 play-off games in 10 NBA seasons. Prior to joining the NBA, he officiated five seasons in the CBA and three in the WNBA, where he worked two CBA Finals and three WNBA Playoffs and Finals. He has seven years of collegiate officiating experience in various conferences (Big 12, Sun Belt, Conference USA, Southland, SEC, TAAC, OVC and SWAC), and has a Southland Conference semifinal game. Collins also officiated at the high school level in Louisiana.

Collins was a member of the Xavier basketball team for four seasons, an honorable mention All-American, and received his Bachelor of Arts degree from the university in Mass Communications.

When time permits, Collins enjoys fishing, horseback riding, pool, weight training, bowling and golf.

Dan Crawford #43

NBA Experience: 26 seasons
Currently in his 27th NBA season
Born: November 23, 1953 (Chicago)
Resides: Naperville, Ill.
HS: Cregier (Chicago)
College: Northeastern (Ill.) '76



Entering his 27th NBA season, Dan Crawford has officiated 1,770 regular season and 256 playoff games, including 25 NBA Finals games.

During his NBA tenure, Crawford has officiated the 1994 and 2001 NBA All-Star Games, and the 1992 Japan Games in Yokohama.

Prior to joining the NBA, Crawford spent four years officiating in the CBA. He has eight years of collegiate officiating experience in the Chicagoland Collegiate Athletic Conferences and officiated the 1983 and 1984 National Junior College Nationals.

Crawford has been honored for his achievements in the Northeastern (Ill.) Wall of Fame. Crawford was a member of the Northeastern University basketball team.

Crawford has a degree in Physical Education from Northeastern.



Joe Crawford #17

NBA Experience: 34 seasons
Currently in his 35th NBA season
Born: August 30, 1951 (Philadelphia)
Resides: Newton Square, Pa.
HS: Cardinal O'Hara (Springfield, Pa.)
College: Neumann College '08

Over more than three decades in the NBA, Joe Crawford has officiated 2,402 regular season and 278 playoff games, including 46 NBA Finals games. Crawford's 278 playoff and 46 NBA Finals games are the most among active NBA officials. Over his career, Crawford has officiated the 1986, 1992 and 2000 NBA All-Star Games, as well as the 1993 McDonald's Championship in Munich, Germany.

Prior to joining the NBA, Crawford officiated in the Eastern League (CBA) from 1974-76. He graduated from Cardinal O'Hara High School in Springfield, Pa. and is a member of the Cardinal O'Hara High School Hall of Fame. In 2008 Joe earned a degree in Liberal studies from Neumann College.

Officiating can be considered a Crawford "family affair," as his brother is veteran Major League Baseball umpire Jerry Crawford, and his father is retired Major League Baseball umpire Shag Crawford.

Crawford is also very active in his hometown community of Philadelphia.

Kevin Cutler #34

NBA Experience: One season
Currently in his second NBA season
Born: August 8, 1968 (Los Angeles)
Resides: Lakewood, Calif.
HS: Ganesha HS (Pomona, Calif.)
College: Cal State Long Beach



Kevin Cutler is entering his second NBA season after having officiated 63 games in his first season.

Cutler owns six years of collegiate officiating experience, including the 2009 N.I.T. Tournament and the 2010 NCAA Tournament. Additionally, Cutler worked two NBA D-League Finals as well as the 2008 NBA D-League All-Star Game.

In his free time, Cutler enjoys golfing, reading and spending time with family.



Eric Dalen #75

NBA Experience: Three seasons
Currently in his fourth NBA season
Born: July 12, 1972 (Minnetonka, Minn.)
Resides: Cincinnati, OH
HS: Minnetonka, Minn.
College: University of Minnesota

Eric Dalen officiated 172 regular season games in his first three NBA seasons. Prior to the NBA, Dalen worked for five seasons in the NBA Development League and officiated the 2008 D-League All Star Game and the Finals. He also officiated for three years in the Southeastern Conference.

Dalen was a two-year letter winner at the University of Minnesota where he played tight end for the football team.

Marc Davis #8

NBA Experience: 13 seasons
Currently in his 14th NBA season
Born: December 13, 1967 (Chicago)
Resides: Chicago
HS: St. Ignatius Prep. (Chicago)
College: U.S. Naval Academy



Marc Davis, an avid outdoorsman, has been an NBA official for the past 14 seasons, working 802 regular season games and 35 playoff games, and the 2007 NBA All-Star Game. Davis officiated his first two Finals games during the 2010-11 season.

In addition to his NBA experience, Davis has three years of CBA officiating experience, and three years of collegiate basketball officiating experience in the OVC and TAAC Junior Colleges. In 2000, Davis was the recipient of the Honorary Nate Humphries Award, an honor given by the Chicago Public League Coaches Association in recognition of enshrinement by an official into the Chicago Public League Hall of Fame.

Davis is active in the Chicago community where he grew up.



Kevin Fehr #7

Currently in his 17th NBA season

Born: July 1, 1958 (Cincinnati)

Resides: Birmingham, Ala.

HS: Princeton (Cincinnati)

College: Alabama-Birmingham '81

Before becoming an official, Kevin Fehr's athletic ability landed him in the St. Louis Cardinals' organization in 1981 and 1982. After his baseball career ended he took up officiating and is now in his 17th NBA season with 949 regular season games of experience. Fehr was also a member of the crews that officiated 2003 NBA All-Star Saturday and the 1999 Mexico Challenge.

Fehr spent five years officiating in the CBA and also has seven years of collegiate officiating experience, including games in the Southeastern, Sun Valley and Ohio Valley Conferences. He officiated the SEC and OVC Tournaments. Fehr has high school officiating experience in Alabama, where he worked the State Tournament in 1988 and 1989.

Fehr honed his baseball skills at the University of Alabama-Birmingham, where he was the team's captain, and he received his Bachelor of Science degree in Elementary Education. Later, Fehr went back to UAB to earn a Masters degree in Elementary Education with a concentration in high school math.

Kane Fitzgerald #35

NBA Experience: Two NBA seasons

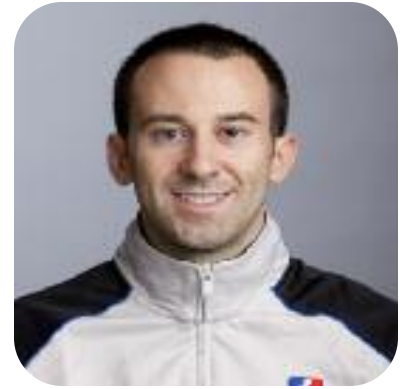
Currently in his third NBA season

Born: February 15, 1981 (Dover, N.J.)

Resides: Jersey City, N.J.

HS: Sparta H.S. (Sparta, N.J.)

College: Centenary College, Hackettstown, NJ '04



Fitzgerald has officiated 123 games in his two seasons as an NBA official. Fitzgerald started refereeing at the age of 18 at the high school level in New Jersey.

He also refereed NCAA Division I basketball in the Ohio Valley, Atlantic Sun and Big South Conferences for two years (2004 - 2006). He has professional experience in the D-League for four years (2005-2009) and the WNBA for two years (2008 and 2009).



Brian Forte #45

NBA Experience: Four seasons
Currently in his fifth NBA season
Born: August 18, 1975 (Fairfax, Va.)
Resides: Smyrna, Ga.
HS: Westminster (Atlanta, Ga.)
College: Furman University '99

Brian Forte, who is the son of retired NBA referee Joe Forte, has officiated 227 regular season games in four NBA seasons. He worked for six seasons in the NBA Development League, officiating 126 games. computer programmer before joining the NBA. He also officiated in several college conferences, including the Southeastern and the Southern Conferences.

Forte received a Bachelors degree in Computing/Business from Furman University and worked as a computer programmer before joining the NBA. He also officiated in several college conferences, including the Southeastern and the Southern Conferences.

Scott Foster #48

NBA Experience: 17 seasons
Currently in his 18th NBA season
Born: April 8, 1967 (Silver Spring, Md.)
Resides: Woodbine, Md.
HS: Magruder (Rockville, Md.)
College: Maryland '93



A veteran official of 17 NBA seasons, Scott Foster has worked 1,074 regular season and 80 playoff games, including seven Finals games during his career. He was a member of the crew that officiated the 1996 Europe Tour in Berlin, Germany and Seville, Spain. In addition to his NBA experience, Foster has two years of CBA officiating experience, two years of collegiate officiating experience in the Southern and Big South conferences and six years of high school officiating experience in Maryland.

When he is not working, Foster enjoys giving back to the community.



Pat Fraher #26

NBA Experience: 10 seasons

Currently in his 11th NBA season

Born: January 13, 1974 (St. Paul, Minn.)

Resides: Eagan, Minn.

HS: Hastings High School (Hastings, Minn.)

College: Minnesota '97

Pat Fraher has officiated 614 regular season NBA games and nine Playoff games entering this season. Prior to joining the NBA, Fraher officiated for seven years in the CBA, where he worked the CBA Finals and All-Star game. In addition, Fraher spent four years with the WNBA, where he officiated playoff games in both the WNBA Eastern and Western Conference Finals.

Fraher also has two years collegiate officiating experience with the NSIC and 10 years experience as a high school official in his home state of Minnesota. He attended the University of Minnesota where he was awarded the Evans Scholarship and graduated with a Bachelor of Science degree in Mechanical Engineering. While at Hastings High School, Fraher was a member of the football, basketball and golf teams.

Ron Garretson #10

NBA Experience: 24 seasons
Currently in his 25th NBA season
Born: July 1, 1958 (Long Beach, Calif.)
Resides: Gilbert, Ariz.
HS: Servite (Anaheim, Calif.)
College: Golden West Junior College



Ron Garretson, the son of former NBA official Darell Garretson (1967-94), has officiated 1,605 regular season and 182 playoff games, including 11 NBA Finals games, over his 24 seasons in the NBA. In addition, Garretson has two years of CBA officiating experience and two years of high school officiating experience in Arizona.

Garretson earned his Associate of Arts degree from Golden West Junior College. He played football and basketball at Servite High School in Anaheim, Calif. and was recognized for his athletic achievements in 2000 when he was inducted into Servite High School's Athletic Hall of Fame.

He currently resides in Gilbert, Ariz. where he enjoys spending his free time coaching youth sports and playing golf.



John Goble #30

NBA Experience: Four seasons

Currently in his fifth NBA season

Born: November 25, 1978 (Miami, Fla.)

Resides: Miami, Fla.

HS: Miami Senior

College: Florida International University '01

John Goble enters his fourth season having officiated 259 regular season games and seven playoff games. He also officiated the 2010 NBA All-Star Rookie/Sophomore game. Prior to working in the NBA, Goble officiated 104 games over four seasons in the NBA Development League and was selected to officiate the 2007 D-League Finals. He also officiated in several college conferences, including the Southeastern Conference, where he was a tournament official in 2006 and 2007 and the Sunshine State Conferences.

Goble received a Bachelors degree in Physical Education from Florida International University, and worked as an account executive and a teacher before joining the NBA.

David Guthrie #16

NBA Experience: Six seasons

Currently in his seventh NBA season

Born: May 21, 1974 (Athens, Ga.)

Resides: Charlotte, N.C.

HS: W.A. Berry High School (Birmingham, Ala.)

College: North Carolina State '99



David Guthrie enters his seventh season after officiating 358 regular season games. Guthrie officiated his first two playoff games during the 2010-11 NBA season. Prior to joining the NBA, Guthrie was an official in the CBA, NBA Development League and the New York City Pro Am. He participated in the D-League playoffs in 2003, 2004 and 2005 and the D-League championship games in 2004 and 2005. He officiated at the collegiate level in the ACC, SEC, Colonial, Southern, OVC, ASUN, Big South and SWAC conferences and participated in the 2003 and 2004 NCAA tournaments.

Outside of his life in basketball, Guthrie was a member of the Cincinnati Reds organization playing professionally with the team in Princeton, WV, Billings, MT, Charleston, WV and Chattanooga, TN. He attended both Southern Union Community College in Wadley, AL. and North Carolina State University on baseball scholarships.

He played in the Cape Cod Wooden Bat College Summer League for the Falmouth Commodores in 1994 and played baseball and basketball at W.A. Berry High School in Birmingham, AL.

Off the court, Guthrie enjoys spending time with his wife and son along with playing golf in his new hometown of Charlotte, NC.



David Jones #36

NBA Experience: 22 seasons
Currently in his 23rd NBA season
Born: December 11, 1954 (Ft. Worth, Texas)
Resides: Gainesville, Fla.
HS: Oak Ridge (Orlando, Fla.)
College: University of Florida

David Jones has officiated 1,335 regular season games and 40 play-off games throughout his 22 seasons as an NBA official. In addition, Jones officiated both the men's and women's 2000 Olympic Bronze

Medal Games.

Jones has eight years of collegiate officiating experience in the Southeastern, Trans-American Athletic, Metro and Sunshine State Conferences.

Jones enjoys working with the community by volunteering with the Boys & Girls Club of Alachua County in Florida and with the American Heart Association.

Bill Kennedy #55

NBA Experience: 13 seasons
Currently in his 14th NBA season
Born: November 10, 1966 (Phoenix, Ariz.)
Resides: Phoenix, Ariz.
HS: St. Mary's (Phoenix, Ariz.)
College: Arizona State University



Bill Kennedy's 13 seasons of NBA officiating experience include 814 regular season and 42 playoff games including three Finals games. In addition to his NBA experience, Kennedy has five years officiating experience in the CBA, including working the 1996 and 1997 CBA Finals. He also officiated two games in the WNBA Finals in 1998, and has 15 years of high school officiating experience in Arizona.

The Arizona native attended Arizona State University after graduating from St. Mary's High School in Phoenix. While a student at St. Mary's he was named Knight of the Year in 1984 for his athletic achievements.

Kennedy's charitable efforts include working with former NBA official Tommy Nuñez's tournament "The National Hispanic Basketball Classic," to help raise money for inner-city kids. He also works with the Boys & Girls Club of Phoenix. He was named "Youth of the Year" twice by of the Boys & Girls Club of Phoenix and is now a lifetime member.



Courtney Kirkland #61

NBA Experience: 11 seasons
Currently in his 12th NBA season
Born: Oct. 22, 1974 (Flint, Mich.)
Resides: Atlanta
HS: Flint Northwestern (Flint, Mich.)
College: Southern University '99

Over the past 11 seasons, Courtney Kirkland has officiated 675 regular season games and 10 playoff games. He also officiated two seasons in the WNBA, including the 2000 WNBA Championship and the 1999 Conference Finals.

Prior to joining the NBA, Kirkland also worked three seasons in the CBA where he officiated the 1999 and 2000 CBA Finals as well as the 2000 CBA All-Star Game. He was a high school official for four years as a member of the Baton Rouge (La.) Basketball Officials Association, and was named Rookie Official of the Year in 1994.

Kirkland earned a degree in Computer Science from Southern University. He was a member of the Northwestern High School basketball team that made it to the state semifinals in 1991 and 1992. Kirkland received the school's Academic award, and led the team in assists, and free throw and three-point shooting percentage.

Off the court, Kirkland created the Kennedy Leigh Kirkland Memorial Scholarship Fund in 2005 in memory of his daughter, who passed away at the young age of 6 weeks. The Scholarship Fund was created to provide educational assistance to siblings of children who have passed away.

Away from basketball, Kirkland enjoys golf, physical fitness, studying basketball film and reading with his children.

Marat Kogut #68

NBA Experience: Two seasons

Currently in his third season

Born: August 5, 1979 (Kiev, Ukraine)

Resides: Brooklyn, N.Y.

HS: FDR High School (Brooklyn, N.Y.)

College: St. John's University (Jamaica, N.Y.) '08



Marat Kogut enters his third year as an NBA Referee having officiated 118 games. Kogut immigrated to the United States with his family 7 days after he was born. Raised in Brooklyn, NY, he started officiating at the age of 16 at local recreational youth leagues. His professional experience includes 3 years in the WNBA, as well as 4 years in the NBA Development League, where he officiated over 180 games, including the Finals in his last two seasons and the 2009 D-League All-Star Game in Phoenix, Ariz.

Prior to joining the NBA officiating staff, Kogut worked in several Men's NCAA mid-major Division I conferences, including the Ohio Valley Conference, Atlantic Sun, and Big South Conference, as well as 4 years in New York metro area High School basketball. Also, he spent two years in Atlanta working for the Supervisor of Officials of the Southeastern Conference.

Kogut was the Head Men's Basketball Manager for the St. John's Redstorm. Aside from being an amateur magician, Marat enjoys playing the piano, volleyball, golf and volunteering for the Breast Cancer Research Foundation in New York City.



Karl Lane #77

NBA Experience: Currently in his first NBA season

Born: February 26, 1975 (Little Rock, AR)

Resides: Little Rock, AR

HS: Lombard, IL

College: Philander Smith College, Little Rock, AR

Degree/Major: Physical Education

Karl Lane is one of four new officials for the 2011-12 NBA season. Lanes' experience includes four seasons and 167 games officiated in the D-League. He also has four seasons of NBA preseason game experience and has worked in NBA summer camps for six years.

In addition to his professional experience, Lane officiated collegiate games for nine years in the SWAC and Gulf South Conference and has nine years of high school officiating experience.

Lane worked for the Pulaski County Special School District in Little Rock, AR as an In-School Suspension Teacher for 2 years.

Eric Lewis #42

NBA Experience: Seven seasons

Currentley in his eighth NBA season

Born: May 20, 1971 (Daytona Beach, Fla.)

Resides: Daytona Beach, Fla.

HS: Mainland High School (Daytona Beach, Fla.)

College: Bethune Cookman College



After three seasons in the NBA Development League, where he worked the 2004 D-League Finals and the 2003 and 2004 Playoffs, Lewis has spent the last seven seasons in the NBA, officiating 427 regular season games and six-playoff games. Lewis spent two years working in the USBL, officiating the Finals in 2002 and 2004. He tallied eight years in the college ranks, participating in the Atlantic Sun, Ohio Valley, Sunshine State, Florida Sun and Mid-Florida conferences.

Lewis officiated in Florida high schools for six years. As a student, he was a member of the basketball team in both high school and college. In the offseason, Lewis works with troubled teens.



Mark Lindsay #29

NBA Experience: Four seasons

Currently in his fifth NBA season

Born: August 21, 1977 (Drexel Hill, Pa.)

Resides: Frazer, Pa.

HS: Malvern Prep (Malvern, Pa.)

College: Westchester University '99

Mark Lindsay has officiated 232 games in his four NBA seasons. Prior to working in the NBA, he worked for five seasons in the NBA Development League, officiating 116 games.

Lindsay received a Bachelors degree in Elementary Education from Westchester University and worked as a real estate sales agent and a teacher before joining the NBA. He also officiated in several college conferences, including the Big South and the Ohio Valley Conferences, and officiated for five years for local Pennsylvania high schools.

Away from basketball he likes to spend time with family and friends, reading, working out, doing Bikram yoga and teaching refereeing at summer camps and clinics.

Tre Maddox #73

NBA Experience: Currently in his first NBA season

Born: October 7, 1967 (Great Lakes, IL)

Resides: Las Vegas, NV

HS: Kansas City, KS

College: Dakota state University, Madison, SD

Degree/Major: Business



Tre Maddox is one of four new officials for the 2011-12 NBA season. Maddox's experience includes four seasons and 158 games officiated in the D-League. He also has five seasons of NBA preseason game experience and worked in NBA summer camps for five years.

In addition to his professional experience, Maddox officiated collegiate games for six years in the PAC 10, WCC and Pac West Conferences and eight years of high school officiating experience.



Ed Malloy #14

NBA Experience: Nine seasons

Currently in his 10th NBA season

Born: March 17, 1971 (Media, Pa.)

Resides: Aston, Pa.

HS: Cardinal O'Hara (Springfield, Pa.)

College: Philadelphia University '93

Malloy has officiated 577 regular season NBA games and 22 playoff games over the past nine seasons. He officiated his first two Finals games during the 2010-11 season. Prior to joining the NBA, Malloy officiated for one season in the NBA D-League, three seasons in the CBA and three seasons in the WNBA. He worked the 2002 D-League Finals and the 2001 CBA Finals.

Malloy attended St. Joseph's University before transferring to Philadelphia University, where he was a member of the basketball team and named the ECAC Player of the Year in 1993, and went on to earn a degree in Marketing. While in high school at Cardinal O'Hara, he was named the 1989 Most Outstanding Player in Philadelphia for his achievements on the basketball court.

Ken Mauer #41

NBA Experience: 25 seasons
Currently in his 26th NBA season
Born: April 23, 1955 (St. Paul, Minn.)
Resides: Fort Myers, Fla.
HS: Harding (St. Paul, Minn.)
College: University of Minnesota '77



Veteran NBA official Ken Mauer has officiated 1,497 regular season, 119 playoff, and nine Finals games, during his 25-season career. He was also a member of the crew that officiated the 1993 Europe Tour in London and the 2005 Denver All-Star game. Mauer's resume includes six years of CBA officiating experience, nine years of collegiate officiating experience and 12 years of high school officiating experience in Minnesota.

After spending most of his life in Minnesota, Mauer has settled in Ft. Myers, Fla. where he can still watch his cousin, Joe Mauer, with the Twins in spring training. Mauer was a three sport athlete in college at Minnesota where in 1977 he recieved All Big 10 baseball honors. In addition, Mauer regularly supports the Salvation Army, as well as other organizations. He is often a guest speaker at basketball camps and clinics, church groups, Salvation Army kid's groups and officiating groups.



Monty McCutchen #13

NBA Experience: 18 seasons

Currently in his 19th NBA season

Born: February 14, 1966 (San Angelo, Texas)

Resides: Asheville, N.C.

HS: Dublin (Dublin, Texas)

College: Texas at Arlington '88

Monty McCutchen has officiated 1,085 regular season, 80 playoff, and four Finals games. He worked the 2007 NBA All-Star Game in Las Vegas and was a member of the crew that officiated the 1996 and 1997 Mexico Challenges, as well as the 1998 Schick Rookie Game.

Prior to joining the NBA, McCutchen spent four seasons in the CBA, where he worked the All Star game his second year and the playoffs all four years. He also officiated the CBA Finals the last three years he was with the league.

McCutchen graduated Cum Laude with a degree in English Literature and Speech Communication from the University of Texas at Arlington.

McCutchen is an avid outdoorsman who enjoys backcountry hiking, canoeing, camping and landscape photography.

Rodney Mott #71

NBA Experience: 14 seasons

Currently in his 15th NBA season

Born: September 3, 1957 (New Albany, Ind.)

Resides: Las Vegas, Nev.

HS: Bishop Turner (Buffalo, N.Y.)

College: San Diego State '86



Rodney Mott has officiated 870 regular season games and seven play-off games during his 14-season NBA career. Prior to joining the NBA officiating staff, Mott spent four years officiating in the CBA, eight years officiating in the Los Angeles Pro Am basketball league, three years officiating at the junior college level, and four years officiating high school in San Diego.



Tommy Nunez, Jr. #28

NBA Experience: Seven seasons

Currently in his eighth NBA season

Born: September 7, 1959 (Phoenix)

Resides: Chandler, Ariz.

HS: St. Mary's High School (Phoenix)

College: Grand Canyon University '83

Nunez joined the NBA officiating staff eight years ago and has officiated 392 regular season NBA games. Prior to joining the NBA, Nunez worked the high school ranks in Arizona from 1980-1990, then officiated collegiately in the Pac-10, West Coast and Big Sky Conferences from 1988-2004, also working the NCAA Tournament from 2002-04. In addition, he officiated in the WNBA (2001-04), NBA Development League (2001-03) and the Continental Basketball Association (1999-01).

J.T. Orr #72

NBA Experience: Currently in his first NBA season

Born: October 20, 1973 (Pomona, CA)

Resides: LaVerne, CA

HS: LaVerne, CA and Glendora, CA

College: Mt. San Antonio College, Walnut, CA

Degree/Major: Social & Behavioral Sciences



J.T. Orr is one of four new officials for the 2011-12 NBA season. Orr's experience includes five seasons and 177 games officiated in the D-League. He also has four seasons of NBA preseason experience and worked in NBA summer camps for nine years.

In addition to his professional experience, Orr officiated collegiate games for 11 years in the PAC 10, West Coast and Multiple Small College Conferences and has 15 years of high school officiating experience.



Violet Palmer #12

NBA Experience: 14 seasons
Currently in her 15th NBA season
Born: July 20, 1964 (Lynwood, Calif.)
Resides: Los Angeles
HS: Compton (Compton, Calif.)
College: Cal. Poly Pomona '87

Violet Palmer, one of the first two female officials in the NBA, has officiated 757 regular season games and has appeared in eight playoff games over the past 14 seasons.

Before joining the NBA, Palmer officiated in the WNBA during the league's inaugural season, including the 1997 WNBA Championship. She has two years of CBA officiating experience and nine years of collegiate officiating experience, including women's games in the Pac-10, Western Athletic, West Coast, Big Sky, and Big West Conferences, as well as five NCAA Final Fours and two NCAA Championship games.

Before becoming an official, Palmer was a successful basketball player both at the collegiate and high school levels. She was a four-year letter winner at Cal. Poly Pomona, where her team won the NCAA Division II Finals in 1985 and 1986. In addition, she was on the basketball team at Compton High School. Palmer also acts as a coordinator for both the West Coast Conference and the Pac-10 Conference.

Off the court, Palmer is on the Board of Directors for the National Association of Sports Officials. She also is involved with the City of Los Angeles Youth Referee Clinic in her hometown of Los Angeles.

Jason Phillips #23

NBA Experience: 11 seasons
Currently in his 12th NBA season
Born: April 10, 1970 (Weatherford, Texas)
Resides: Lipan, Texas
HS: Cisco (Cisco, Texas)
College: Tarleton State University '93



Jason Phillips has officiated 716 regular season games and 19 playoff games since joining the NBA officiating staff 12 seasons ago. He officiated his first two Finals games during the 2010-11 season. In addition, Phillips has six seasons of experience officiating in the CBA, working the 1999 CBA Finals. He also officiated three seasons in the WNBA, working the 1999 WNBA Finals. Phillips spent five years officiating at the high school level in his home state of Texas.

Phillips earned a Bachelor of Business Administration degree at Tarleton State. In addition, he played varsity basketball, golf and baseball while at Cisco High School in Texas.

Phillips and his wife, Lewana Hensarling, have three sons and reside in Lipan, Texas, where he enjoys spending his time coaching his sons' sports teams and playing golf.



Olandis Poole, Jr. #50

NBA Experience: Seven seasons

Currently in his eighth NBA season

Born: December 24, 1967 (Surry, Va.)

Resides: Yorktown, Va.

HS: Surry County High School (Dendron, Va.)

College: Newport News Apprentice School '90

After three seasons in the NBA Development League, where he worked the postseason each year, Poole joined the NBA officiating staff eight years ago and has officiated 421 games. Poole spent 12 years in the college ranks in the Southeastern Conference, Big East, Atlantic 10, Conference USA, Big 12, Southern Conference, Ohio Valley Conference, and Atlantic Sun Conference. He officiated the NCAA Tournament from 1996 through 2004, including the 2004 NCAA Final Four.

While attending Newport News Apprentice School, he received Basketball MVP honors three out of four years.

Derek Richardson #63

NBA Experience: 14 seasons

Currently in his 15th NBA season

Born: February 3, 1962 (Brooklyn, N.Y.)

Resides: Los Angeles

HS: R.B. Stall (Charleston, S.C.)

College: Los Angeles Dominguez Hills '91



Derek Richardson has officiated 860 regular season games and one playoff game, as well as the 2003 NBA Rookie Game in Atlanta, during his 14 seasons as an NBA official. Prior to joining the NBA, Richardson spent eight years officiating in the CBA, including the 1996 CBA All-Star game and two games of the 1996 CBA Finals.

Richardson played basketball at Los Angeles Southwest College and earned an Associate of Arts degree in Criminal Justice. He went on to earn a degree in Administration of Justice from Los Angeles Dominguez Hills.

Richardson has volunteered with the South Central Los Angeles YMCA, assisting with youth basketball programs.



Leroy Richardson #20

NBA Experience: 16 seasons

Currently in his 17th NBA season

Born: August 21, 1964 (Brooklyn, N.Y.)

Resides: Suffolk, Va.

HS: Westinghouse V & T (Brooklyn, N.Y.)

Leroy Richardson served his country for 12 years in the United States Navy (May 1982 – January 1994), and was the 1991 and 1992 Tactrulant sailor of the year in Dam Neck, Va. He was also awarded the Navy Achievement Medal and two Good Conduct Medals. Richardson was an enlisted surface warfare specialist and underwater sea surveillance specialist, was deployed to the Mediterranean from August 1988 through February 1989 and was stationed in Keflavik, Iceland from April 1986 through May 1987.

After leaving the Navy, Richardson decided to pursue officiating full time. Since joining the NBA staff, he has officiated 961 regular season games and eight playoff games over the past 16 seasons, and was a member of the crew that officiated the 2000 Schick Rookie Game, 2000 NBA All-Star Saturday and the 2003 Japan Games.

Richardson has three years of CBA officiating experience as well as 10 years of Pro-Am officiating experience including the 1992 Pro Am Nationals. He also has three years of collegiate officiating experience in the Big East, Southeastern and Ohio Valley Conferences. Richardson spent eight years officiating in Virginia high schools, where he worked the VHSL State Tournament.

Richardson has been involved with the Tidewater Detention and various local public and private schools and organizations. An avid sports fan, Richardson enjoys watching car racing, basketball, football and baseball.

Eli Roe #44

NBA Experience: Six seasons

Currently in his seventh NBA season

Born: March 18, 1974 (Anderson, Ind.)

Resides: Orlando, Fla.

HS: Highland (Anderson, Ind.)

College: Troy State University '96, Master Degree (math) '98



Eli Roe has officiated 345 regular season games during his first six NBA seasons. Prior to joining the NBA staff, Roe officiated in the CBA, NBA Development League and WNBA. He officiated in the NBA D-League Finals for two years, the D-League playoffs for four years and the WNBA Playoffs for two years.

On the collegiate level, Roe refereed in the SEC, ASUN and OVC conferences and numerous Division II and III, NAIA and Juco league games. He also worked in four Division I post-season conference tournaments.

Off the court, Roe enjoys playing golf, exercising and spending time with his son.



Eddie F. Rush #32

NBA Experience: 24 seasons

Currently in his 25th NBA season

Born: September 19, 1961 (Columbus, Ga.)

Resides: McDonough, Ga.

HS: W.H. Spencer (Columbus, Ga.)

College: Georgia State '83

In addition to being a member of the NBA officiating staff for the past 24 seasons, Eddie F. Rush has also been a FIBA official for 12 years.

While with the NBA, he has officiated 1,508 regular season and 166 playoff games, including 11 NBA Finals games. Rush was also a member of the crew that officiated the 1994 Japan Games in Yokohama, and the 2000 and 2008 NBA All-Star Games. He also officiated in the 2008 Olympic Games in Beijing.

Rush has four years officiating experience in the CBA, where he worked playoff and finals games. Prior to that, he spent four years officiating at the collegiate level, working in both the Mid-Eastern Athletic and Southern Intercollegiate Athletic Conferences. Rush also has four years of high school officiating experience in Georgia.

Rush holds a B.B.A. in Marketing from Georgia State University, where he played basketball for two seasons. Rush transferred to Georgia State from Florida A&M where he was a member of the track team and the 1980 MEAC Mile Relay Champions, and was named Most Promising Athlete. He also was a member of both the track and basketball teams at W.H. Spencer High School in Georgia, where he was the basketball Regional Tournament MVP and the Offensive Player of the Year.

Bennett Salvatore #15

NBA Experience: 29 seasons
Currently in his 30th NBA season
Born: January 9, 1950 (Stamford, Conn.)
Resides: Stamford, Conn.
HS: Stamford Catholic (Stamford, Conn.)
College: C.W. Post (Long Island, NY)



Bennett Salvatore has been an official in the NBA for the past 29 seasons, and has worked 1,684 regular season and 203 playoff games including 25 NBA Finals games. The veteran official has also worked the 1993 and 2002 NBA All-Star Games, the 1993 McDonald's Championship in Munich, Germany, as well as the 1997 Mexico Challenge. Prior to joining the NBA, Salvatore spent two years officiating in the CBA, and also has 10 years high school officiating experience.

Salvatore played basketball while attending C.W. Post. He also played high school baseball and football, earning All-County honors in 1967 and 1968 as a pitcher as well as All-American and All-State quarterback in 1967. He also played three years of basketball for Stamford Catholic High School.

Salvatore has been involved in the community since early in his career. He is currently involved with the Mickey Lione Foundation, and he is a motivational speaker for many organizations.

Salvatore's father-in-law is the former New York Giant Hall of Famer Andy Robustelli. He is a sports enthusiast who especially enjoys playing golf when he has the free time.



Michael Smith #38

NBA Experience: 18 seasons
Currently in his 19th NBA season
Born: February, 5 1955 (Memphis, Tenn.)
Resides: Memphis, Tenn.
HS: South Side (Memphis, Tenn.)

A winner of the Vanguard Club Achievement Award in recognition of outstanding accomplishments in the field of sports, NBA veteran official Michael Smith has officiated 1,078 regular season and 28 playoff games, as well as the 1997 Schick Rookie Game, the 2000 Mexico Challenge and the 2003 NBA Europe Games.

In addition to his 17 seasons of NBA officiating experience, Smith has five years of CBA officiating experience and eight years of collegiate officiating experience in the Big Ten, SEC and Conference USA. Smith also has 10 years of high school officiating experience, and was a member of the crew that officiated the 1990 McDonald's High School All-America Game.

Smith's athletic experience includes playing basketball and baseball at South Side High School in Memphis, Tenn.

Bill Spooner #22

NBA Experience: 22 seasons
Currently in his 23rd NBA season
Born: February 23, 1957 (El Paso, Texas)
Resides: Oak Park, Calif.
HS: Taft (Woodland Hills, Calif.)
College: San Diego St.



Over the past 22 seasons, veteran official Bill Spooner has worked 1,234 regular season games, and 79 NBA playoff games. He officiated his first two Finals games during the 2010-11 season.

In addition to his NBA experience, Spooner has seven years of collegiate officiating experience in the Pac-10, Big West and West Coast Conferences. He also has eight years of high school officiating experience in his home state of California.

He played football at Taft High School in Woodland Hills, Calif.

Spooner has volunteered with the Mathis Foundation for Kids. His interests include playing golf and cooking.



Derrick Stafford #9

NBA Experience: 23 seasons

Currently in his 24th NBA season

Born: November 29, 1956 (Atlanta)

Resides: Fayetteville, Ga.

HS: Northside (Atlanta)

College: Morehouse College '78

Over his 23 NBA seasons, Derrick Stafford has worked 1,402 regular season, 99 playoff, and five Finals games. He was a member of the crew that officiated the 1997 McDonald's Championship in Paris, the Legends All-Star Game in Orlando and the 2002 NBA All-Star Game. The 22-year NBA officiating veteran has also served twice on the Executive Board of the National Basketball Referee Association.

Stafford has six years of CBA officiating experience, and he officiated Pro-Am basketball for six years. He also has seven years of collegiate officiating and 10 years of high school officiating experience in Georgia.

While in college he played football and baseball for four years at Morehouse. Stafford made all conference for 3 years in baseball and for 2 years in football. He was co-most valuable player in baseball with NFL referee Jerome Boger in 1976.

Stafford is the founder and president of his own foundation, "Don't Foul Out, Inc.", and is a baseball coach of the Big Stix (14 and under).

Josh Tiven #58

NBA Experience: One season
Currently in his second NBA season
Born: March 12, 1978 (Norwich, Conn.)
Resides: Waterford, Conn.
HS: Ledyard HS (Ledyard, Conn.)



Joshua Tiven is entering his second NBA season after having officiated 61 games in his first season. He officiated six NBA regular season games in 2009-10 as a non-staff official.

Tiven has seven years of NCAA officiating experiencing, as well as two years of WNBA officiating experience and two seasons of WNBA Playoff experience. He also has worked three NBA D-League Finals, as well as the 2007-08 NBA D-League All-Star Game.

Tiven, a native of Norwich, Conn. is married with two daughters. He enjoys golfing and spending time with his family.



Scott Twardoski #52

NBA Experience: Currently in his first NBA season

Born: March 3, 1973 (Enumelaw, WA)

Resides: Phoenix, AZ

HS: Cowiche, WA

College: Linfield, McMinnville, OR and City U, Renton, WA

Degree/Major: English and Educational Technology

Scott Twardowski is one of four new officials for the 2011-12 NBA season. Twardowski's experience includes six seasons and 206 games officiated in the D-League. He also has four seasons of NBA preseason game experience and worked in NBA summer camps for eight years. He also has seven seasons of WNBA experience.

In addition to his professional experience, Twardoski officiated collegiate games for 12 years in the Pac 10, Big 12, Big Sky and West Coast Conferences and has 10 years of high school officiating experience.

Twardowski worked as a teacher for five years in the 16th School District, Covington, AZ and as a speaker at Living for Learning in Meadow Vista, CA for five years.

Scott Wall #31

NBA Experience: 16 seasons

Currently in his 17th NBA season

Born: September 11, 1966 (Jacksonville, Ill.)

Resides: Merritt Island, Fla.

HS: Shawnee Mission NW (Shawnee, Kan.)

College: Emporia State University



The son of former USA Basketball Director Bill Wall, Scott Wall has officiated 908 regular season games and five playoff games over his past 16 NBA seasons. In addition to his NBA experience, Wall has four years of officiating experience for USA Basketball, four years of collegiate officiating experience in the Atlantic Coast, Ohio Valley, and Trans America Athletic Conferences, and five years of high school officiating experience in Kansas and Alabama.

Wall enjoys spending his spare time volunteering at the Alachua County Boys & Girls Club in Gainesville, Fla. He also works with WUFT and Classic 89 (public television and radio stations) in Gainesville, Fla. on various fundraisers.



Tom Washington #49

NBA Experience: 20 seasons

Currently in his 21st NBA season

Born: December 25, 1957 (Ft. Smith, Ark.)

Resides: Laverock, Pa.

HS: Central (Philadelphia)

College: Norfolk State University '78

Over his 20-season NBA officiating career, Tom Washington has officiated 1,196 regular season games, 103 playoff games and two Finals games. He was a member of the crew that officiated the 1995 Schick Rookie Game, the 1996 Japan Games in Tokyo and the 2004 NBA All-Star Game.

In addition to his 20 seasons with the NBA, Washington has two years of CBA officiating experience. He has one year collegiate officiating experience in Division II and III, and five years of high school officiating experience in his hometown of Philadelphia, officiating in the playoffs for both the men's and women's league.

Washington is a Cum Laude graduate with a Bachelor of Arts degree in Sociology from Norfolk State University.

Off the court, Washington is involved with the Sharon Baptist Church. He has previously volunteered with the Amachi Big Brothers Program, the Children's Choice Adoption Agency, the Mt. Zion Baptist Youth Organization and the PGA Juniors Program.

Greg Willard #57

NBA Experience: 23 seasons

Currently in his 24th NBA season

Born: November 5, 1958 (Pasadena, Calif.)

Resides: Huntington Beach, Calif.

HS: Edison (Huntington Beach, Calif.)

College: Long Beach State



Greg Willard has officiated 1,464 regular season, 124 playoff, and two Finals games since joining the NBA officiating staff 23 seasons ago.

Prior to joining the NBA, Willard spent four years officiating in the CBA and has four years of collegiate officiating experience in the PCAA and Pac-10 Conferences.

Willard attended Long Beach State University. He also attended Orange Coast College, earning his Associate of Arts degree.

Willard is currently involved with the Musical Youth Artist Repertory Theatre and the Orange County Football Officials Association. A married father of three, Willard is active in coaching local youth sports leagues and enjoys skiing, swimming, surfing, photography and computers.



James Williams #60

NBA Experience: One season
Currently in his second NBA season
Born: May 23, 1979 (Memphis, Tenn.)
Resides: Atlanta
HS: LaPorte HS (LaPorte, Ind.)
College: Purdue '01

James Williams enters his second NBA season having officiated 61 games and officiated six NBA regular season games in 2009-10 as a non-staff official.

Williams owns 10 years of experience in the collegiate ranks, having officiated for the NCAA from 2001-2010. He also officiated two seasons in the WNBA, and has worked two NBA D-League Finals as well as the 2009-10 NBA D-League All-Star Game.

A native of Memphis, Tenn., Williams now resides in Atlanta, Ga. where he is an active volunteer with Big Brothers, Big Sisters.

Leon Wood #40

NBA Experience: 15 seasons
Currently in his 16th NBA season
Born: March 25, 1962 (Columbia, S.C.)
Resides: Ladera Ranch, Calif.
HS: St. Monica (Santa Monica, Calif.)
College: Arizona/Cal State Fullerton '84



Leon Wood's connection with the NBA began as a player when he played professionally with Philadelphia, Washington, New Jersey, San Antonio, Atlanta and Sacramento, averaging 6.4 points, 3.2 assists and 1.2 rebounds as a guard during his six-year NBA career.

During his 15-season NBA officiating career, he has worked 944 regular season games and 15 playoff games. In addition to his NBA playing career, Wood was a member of the Gold Medal winning 1984 United States Olympic Basketball Team, and he won another Gold Medal in the 1983 Pan-Am Games.

Wood has three years of CBA officiating experience and one year of collegiate officiating experience in the Ohio Valley and Trans America Athletic Conferences. He also has one year of high school officiating experience in California.

Wood played for the University of Arizona for one season before transferring to Cal State Fullerton, where he was named All-American. The native of Santa Monica, Calif. is an inductee in the Orange County Hall of Fame and in 1998, Wood was inducted into the Cal State Fullerton Hall of Fame. Wood was a member of the basketball team at St. Monica High School.

Wood volunteers with Cal Swish Basketball Club. His hobbies include playing golf, weightlifting and tennis.



Haywoode Workman #66

NBA Experience: Three seasons
Currently in his fourth NBA season
Born: January 23, 1966 (Charlotte, N.C.)
Resides: Tampa, Fla.
HS: Myers Park (Charlotte, N.C.)
College: Oral Roberts

Haywoode Workman has officiated 166 regular season games in his first three NBA seasons. A second round draft pick by the Atlanta Hawks in 1989, he played professionally for eight seasons in the NBA and overseas between 1989 to 2000.

He spent four seasons officiating in the NBA Development League and also officiated in the CBA before joining the NBA.

Workman joins Bernie Fryer and Leon Wood on the short list of NBA players who have made the transition to officiating.

He was inducted into the Oral Roberts University Athletics Hall of Fame in 2003.

Sean Wright #65

NBA Experience: Six seasons
Currently in his seventh NBA season
Born: August 29, 1971 (New York, N.Y.)
Resides: Dacula, Ga.
HS: W.P. Davidson (Mobile, Ala.)
College: Spring Hill College '93
MBA at University of Mobile '96



Sean Wright has officiated 353 regular season and five playoff games in his six seasons. Prior to joining the NBA, Wright was an official in the NBA Development League where he participated in the playoffs in 2003-04 and the championship game in 2005.

Wright's collegiate officiating experience includes working in the SEC, Colonial, Big South, Southern, Ohio Valley, Atlantic Sun and Southwestern Athletic Conferences. He participated in the Ohio Valley Conference championship in 2003 and the Men's NCAA Division II tournament in 2004.

He officiated the Eduardo Najera Foundation charity basketball game in 2006 and the Terrell Owens Foundation charity basketball game in 2005.



Zach Zarba #33

NBA Experience: Eight seasons

Currently in his eighth NBA season

Born: April 29, 1975 (New York)

Resides: Kew Gardens, N.Y.

HS: Midwood High School (Brooklyn, N.Y.)

College: SUNY New Paltz '97

Zach Zarba has officiated 504 regular season NBA games and 13 Playoff games during his eight-year career. Prior to joining the NBA, Zarba officiated in the NBA Development League for two years where he was part of the crew that officiated the 2003 D-League Finals. He also spent one year officiating in the CBA and two years officiating in the IBL.

Zarba has three years of collegiate officiating experience in the ACC, SEC, Colonial, ASUN, OVC and NEC Conferences. In addition, he has three years of high school officiating experience in New York.

While at New Paltz, Zarba was a member of the basketball team and named captain his senior season. He graduated with a degree in Political Science. He currently does public and community service work for EBC High School in Bushwick, Brooklyn.

Gary Zielinski #59

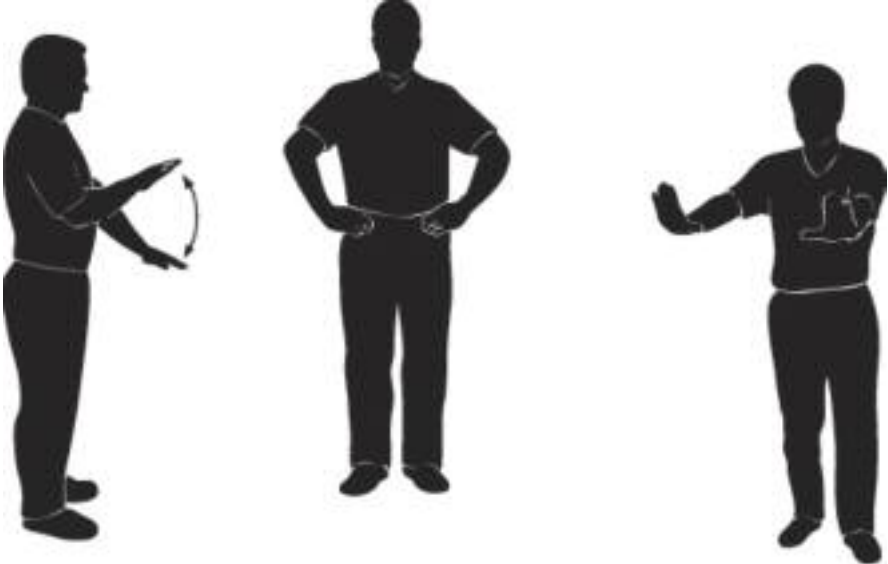
NBA Experience: 10 seasons
Currently in his 11th NBA season
Born: August 31, 1965 (Harvey, Ill.)
Resides: Magna, Utah
HS: Kearns High (Kearns, Utah)
College: Eastern Utah '86



Gary Zielinski has officiated 616 regular season games and six Play-off games. In addition to his 10 seasons in the NBA, Zielinski officiated for seven seasons in the CBA and four in the WNBA.

Zielinski worked the CBA Finals from 1997-2000, the CBA All-Star Game in 1995 and the WNBA Finals from 1998-2001.

Development & Training



The NBA's officiating staff consists of 60 officials who average more than 10 years of NBA experience. The NBA Official's Training and Development Programs cover three major areas: Development, On-Going Education and Game Day Preparation.

Development

The NBA's Development program features a summer program where approximately 50 non-NBA officials are invited each year.

NBA Officials who have been on the staff for three years or less are also required to take part in the summer program as well as officiate in the NBA Development League, the NBA's minor league.

Potential candidates and D-League officials officiate NBA Summer League games in order to gain invaluable professional experience. Classroom sessions with instruction and game tape breakdowns by veteran NBA referees who act as instructors immediately following each game.

The NBA D-League serves as a great training ground for the league's newest prospects as well as a training ground for NBA officials to become better game managers and crew chiefs.

After a D-League official has demonstrated the ability to officiate the NBA game and completes several NBA summer programs, the NBA may bring officials to the league's annual preseason meeting, where they spend an intensive week reviewing rules and rule interpretations, analyzing plays and mechanics and engaging in a complete overview of officiating in the NBA. They also will work NBA preseason and early regular season games as part of the NBA's on-going assessment of their abilities.

On-Going Education

Officials now use the latest advancements in technology to assist in their development, including laptops with digital game collections and retrieval capabilities. All officials have access to a private website that facilitates daily communication with the league office.

Much of their preparation is done over the Internet. The officials are sent daily plays with interpretations plus they take a weekly rules test.

The league also sends video clips to officials as necessary to cover specific development concerns a referee may need to focus on.

Each official receives 3-4 Training Tapes over the course of the season with 40-50 plays as a review of general play calling.

Game Day Operations

On game day, officials meet to go over game reports, game summaries and specific cases from previous games for the teams on tap that night. They spend much of their time breaking down video and analyzing case studies as they prepare for the matchup.

Post-game, the officials review plays in the locker room and submit their game report.

Officials are required to submit a select number of video breakdowns to the league via their private website with comments on each call or no call.

NBA Video Rulebook

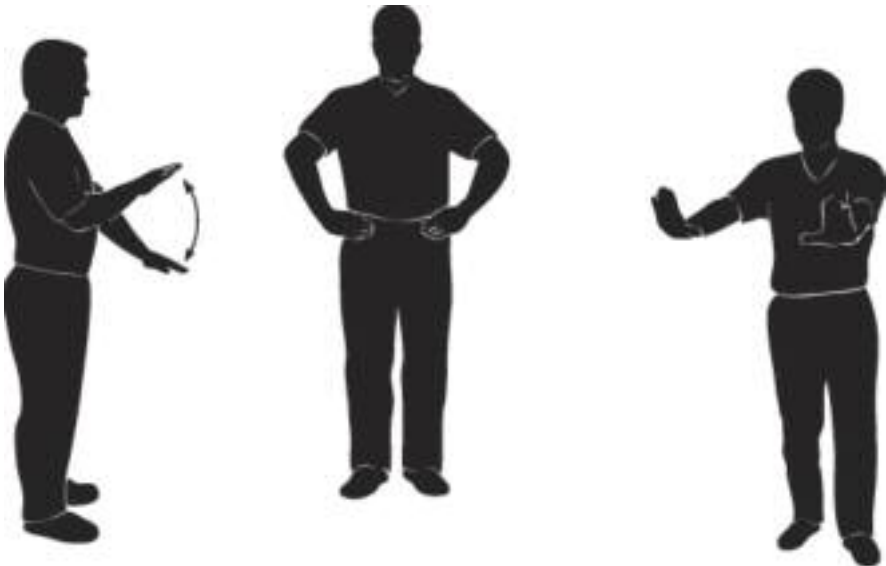
The NBA Video Rulebook Web site (<http://www.nba.com/videorulebook/>) illustrates fouls and violations with real, in-game video clips to test knowledge of and learn more about NBA game rules. The Web site currently features more than 100 videos and accompanying descriptions and will be continually updated with new video examples throughout the year.

Videos and descriptions you will find include:

- Blocks and charges, including collisions between on ball defenders and offensive players, how the rules apply to the restricted area, and legal positioning and trajectory of players.
- Fouls and violations of post play, including legal defensive techniques and examples of common offensive and defensive fouls committed near the basket.
- Illegal screen and pick techniques used by offensive players.
- Flagrant Fouls (1 and 2) and explanations of why certain hard fouls are not considered flagrant.
- Traveling and dribbling violations, including moves that an offensive player with the ball is allowed to use.
- Free throw violations by the shooter, other offensive players, and defensive players.
- Technical fouls that violate a respect for the game, slow the speed of the game, or exhibit poor sportsmanship.
- Instant replay and examples of appropriate use.
- Miscellaneous rule violations that involve timeout requests, fouls in the act of shooting, hand checking, fouls away from the play, inbounds fouls, and more.

Please note that the video Web site is not a substitute for the Official NBA Rulebook, which takes precedence over any discrepancies written on the site.

Misunderstood Rules



Defensive Three Seconds:

A defensive player is not allowed inside the key area for more than three seconds unless he is guarding the player with the ball or is actively guarding any opponent. To be considered actively guarding, a defender must be within an arms length of an opponent. If an offensive player moves through the key, the defender must be within an arms length, and also move along with the offensive player. He can not just stand there and put his arms out to get a new three second count.

Goaltending:

When a player shoots the ball, a defender may not touch the ball after it reaches its highest point. If so, the shot shall be ruled successful. A defender also can not touch a shot after it has hit the backboard and is going towards the rim, whether it is going up or down. Once the ball is on or directly above the rim, no player can touch the ball. If an offensive player is guilty in any of the above circumstances, basket interference shall be ruled and no points can be scored. If it is a defender, two or three points shall be scored depending on the type of field goal attempted.

Forearm Fouls:

A defender may not be in contact with an extended forearm to an offensive player with the ball at any time above the free throw line extended. Below the free throw line extended and outside the lower defensive box, a defender may use an extended forearm to the back/side of an opponent with the ball to maintain his legally obtained position. Inside the lower defensive box, a defender may use an extended forearm at any-time to maintain his position against a payer with the ball. At no time may the forearm be used to dislodge, reroute or impede the offensive player.

Hand Checking:

A defender may not place and keep his hand on an opponent unless he is in the area near the basket and the offensive player has his back to the basket. A defender may momentarily touch

an opponent with his hand anywhere on the court as long as it does not affect the opponent's movement (speed, quickness, balance, rhythm).

Clear Path to the Basket:

If a fast break starts in a team's backcourt and a defender fouls any offensive player when the team is going to score an easy basket, a clear path foul has occurred. When the foul happens, no defender can be ahead of the ball where he could establish a position between the ball and the basket.

Away-From-The-Play Foul:

Once the game clock reaches 2:00 in the fourth period or 2:00 of overtime periods, any defensive foul prior to the ball being released during a throw-in shall be penalized with one free throw by any player in the game and retaining the ball at the same spot. Also during this time, the same penalty would apply if a defender takes a foul against an offensive player who is not part of the action. This is to prevent teams from fouling players who are not the best free throw shooters as a strategy to gain an advantage in the critical part of a game.

Flagrant Fouls:

These fouls are considered unnecessary and/or excessive. There are two types of flagrant foul, 1 and 2. A flagrant foul 1 is unnecessary contact. This is usually when a defensive player winds-up and makes hard contact with the offensive player or makes hard contact and then follows through. A flagrant foul 2 has the components of a flagrant foul 1 and is unnecessary and excessive contact. This usually has a wind-up motion, hard contact and a follow through. Both fouls carry a penalty of two free throws and the team that was fouled retains possession. A flagrant foul 2 also results in an ejection of the player committing the foul once it is reviewed by instant replay. A player also is ejected if he commits two flagrant foul penalty 1's in the same game.

The League Office will consider the following factors (as well as any other relevant facts and cir-

cumstances) in determining whether to classify a foul as Flagrant “1” or Flagrant “2”, to reclassify a flagrant foul, or to impose a fine and/or suspension on the player involved:

1. The severity of the contact;
2. Whether or not the player was making a legitimate basketball play (e.g., whether a player is making a legitimate effort to block a shot; note, however, that a foul committed during a block attempt can still be considered flagrant if other criteria are present such as recklessness and hard contact to the head);
3. Whether, on a foul committed with a player’s arm or hand, the fouling player wound up and/or followed through after making contact;
4. The potential for injury resulting from contact (e.g., a blow to the head and a foul committed while a player is in a vulnerable position);
5. The severity of any injury suffered by the offended player; and
6. The outcome of the contact (e.g., whether it led to an altercation).

Illegal Screens/Picks:

A screen or pick is when an offensive player gets to a legal position on the court in the path of a defender for the purpose of slowing down the defender or making him change directions. An illegal screen/pick is when the offensive player does not get into a legal position. When picking a stationary opponent from the backside, you must give that player a step. When picking a stationary player from the front or side, a player can go right next to him as long as he does not make illegal contact. If the opponent is moving, you must get to your position and give him an opportunity to stop and/or change direction. The speed of the player will determine the distance. You cannot just jump in front of a moving opponent at the last second.

Block/Charge:

A block/charge foul occurs when a defender tries to get in front of his man to stop him from going in

that direction. If he does not get into a legal defensive position and contact occurs, it is a blocking foul. If he gets to a legal position and the offensive player runs into him it is an offensive foul. In both situations, if the contact is marginal, no foul may be called. To get into a legal position defending against the dribble, the defender needs to get his torso directly in the path and beat him to the spot. On a drive to the basket, the defender must get to his position before the shooter starts his upward shooting motion. For off ball players, the defender must get into position and allow enough opportunity for the offensive player to stop and/or change direction. All ties are considered blocks as the defender did not beat him to the spot but arrived at the same time.

Restricted Area:

The restricted area (RA) is the area within the arched line on the court located below the rim. Its purpose is to stop secondary defenders from taking a position under the basket in an attempt to draw the offensive foul when a player is driving to the basket. If an offensive player drives past his primary defender on the way to the basket and a secondary defender comes over, he must establish a legal position outside the RA to draw an offensive foul. If the drive starts inside the Lower Defensive Box (LDB – this is the area from the bottom tip of the free throw circle to the end-line between the two 3’ posted-up marks), the secondary defender is legally allowed to be positioned inside the RA. The restricted area also does not apply if the secondary defender jumps in attempting to block the shot, the offensive player leads with his leg or knee in an unnatural motion or uses his off arm to prevent the defender from blocking his shot. The RA does not extend from below the backboard to the baseline. Therefore, if a player drives the baseline and is not attempting to go directly to the rim, the RA does not apply.

Traveling:

To start a dribble after establishing a pivot foot, the ball must be released from the player’s hand before his pivot foot leaves the floor or he has

committed a traveling violation. A player who receives the ball while moving is allowed a two count rhythm but must release the ball prior to the third step touching the floor. When ending his dribble a player may use a two count rhythm in coming to a stop, passing or shooting. A player who falls to the floor while holding the ball or while coming to a stop may not gain an advantage by rolling on the floor. A player who attempts a shot may not be the first to touch the ball if it fails to touch the backboard, rim or another player. If a player comes to a stop on the count of one when both feet are on the floor or touch the floor simultaneously, he may pivot using either foot as his pivot. If he alights with both feet he must release the ball before either foot touches the floor. If a player has one foot on the floor or lands with one foot first to the floor, he may only pivot with that foot. Once that foot is lifted from the floor to shoot or pass it may not return until the ball is released. If a player jumps off one foot on the count of one he may land with both feet simultaneously for count two. In this situation, the player may not pivot with either foot and if one or both feet leave the floor the ball must be released before either return to the floor. When a player gathers the ball he may not step consecutively with the same foot, as in a hopping motion.

Marginal/Incidental Contact:

While some contact may occur during a game, it does not mean a foul has been committed. Contact which is incidental to an effort by a player to play an opponent or to perform normal defensive or offensive movements should not be considered illegal. Players are allowed normal body contact with opponents when reaching for a loose ball if they both have the same opportunity to get the ball. This type of play shall be ruled incidental if neither illegally gains an advantage. The hand is considered "Part of the ball" when it is in contact with the ball. It is not a foul if a defensive player makes normal contact with a player's hand when it is in contact with the ball.

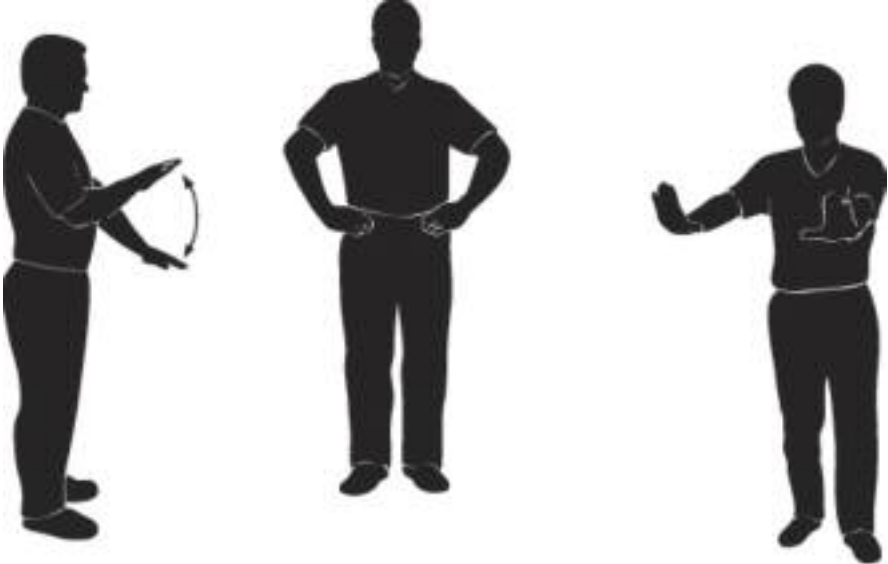
Fumble:

A player who is holding the ball and fumbles it out of his control may recover the ball. If his pivot foot moves to recover the ball, he must then pass

or shoot the ball. If he fumbles and recovers it without moving his pivot foot and before the ball touches the floor, he retains his status before the fumble. Therefore, when a player jumps to shoot and the ball slips out of his hands, he may recover the ball.

NBA Official Rules

2011-12



Official Rules

RULE NO. 1—COURT DIMENSIONS— EQUIPMENT

Section I—Court and Dimensions

- a. The playing court shall be measured and marked as shown in the court diagram. (See page 8)
- b. A free throw lane shall be marked at each end of the court with dimensions and markings as shown on the court diagram. All boundary lines are part of the lane; lane space marks and neutral zone marks are not. The color of the lane space marks and neutral zones shall contrast with the color of the boundary lines. The areas identified by the lane space markings are 2" by 8" inches and the neutral zone marks are 12" by 8".
- c. A free throw line shall be drawn (2" wide) across each of the circles indicated in the court diagram. It shall be parallel to the end line and shall be 15' from the plane of the face of the backboard.
- d. The three-point field goal area has parallel lines 3' from the sidelines, extending from the baseline and an arc of 23'9" from the middle of the basket which intersects the parallel lines.
- e. Four hash marks shall be drawn (2" wide) perpendicular to the sideline on each side of the court and 28' from the baseline. These hash marks shall extend 3' onto the court.
- f. Two hash marks shall be drawn (2" wide) perpendicular to the baseline on each side of the free throw lane line. These hash marks shall be 3' from the free throw lane line and extend 6" onto the court.
- g. Four hash marks shall be drawn (2" wide) parallel to the baseline on each side of the free throw circle. These hash marks shall be 13' from the baseline and 3' from the free throw lane lines and shall be 6" in length.
- h. Two hash marks shall be drawn (2" wide) perpendicular to the sideline, in front of the scorer's table, and 4' on each side of the mid-court line. This will designate the Substitution Box area.
- i. A Restricted Area shall be marked with a half-circle 4' from the center of the basket

ring and then parallel to the lane line to the face of the backboard with a solid two-inch line.

Section II—Equipment

- a. The backboard shall be a rectangle measuring 6' horizontally and 32' vertically. The front surface shall be flat and transparent.
- b. A transparent backboard shall be marked with a 2" white rectangle centered behind the ring. This rectangle shall have outside dimensions of 24" horizontally and 18" vertically.
- c. Home management is required to have a spare board with supporting unit on hand for emergencies, and a steel tape or extension ruler and a level for use if necessary.
- d. Each basket shall consist of a pressure-release NBA approved metal safety ring 18" in inside diameter with a white cord net 15" to 18" in length. The cord of the net shall not be less than 30 thread nor more than 120 thread and shall be constructed to check the ball momentarily as it passes through the basket.
- e. Each basket ring shall be securely attached to the backboard with its upper edge 10' above and parallel to the floor and equidistant from the vertical edges of the board. The nearest point of the inside edge of the ring shall be 6" from the plane of the face of the board. The ring shall be painted orange.
- f. (1) The ball shall be an officially approved NBA ball between 7½ and 8½ pounds pressure.
(2) Six balls must be made available to each team for pre-game warmup.
- g. NBA arena backboards must contain four strips of LED lights, synchronized with the game clock, outlining the inside of the four sides of the backboard to indicate the expiration of time.

RULE NO. 2—OFFICIALS AND THEIR DUTIES

Section I—The Game Officials

- a. The game officials shall be a crew chief and two referees. They will be assisted by an official scorer and two trained timers. One timer will operate the game clock and the other will operate the 24-second clock. All officials shall be approved by the League Office.
- b. The officials shall wear the uniform prescribed by the NBA.

Section II—Duties of the Officials

- a. The officials shall, prior to the start of the game, inspect and approve all equipment, including court, baskets, balls, backboards, timer's and scorer's equipment.
- b. The officials shall not permit players to play with any type of hand, arm, face, nose, ear, head or neck jewelry.
- c. The officials shall not permit any player to wear equipment which, in their judgment, is dangerous to other players. Any equipment which is of hard substance (casts, splints, guards and braces) must be padded or foam covered and have no exposed sharp or cutting edge. All the face masks and eye or nose protectors must conform to the contour of the face and have no sharp or protruding edges. Approval is on a game-to-game basis.
- d. All equipment used must be appropriate for basketball. Equipment that is unnatural and designed to increase a player's height or reach, or to gain an advantage, shall not be used.
- e. The officials must check the game balls to see that they are properly inflated. The recommended ball pressure should be between 72 and 82 pounds.
- f. The crew chief shall be the official in charge.
- g. If a coach desires to discuss a rule or interpretation of a rule prior to the start of a game or between periods, it will be mandatory for the officials to ask the other coach to be present during the discussion. The same procedure shall be followed if the officials wish to discuss a game situation with either coach.
- h. The designated official shall toss the ball at the start of the game. The crew chief shall decide whether or not a goal shall count if the officials disagree, and he shall decide matters upon which scorers and timers disagree.
- i. All officials shall enter the court prior to the 15-minute mark on the game clock to observe the warm-up period and report to the league office any atypical situations and to review scoring and timing procedures with table personnel.
- j. The crew chief must check the Active List prior to the start of the game.
- k. Officials must meet with team captains prior to the start of the game.

l. Officials must report any atypical or unique incident to the Basketball and Referee Operations Departments by E-mail. Flagrant, punching, fighting fouls or a team's failure to have eight players to begin the game must also be reported.

Section III—Elastic Power

The officials shall have the power to make decisions on any point not specifically covered in the rules. The League Office will be advised of all such decisions at the earliest possible moment.

Section IV—Different Decisions By Officials

- a. The crew chief shall have the authority to set aside or question decisions regarding a rule interpretation made by either of the other officials.
- b. If two officials give conflicting signals as to who caused the ball to go out-of-bounds, they will conference and reconstruct the play in an attempt to make the correct call. If no resolution is reached, a jump ball will be signaled between the two players involved at the nearest circle. If the two players cannot be identified, the jump ball shall be administered at the center circle between any two opponents in the game. If one official signals and another official clearly knows the call is incorrect, they should conference and the calling official may change the call on the information given. However, if both officials are adamant about their ruling, a jump ball should be held similar to above.

EXCEPTION: Last two minutes of fourth period and entire overtime.

- c. In the event that a violation and foul occur at the same time, the foul will take precedence.
- d. Double Foul (See Rule 12B—Section VI—f).
- e. If the two officials differ on a block/charge foul involving the restricted area and/or lower defensive box, they will conference and share information in an attempt to make the correct call. If no resolution is reached it will be treated as a double foul (See Rule 12B—Section VI—f).

Section V—Time and Place for Decisions

- a. The officials have the power to render decisions for infractions of rules committed

inside or outside the boundary lines. This includes periods when the game may be stopped for any reason.

b. When a personal foul or violation occurs, an official will blow his whistle to terminate play. The whistle is the signal for the timer to stop the game clock. If a personal foul has occurred, the official will indicate the number of the offender to the official scorer, the type of foul committed and the number of free throws, if any, to be attempted or indicate the spot of the throw-in. If a violation has occurred the official will indicate (1) the nature of the violation by giving the correct signal (2) the number of the offender, if applicable (3) the direction in which the ball will be advanced.

c. When a team is entitled to a throw-in, an official shall clearly signal (1) the act which caused the ball to become dead (2) the spot of the throw-in (3) the team entitled to the throw-in, unless it follows a successful field goal or free throw.

d. When a whistle is erroneously sounded, whether the ball is in a possession or nonpossession status, it is an inadvertent whistle and shall be interpreted as a suspension-of-play.

e. An official may suspend play for any unusual circumstance (Rule 4—Section XIV).

Section VI—Correcting Errors

A. FREE THROWS

Officials may correct an error if a rule is inadvertently set aside and results in the following:

(1) A team not shooting a merited free throw that will remain in play.

EXCEPTION: If the offensive team scores or shoots earned free throws as a result of a personal foul prior to possession by the defensive team the error shall be ignored if more than 24 seconds has expired.

(2) A team not shooting a merited free throw that will not remain in play. The error shall be corrected, all play shall stand and play will resume from the point of interruption with the clocks remaining the same.

(3) A team shooting an unmerited free throw.

(4) Permitting the wrong player to attempt a free throw.

a. Officials shall be notified of a possible error at the first dead ball.

b. Errors which occur in the first or third periods must be discovered and rectified prior to the start of the next period.

c. Errors which occur in the second period must be discovered and the scorer's table notified prior to the officials leaving the floor at the end of the period. The error(s) must be rectified prior to the start of the third period.

d. Errors which occur in the fourth period or overtime(s) must be discovered and rectified prior to the end of the period.

e. The ball is not in play on corrected free throw attempt(s). Play is resumed at the same spot and under the same conditions as would have prevailed had the error not been discovered.

f. All play that occurs is to be nullified if the error is discovered within a 24-second time period. The game clock shall be reset to the time that the error occurred.

EXCEPTION (1): Acts of unsportsmanlike conduct and all flagrant fouls, and points scored therefrom, shall not be nullified.

EXCEPTION (2): If the error to be corrected is for a free throw attempt where there is to be no line-up of players on the free throw lane (technical foul, defensive three seconds, flagrant foul, clear path-to-the-basket foul, punching foul, away-from-the-play foul in last two minutes) the error shall be corrected, all play shall stand and play shall resume from the point of interruption with the clocks remaining the same.

B. LINEUP POSITIONS

In any jump ball situation, if the jumpers lined up incorrectly, and the error is discovered:

(1) After more than 24 seconds has elapsed, the teams will continue to shoot for that basket for the remainder of that half and/or overtime. If the error is discovered in the first half, teams will shoot at the proper basket as decided by the opening tap for the second half.

(2) If 24 seconds or less has elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct, all flagrant fouls, and points scored therefrom, shall not be nullified and play will re-

sume from the original jump ball with players facing the proper direction.

C. THROW-IN

If the second, third or fourth period or any throw-in begins with the wrong team being awarded possession or the teams facing in the wrong direction, and the error is discovered:

(1) after 24 seconds has elapsed, the error cannot be corrected.

(2) with 24 seconds or less having elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct, all flagrant fouls, and points scored therefrom, shall not be nullified.

D. RECORD KEEPING

A record keeping error by the official scorer which involves the score, number of personal fouls, team fouls and/or timeouts may be corrected by the officials at any time prior to the end of the fourth period. Any such error which occurs in overtime must be corrected prior to the end of that period.

E. NUMBER OF PLAYERS

(1) If the ball is put into play and remains in play with one team having six or more players on the court, a non-unsportsmanlike technical foul will be assessed on the team with too many players. Immediately following the free throw awarded for the technical foul, the team with the correct number of players will instruct the Crew Chief to:

a. resume play from the point in time when the technical foul was assessed, under the same conditions as would have prevailed had there been no error with a throw-in, jump ball or foul shot, as appropriate.

b. nullify all play that occurred from the point in time when the ball was put into play with one team having six or more players on the court and ending when the technical foul was assessed, and reset the game and shot clock to the point in time when the ball was put into play, and if the ball was put into play by:

1) a throw-in, the ball shall be returned to the original throw-in spot with all privileges remaining, if any,
or

2) a missed free throw that remained in play, a jump ball shall be held at center court between any two players in the game, or
3) a jump ball, the ball shall be returned to the original jump ball spot and a jump ball held with the same two players.

EXCEPTION: Acts of unsportsmanlike conduct and all flagrant fouls, and points scored from any resulting free throws, shall not be nullified.

(2) Other errors involving the wrong number of players at the start of play, four or less, are not correctable. Following the technical foul, play shall resume from the point-of-interruption.

Section VII—Duties of Scorers

a. The scorers shall record the field goals made, the free throws made and missed and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the officials immediately when a sixth personal foul is called on any player. They shall record the timeouts charged to each team, shall notify

a team and its coach through an official whenever that team is granted its final (full or 20-second) timeout and shall notify the nearest official each time a team is granted a charged timeout

in excess of the legal number.

In case there is a question about an error in the scoring, the scorer shall check with the crew chief at once to find the discrepancy.

If the error cannot be found, the official shall accept the record of the official scorer, unless he has knowledge that forces him to decide otherwise.

b. The scorers shall keep a record of the names, numbers and positions of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules pertaining to submission of the active list, substitutions or numbers of players, they shall notify the nearest official immediately if the ball is dead, or as soon as it becomes dead if it is in play when the infraction is discovered. The scorer shall mark the time at which players are disqualified by reason of receiving six personal fouls, so that it may be easy to ascertain the order in which the play-

- ers are eligible to go back into the game in accordance with Rule 3—Section I.
- c. The scorers shall use a horn or other device unlike that used by the officials or timers to signal the officials. This may be used when the ball is dead or in certain specified situations when the ball is in control of a given team.
- d. When a player is disqualified from the game, or whenever a penalty free throw is being awarded, a buzzer, siren or some other clearly audible sound must be used by the scorer or timer to notify the game officials. It is the duty of the scorekeeper to be certain the officials have acknowledged the sixth personal foul buzzer and the penalty shot buzzer.
- e. The scorer shall not signal the officials while the ball is in play, except to notify them of the necessity to correct an error.
- f. Should the scorer sound the horn while the ball is in play, it shall be ignored by the players on the court. The officials must use their judgment in stopping play to consult with the scorer's table.
- g. Scorers shall record on the scoreboard the number of team fouls up to a total of five, which will indicate that the team is in a penalty situation.
- h. Scorers shall, immediately, record the name of the team which secures the first possession of the game.

Section VIII—Duties of Timers

- a. The timers shall note when each half is to start and shall notify the crew chief and both coaches five minutes before this time, or cause them to be notified at least five minutes before the half is to start. They shall signal the scorers two minutes before starting time. They shall record playing time and time of stoppages as provided in the rules. The official timer and the 24-second clock operator shall be provided with digital stop watches to be used with the timing of timeouts and in case the official game clock, 24-second clocks/game clocks located above the backboards fail to work properly.
- b. At the beginning of the first period, any overtime period or whenever play is resumed by a jump ball, the game clock shall be started when the ball is legally tapped by either of

- the jumpers. No time will be removed from the game clock and/or 24-second clock if the ball is not legally touched before a violation.
- c. If the game clock has been stopped and the ball is put in play by a throw-in, the game clock and the 24-second clock shall be started when the ball is legally touched by any player on the court. The starting of the game clock and the 24-second clock will be under the control of the official timer.
- d. During an unsuccessful free throw attempt, the game clock will be started when the ball is legally touched. The 24-second clock will be started when player possession of the ball is obtained.
- e. The game clock shall be stopped at the expiration of time for each period and when an official signals timeout. For a charged timeout, the timer shall start a digital stop watch and shall signal the official when it is time to resume play.
- f. The game clock and the scoreboard will combine to cause a horn to sound, automatically, when playing time for the period has expired. If the horn or buzzer fails to sound, or is not heard, the official timer shall use any other means to notify the officials immediately.
- g. In a dead ball situation, if the clock shows :00.0, the period or game is considered to have ended although the horn may not have sounded.
- EXCEPTION: See Rule 13—Section II—b(2)
- h. Record only the actual playing time in the last minute of the first, second and third periods.
- i. Record only the actual playing time in the last two minutes of the fourth period and the last two minutes of any overtime period(s).

RULE NO. 3—PLAYERS, SUBSTITUTES AND COACHES

Section I—Team

- a. Each team shall consist of five players. No team may be reduced to less than five players. If a player in the game receives his sixth personal foul and all substitutes have already been disqualified, said player shall re-

main in the game and shall be charged with a personal and team foul. A technical foul also shall be assessed against his team. All subsequent personal fouls, including offensive fouls, shall be treated similarly.

All players who have six or more personal fouls and remain in the game shall be treated similarly.

b. In the event that there are only five eligible players remaining and one of these players is injured and must leave the game or is ejected, he must be replaced by the last player who was disqualified by reason of receiving six personal fouls. Each subsequent requirement to replace an injured or ejected player will be treated in this inverse order.

Any such reentry into a game by a disqualified player shall be penalized by a technical foul.

c. In the event that a player leaves the playing court while the ball is in play, play will continue until the next stoppage of play and the player will be replaced if he is not ready to return. No technical foul will be assessed, but the incident will be reviewed by the league office for a possible fine and/or suspension.

Section II—Starting Line-Ups

At least ten minutes before the game is scheduled to begin, the scorers shall be supplied with the name and number of each player who will start the game. Failure to comply with this provision shall be reported to the League Office.

Section III—The Captain

a. A team may have a captain and a co-captain numbering a maximum of two. The designated captain may be anyone on the active list who is in uniform, except a player-coach.

b. The designated captain is the only player who may ask an official about a rule interpretation during a regular or 20-second timeout charged to his team. He may not discuss a judgment decision.

c. If the designated captain continues to sit on the bench, he remains the captain for the entire game.

d. In the event that the captain is absent from the court and bench, his coach shall immediately designate a new captain.

Section IV—The Coach and Others

a. The coach's position may be on or off the bench from the 28' hash mark to the baseline. They are permitted between the 28' hash mark and the midcourt line to relay information to players but must return to the bench side of the 28' hash mark immediately or be called for a non-unsportsmanlike technical foul. A coach is not permitted to cross the midcourt line and violators will be assessed an unsportsmanlike technical foul immediately.

All assistants and trainers must remain on the bench. Coaches and trainers are not permitted to go to the scorer's table, for any reason, except during a dead ball.

b. A player-coach, if permitted under NBA regulations, will have no special privileges. He is to conduct himself in the same manner as any other player.

c. Any club personnel not seated on the bench must conduct themselves in a manner that would reflect favorably on the dignity of the game and/or the officials. Violations by any of the personnel indicated shall require a written report to the League Office for subsequent action.

d. The bench shall be occupied only by a league-approved head coach, a maximum of three assistant coaches, players and trainer. During an altercation, the head and assistant coaches are permitted on the court as 'peacemakers.'

e. If a player, coach or assistant coach is suspended from a game or games, he shall not at any time before, during or after such game or games appear in any part of the arena or stands where his team is playing. A player, coach or assistant coach who is ejected may only remain in the dressing room of his team during the remainder of the game, or leave the building. A violation of this rule shall call for an automatic fine of \$500.

Section V—Substitutes

a. A substitute shall report to the scorer and position himself in the 8' Substitution Box located in front of the scorer's table. He shall inform the scorer whom he is going to replace. The scorer shall sound the horn to indicate a substitution. The horn does not have to be

sounded if the substitution occurs between periods or during timeouts.

b. The substitute shall remain in the Substitution Box until he is beckoned onto the court by an official. If the ball is about to become live, the beckoning signal shall be withheld.

c. A substitute must be ready to enter the game when beckoned. No delays for removal of warm-up clothing will be permitted.

d. The substitute shall not replace a free throw shooter or a player involved in a jump ball unless dictated to do so by an injury, whereby he is selected by the opposing coach. At no time may he be allowed to attempt a free throw awarded as a result of a technical foul.

e. A substitute shall be considered as being in the game when he is beckoned onto the court or recognized as being in the game by an official. Once a player is in the game, he cannot be removed until the ball is legally touched by a player on the court unless: (1) a personal or technical foul is called, (2) there is a change of possession or (3) administration of infection control rule.

f. A substitute may be recalled from the scorer's table prior to being beckoned onto the court by an official.

g. A player may be replaced and allowed to re-enter the game as a substitute during the same dead ball.

h. A player must be in the Substitution Box at the time a violation occurs if the throw-in is to be administered in the backcourt. If a substitute fails to meet this requirement, he may not enter the game until the next legal opportunity.

EXCEPTION: In the last two minutes of each period or overtime, a reasonable amount of time will be allowed for a substitution.

i. If a free throw(s) is awarded, substitutes are only permitted to enter the game prior to the final free throw attempt if the ball will remain in play or following the final free throw attempt if it will not remain in play unless necessitated by disqualification, injury or ejection.

j. No substitutes may enter the game after a successful field goal by either team, unless the ball is dead due to a personal foul, technical foul, timeout, infection control or violation.

k. No substitutes are allowed to enter the game during an official's suspension-of-play for (1) a delay-of-game warning, (2) retrieving an errant ball, (3) an inadvertent whistle or (4) any other unusual circumstance.

EXCEPTIONS:

(1) Suspension of play for a player bleeding. See Comments on the Rules—N.

(2) Seriously-injured player. Player must be removed and opponent is permitted one substitution.

l. Notification of all above infractions and ensuing procedures shall be in accordance with Rule 2—Section VII.

Section VI—Uniforms (Players Jerseys)

a. Each player shall be numbered on the front and back of his jersey with a number of solid color contrasting with the color of the shirt.

b. Each number must be not less than 2" in width and not less than 6" in height on both the front and back. Each player shall have his surname affixed to the back of his game jersey in letters at least 2" in height.

c. The home team shall wear light color jerseys, and the visitors dark jerseys unless otherwise approved. For neutral court games and double-headers, the second team named in the official

schedule shall be regarded as the home team and shall wear the light colored jerseys.

RULE NO. 4—DEFINITIONS

Section I—Basket/Backboard

a. A team's basket consists of the basket ring and net through which its players try to shoot the ball. The visiting team has the choice of baskets for the first half. The basket selected by the visiting team when it first enters onto the court shall be its basket for the first half.

b. The teams change baskets for the second half. All overtime periods are considered extensions of the second half.

c. Five sides of the backboard (front, two sides, bottom and top) are considered in play when contacted by the basketball. The back of the backboard and the area directly behind it are out-of-bounds.

Section II—Dribble

A dribble is movement of the ball, caused by a player in control, who throws or taps the ball to the floor.

- a. The dribble ends when the dribbler:
 - (1) Touches the ball simultaneously with both hands
 - (2) Permits the ball to come to rest while he is in control of it
 - (3) Tries for a field goal
 - (4) Throws a pass
 - (5) Touches the ball more than once while dribbling, before it touches the floor
 - (6) Loses control
 - (7) Allows the ball to become dead

Section III—Fouls

a. A common personal foul is illegal physical contact which occurs with an opponent after the ball has become live and before the horn sounds to end the period. If time expires before the personal foul occurs, the personal foul should be disregarded, unless it was unsportsmanlike.

EXCEPTION: If the foul is committed on or by a player in the act of shooting, and the shooter released the ball prior to the expiration of time on the game clock, then the foul should be administered in the same manner as with any similar play during the course of the game (See Rule 13—Section II—b(2)).

b. A technical foul is the penalty for unsportsmanlike conduct or violations by team members on the floor or seated on the bench.

c. A double foul is a situation in which any two opponents commit personal fouls at approximately the same time.

d. An offensive foul is illegal contact, committed by an offensive player, after the ball is live and there is team control.

e. A loose ball foul is illegal contact, after the ball is alive, when team control does not exist.

f. A flagrant foul is unnecessary and/or excessive contact committed by a player against an opponent whether the ball is dead or alive.

g. A punching foul is a punch by a player which makes contact with an opponent whether the ball is dead or alive.

h. An away-from-the-play foul is illegal contact by the defense in the last two minutes of the game, and/or overtime, which occurs (1)

deliberately away from the immediate area of offensive action, and/or (2) prior to the ball being released on a throw-in.

Section IV—Free Throw

A free throw is the privilege given a player to score one point by an unhindered attempt for the goal from a position directly behind the free throw line. This attempt must be made within 10 seconds.

Section V—Frontcourt/Backcourt

a. A team's frontcourt consists of that part of the court between its endline and the nearer edge of the midcourt line, including the basket and inbounds part of the backboard.

b. A team's backcourt consists of the entire midcourt line and the rest of the court to include the opponent's basket and inbounds part of the backboard.

c. A ball being held by a player: (1) is in the frontcourt if neither the ball nor the player is touching the backcourt, (2) is in the backcourt if either the ball or player is touching the backcourt.

d. A ball being dribbled is (1) in the frontcourt when the ball and both feet of the player are in the frontcourt, (2) in the backcourt if the ball or either foot of the player is in the backcourt.

e. The ball is considered in the frontcourt once it has broken the plane of the midcourt line and is not in player control.

f. The team on offense must bring the ball across the midcourt line within 8 seconds.

EXCEPTION: (1) kicked ball, (2) punched ball, (3) personal or technical foul on the defensive team, (4) delay-of-game warning on the defensive team or (5) infection control.

g. Frontcourt/backcourt status is not attained until a player with the ball has established a positive position in either half during (1) a jump ball, (2) a steal by a defensive player, (3) a throw-in in the last two minutes of the fourth period and/or any overtime period or (4) any time the ball is loose.

Section VI—Held Ball

A held ball occurs when two opponents have one or both hands firmly on the ball or anytime a defensive player touches the ball caus-

ing the offensive player to return to the floor with the ball in his continuous possession. A held ball should not be called until both players have hands so firmly on the ball that neither can gain sole possession without undue roughness. If a player is lying or sitting on the floor while in possession, he should have an opportunity to throw the ball, but a held ball should be called if there is danger of injury.

Section VII—Pivot

a. A pivot takes place when a player, who is holding the ball, steps once or more than once in any direction with the same foot, with the other foot (pivot foot) in contact with the floor.

b. If the player wishes to dribble after a pivot, the ball must be out of his hand before the pivot foot is raised off the floor. If the player raises his pivot off the floor, he must pass or attempt a field goal before the foot is returned to the floor.

If he fails to follow these guidelines, he has committed a traveling violation.

Section VIII—Traveling

Traveling is progressing in any direction while in possession of the ball, which is in excess of prescribed limits as noted in Rule 4—Section VII and Rule 10—Section XIII.

Section IX—Screen

A screen is the legal action of a player who, without causing undue contact, delays or prevents an opponent from reaching a desired position.

Section X—Field Goal Attempt

A field goal attempt is a player's attempt to shoot the ball into his basket for a field goal. The act of shooting starts when, in the official's judgment, the player has started his shooting motion and continues until the shooting motion ceases and he returns to a normal floor position. It is not essential that the ball leave the shooter's hand. His arm(s) might be held so that he cannot actually make an attempt. The term is also used to include the flight of the ball until it becomes dead or is touched by a player. A tap during a jump ball or rebound is not considered a field goal attempt. However,

anytime a live ball is in flight toward the rim from the playing court, the goal, if made, shall count, even if time expires or the official's whistle sounds. The field goal will not be scored if time on the game clock expires before the ball leaves the player's hand or the ball is in flight toward the rim.

Section XI—Throw-In

A throw-in is a method of putting the ball in play from out-of-bounds in accordance with Rule 8—Section III. The throw-in begins when the ball is at the disposal of the team or player entitled to it, and ends when the ball is released by the thrower-in.

Section XII—Last Two Minutes

When the game clock shows 2:00, the period is considered to be in the two-minute period.

Section XIII—Suspension of Play

An official can suspend play for retrieving an errant ball, re-setting the timing devices, delay-of-game warning, inadvertent whistle, instant replay, a seriously-injured player or any other unusual circumstance. During such a suspension, neither team is permitted to substitute and the defensive team may not be granted a timeout. Play shall be resumed at the point of interruption.

EXCEPTIONS:

(1) Suspension of play for a player bleeding. See Comments on the Rules—N.

(2) Seriously-injured player. Player must be removed and opponent is permitted one substitution.

Section XIV—Point of Interruption

Where the ball is located when the whistle sounds.

Section XV—Team Control

A team is in control when a player is holding, dribbling or passing the ball. Team control ends when the defensive team deflects the ball or there is a field goal attempt.

Section XVI—Team Possession

A team is in possession when a player is holding, dribbling or passing the ball. Team possession ends when the defensive team gains

possession or there is a field goal attempt which hits the rim.

Section XVII—Fumble

A player who is holding the ball and fumbles it out of his control may recover the ball.

If his pivot foot moves to recover the ball, he must then pass or shoot the ball. If he fumbles and recovers it without moving his pivot foot and before the ball touches the floor, he retains his status before the fumble.

RULE NO. 5—SCORING AND TIMING

Section I—Scoring

a. A legal field goal or free throw attempt shall be scored when a ball from the playing area enters the basket from above and remains in or passes through the net.

b. A successful field goal attempt from the area on or inside the three-point field goal line shall count two points.

c. A successful field goal attempt from the area outside the three-point field goal line shall count three points.

(1) The shooter must have at least one foot on the floor outside the three-point field goal line prior to the attempt.

(2) The shooter may not be touching the floor on or inside the three-point field goal line.

(3) The shooter may contact the three-point field goal line, or land in the two-point field goal area, after the ball is released.

d. A field goal accidentally scored in an opponent's basket shall be added to the opponent's score, credited to the opposing player nearest the player whose actions caused the ball to enter the basket.

e. It is a violation for a player to attempt a field goal at an opponent's basket. The opposing team will be awarded the ball at the free throw line extended.

f. A successful free throw attempt shall count one point.

g. An unsuccessful free throw attempt which is tapped into the basket shall count two points and shall be credited to the player who tapped the ball in.

h. If there is a discrepancy in the score and it cannot be resolved, the running score shall be official.

Section II—Timing

a. All periods of regulation play in the NBA will be twelve minutes.

b. All overtime periods of play will be five minutes.

c. Fifteen minutes will be permitted between halves of all games.

d. 130 seconds will be permitted between the first and second periods, the third and fourth periods and before any overtime period.

e. A team is permitted a total of 30 seconds to replace a disqualified player.

f. The game is considered to be in the two-minute part when the game clock shows 2:00 or less time remaining in the period.

g. The public address operator is required to announce that there are two minutes remaining in each period.

h. The game clock shall be equipped to show tenths-of-a-second during the last minute of each period.

Section III—End of Period

a. Each period ends when time expires.

EXCEPTIONS:

(1) If a field goal attempt is in flight toward the basket, the period ends when the goal is made, missed or touched by an offensive player.

(2) If the official's whistle sounds prior to the horn or :00.0 on the clock, the period is not over and time must be added to the clock.

(3) If a field goal attempt is in flight toward the basket when the horn sounds ending a period, and it subsequently is touched by: (a) a defensive player, the goal, if successful, shall count; or (b) an offensive player, the period has ended.

(4) If a timeout request is made as time expires for a period, the period ends and the timeout shall not be granted.

(5) If there is a foul called on or by a player in the act of shooting the period will end after the foul is penalized. (See Rule 13—II—b[2]).

b. If the ball is dead and the game clock shows :00.0, the period has ended even though the horn may not have sounded.

EXCEPTION: See Rule 13—II—b(2)

Section IV—Tie Score—Overtime

If the score is tied at the end of the fourth period, play shall resume in 130 seconds without change of baskets for any of the overtime periods required.

Section V—Stoppage of Timing Devices

a. The timing devices shall be stopped whenever the official's whistle sounds.

b. The timing devices shall be stopped:

(1) During the last minute of the first, second and third periods following a successful field goal attempt.

(2) During the last two minutes of regulation play and/or overtime(s) following a successful field goal attempt.

c. Officials may not use official time to permit a player to change or repair equipment.

Section VI—Timeouts

A—Regular Timeout—100/60 Seconds

a. Each team is entitled to six (6) charged timeouts during regulation play. Each team is limited to no more than three (3) timeouts in the fourth period. If a team has two (2) or three (3) full timeouts remaining when the fourth period reaches the 2:00 mark, one (1) of the timeouts will be changed to a 20-second timeout and it will retain one (1) full timeout.

b. In overtime periods, each team shall be allowed two (2) 60-second timeouts. If a team has two (2) full timeouts remaining when the overtime period reaches the 2:00 mark, one (1) of the timeouts will be changed to a 20-second timeout.

c. There must be two 100-second timeouts in the first and third periods and three 100second timeouts in the second and fourth periods.

If neither team has taken a timeout prior to 5:59 of the first or third period, it shall be mandatory for the Official Scorer to take it at the first dead ball and charge it to the home team. If no subsequent timeouts are taken prior to 2:59, it shall be mandatory for the Official Scorer to take it and charge it to the team not previously charged.

If neither team has taken a timeout prior to 8:59 of the second or fourth period, a mandatory timeout will be called by the Official Scorer and charged to neither team. If there

are no subsequent timeouts taken prior to 5:59, it shall be mandatory for the Official Scorer to take it at the first dead ball and charge it to the home team. If no subsequent timeouts are taken prior to 2:59, it shall be mandatory for the Official Scorer to take it and charge it to the team not previously charged.

The Official Scorer shall notify a team when it has been charged with a mandatory timeout.

Any additional timeouts in a period beyond those which are mandatory shall be 60 seconds.

No mandatory timeout may be charged during an official's suspension-of-play.

EXCEPTION: Suspension-of-play for Infection Control. See Comments on the Rules—N.

B—20-Second Timeout

a. Each team is entitled to one (1) 20-second timeout per half and each overtime period.

b. Coaches and players shall say "20-second timeout" when requesting this time.

C—Regular and 20-Second Timeouts

a. A request for a timeout by a player in the game or the head coach shall be granted only when the ball is dead or in control of a player on the team making the request. A request at any other time shall be ignored.

b. During a timeout, both teams shall have unlimited legal substitutions.

c. This rule may be used for any reason, including a request for a rule interpretation. If the correction is sustained, no timeout shall be charged.

d. If a timeout is charged to the offensive team during the last two minutes of the fourth period and/or any overtime period and (1) the ball is out-of-bounds in the backcourt (except for a suspension of play after the team had advanced the ball), or (2) after securing the ball from a rebound in the backcourt and prior to any advance of the ball, or (3) after the offensive team secures the ball from a change of possession in the backcourt and prior to any advance of the ball, the timeout should be granted. Upon resumption of play, the team granted the timeout shall have the option of putting the ball into play at the 28' hash mark in the frontcourt or at the designated spot out-of-bounds. If the ball is put into play at the hash mark, the ball may be passed into either the frontcourt or backcourt. If it is passed into the

backcourt, the team will receive a new 8-second count. However, once the ball is (1) thrown in from out-of-bounds, or (2) dribbled or passed after receiving it from a rebound or a change of possession, the timeout shall be granted, and, upon resumption of play, the ball shall be inbounded on the sideline where play was interrupted. The option to advance is also not available following a timeout which is charged to neither team. In order for the option to be available following these conditions, a second timeout must be granted to the offensive team. The time on the game clock and the 24-second clock shall remain as when the timeout was called.

e. If a 20-second timeout has been granted and a mandatory timeout by the same team is due, only the mandatory timeout will be charged. If the mandatory timeout is due the other team or neither team, the 20-second timeout will be charged to the calling team and the mandatory will follow immediately.

f. A timeout shall not be granted to the defensive team during an official's suspension of play.

EXCEPTION: Suspension of play for Infection Control. See Comments on the Rules—N.

g. If a player is injured as a result of a player on the opposing team committing a flagrant foul or unsportsmanlike act, play will resume when playing conditions are safe and no timeout will be charged, unless a mandatory is due, as a result of any delay due to the player's injury.

h. If a team calls a 20-second timeout because one of its players is injured and, at the expiration of the 20-second timeout limit, play is unable to resume due to that player's injury, a full timeout will be charged to that team and the 20-second timeout returned.

EXCEPTION: If a team does not have any full timeouts remaining, only the 20-second timeout will be charged.

Play will resume when playing conditions are safe.

i. If a 20-second timeout is requested and the team has none remaining, it shall be granted and charged as a full timeout.

j. Requests for a timeout in excess of the authorized number of combined regular and 20-second timeouts shall be granted and a tech-

nical foul shall be assessed. Following the timeout, the ball will be awarded to the opposing team and play shall resume with a throw-in nearest the spot where play was interrupted.

k. If a team has no timeouts remaining and a player is injured and cannot be removed from the playing court during a stoppage of play, no excessive timeout will be charged and play will resume when playing conditions are safe.

Section VII—Timeout Requests

a. If an official, upon receiving a timeout request by the defensive team, inadvertently signals while the play is in progress, play shall be suspended and the team in possession shall put the ball in play immediately at the sideline nearest where the ball was when the signal was given. The game and 24-second clock shall remain the same.

b. If an official, upon receiving a timeout request from the defensive team, inadvertently signals for a timeout during the act of shooting but prior to the release of the ball on: (1) a successful field goal or free throw attempt, the point(s) shall be scored; (2) an unsuccessful field goal attempt, the offensive team shall put the ball in play immediately at the sideline nearest where the ball was when the signal was given; (3) an unsuccessful free throw attempt, the official shall rule disconcerting and award a substitute free throw.

c. If an official, upon receiving a timeout request, inadvertently signals for a timeout: (1) after the ball is released during a successful field goal or free throw attempt, the points shall be scored, or (2) while the ball is loose or after the ball is released during an unsuccessful field goal or free throw attempt which will remain in play, play shall be resumed with a jump ball at the center circle between any two opponents in the game.

d. When a team is granted a regular or 20-second timeout, play shall not resume until the full 100, 60 or 20 seconds have elapsed. The throw-in shall be nearest the spot where play was suspended. The throw-in shall be on the sideline, if the ball was in play when the request was granted.

e. A player shall not be granted any timeout if both of his feet are in the air and any part of his body has broken the vertical plane of the boundary line. This rule also applies to the midcourt line except during throw-ins in the last two minutes of the fourth or any overtime period.

f. A timeout can be granted only at the time of the request.

Section VIII—Time-In

a. After time has been out, the game clock shall be started:

1) On a free throw that is unsuccessful and the ball continues in play, the game clock shall be started when the missed free throw is legally touched by any player.

2) If play is resumed by a throw-in from out-of-bounds, the game clock shall be started when the ball is legally touched by any player within the playing area of the court.

3) If play is resumed with a jump ball, the game clock shall be started when the ball is legally tapped.

RULE NO. 6—PUTTING BALL IN PLAY—LIVE/DEAD BALL

Section I—Start of Games/Periods and Others

a. The game and overtimes shall be started with a jump ball in the center circle.

b. The team which gains first possession of the game will put the ball into play at their opponent's endline to begin the fourth period. The other team will put the ball into play at their opponent's endline at the beginning of the second and third periods.

c. In putting the ball into play following a successful free throw, field goal or at the start of a period, the thrower-in may run along the endline or pass it to a teammate who is also out-of-bounds at the endline.

d. After any dead ball, play shall be resumed by a jump ball, a throw-in or by placing the ball at the disposal of a free thrower.

e. On the following infractions, the ball shall be awarded to the opposing team out-of-bounds on the nearest sideline at the free throw line extended:

- (1) Three-seconds (offensive)
- (2) Ball entering basket from below
- (3) Illegal assist in scoring

(4) Offensive screen set out-of-bounds

(5) Punching foul

(6) Free throw violation by the offensive team

(7) Flagrant foul-penalty (1) or (2)

(8) Defensive three-seconds (offensive team retains possession)

(9) Jump ball violation at free throw circle

(10) Ball passing directly behind backboard

(11) Offensive basket interference

(12) Ball hitting horizontal basket support

(13) Loose ball fouls which occur inside the free throw line extended

(14) Five second back-to-the-basket violation

f. On the following infractions, the ball shall be awarded to the opposing team on the baseline at the nearest spot outside the three-second area extended:

(1) Ball out-of-bounds on baseline

(2) Ball hitting vertical basket support

(3) Defensive goaltending (all privileges remain)

(4) During a throw-in violation on the baseline

g. On the following infractions, the ball shall be awarded to the opposing team on the sideline at the nearest spot but no nearer to the baseline than the free throw line extended:

(1) Traveling

(2) Dribbling violations

(3) Striking or kicking the ball on any situation except a throw-in

(4) Swinging of elbows

(5) 24-second violation

h. If the ball is kicked or punched during any throw-in, the ball will be returned to the original throw-in spot with all privileges, if any, remaining.

i. On any play where the ball goes out-of-bounds on the sideline, the ball shall be awarded to the opposing team at that spot.

j. Following a regular or 20-second timeout that was called while the ball was alive, the ball shall be awarded out-of-bounds on the sideline at the nearest spot upon resumption of play. For all other timeouts, play shall resume where it was interrupted.

EXCEPTION: Rule 5—Section VII—e.

k. On a violation which requires putting the ball in play in the backcourt, the official will give the ball to the offensive player as soon as he is in a position out-of-bounds and ready to accept the ball.

EXCEPTION: In the last two minutes of each period or overtime, a reasonable amount of time shall be allowed for a substitution.

Section II—Live Ball

a. The ball becomes live when:

- (1) It is tossed by an official on any jump ball
- (2) It is at the disposal of the offensive player for a throw-in
- (3) It is placed at the disposal of a free throw shooter

Section III—Ball is Alive

a. The ball becomes alive when:

- (1) It is legally tapped by one of the participants of a jump ball
- (2) It is released by the thrower-in
- (3) It is released by the free throw shooter on a free throw which will remain in play

Section IV—Dead Ball

a. The ball becomes dead and/or remains dead when the following occurs:

- (1) Official blows his/her whistle
 - (2) Free throw which will not remain in play (free throw which will be followed by another free throw, technical, flagrant, etc.)
 - (3) Following a successful field goal or free throw that will remain in play, until player possession out-of-bounds. Contact which is NOT considered unsportsmanlike shall be ignored. (Rule 12A—Section V—i)
 - (4) Time expires for the end of any period
- EXCEPTION:** If a field goal attempt is in flight, the ball becomes dead when the goal is made, missed or touched by an offensive player.

Section V—Jump Balls in Center Circle

a. The ball shall be put into play in the center circle by a jump ball between any two opponents:

- (1) At the start of the game
- (2) At the start of each overtime period
- (3) A double free throw violation
- (4) Double foul during a loose ball situation
- (5) The ball becomes dead when neither team is in control and no field goal or infraction is involved
- (6) The ball comes to rest on the basket flange or becomes lodged between the

basket ring and the backboard

- (7) A double foul which occurs as a result of a difference in opinion between officials
 - (8) A suspension of play occurs during a loose ball
 - (9) A fighting foul occurs during a loose ball situation
 - (10) The officials are in doubt as to which team hit the ball out of bounds and the players cannot be identified.
- b. In all cases above, the jump ball shall be between any two opponents in the game at that time. If injury, ejection or disqualification makes it necessary for any player to be replaced, his substitute may not participate in the jump ball.

Section VI—Other Jump Balls

a. The ball shall be put into play by a jump ball at the circle which is closest to the spot where:

- (1) A held ball occurs
- (2) A ball out-of-bounds caused by both teams
- (3) An official is in doubt as to who last touched the ball

b. The jump ball shall be between the two involved players unless injury or ejection precludes one of the jumpers from participation. If the injured player must leave the game or is ejected, the coach of the opposing team shall select from his opponent's bench a player who will replace the injured or ejected player. The injured player will not be permitted to re-enter the game.

Section VII—Restrictions Governing Jump Balls

a. Each jumper must have at least one foot on or inside that half of the jumping circle which is farthest from his own basket. Each jumper must have both feet within the restraining circle.

b. The ball must be tapped by one or both of the players participating in the jump ball after it reaches its highest point. If the ball falls to the floor without being tapped by at least one of the jumpers, one of the officials off the ball shall whistle the ball dead and signal another toss.

c. Neither jumper may tap the tossed ball before

it reaches its highest point.

d. Neither jumper may leave his half of the jumping circle until the ball has been tapped.

e. Neither jumper may catch the tossed or tapped ball until it touches one of the eight non-jumpers, the floor, the basket or the backboard.

f. Neither jumper is permitted to tap the ball more than twice on any jump ball.

g. The eight non-jumpers will remain outside the restraining circle until the ball has been tapped. Teammates may not occupy adjacent positions around the restraining circle if an opponent desires one of the positions. No player may position himself immediately behind an opponent on the restraining circle. Penalty for c., d., e., f., g.: Ball awarded out-of-bounds to the opponent.

h. Player position on the restraining circle is determined by the direction of a player's basket. The player whose basket is nearest shall have first choice of position, with positions being alternated thereafter.

RULE NO. 7—24-SECOND CLOCK

Section I—Definition

For the purpose of clarification the 24-second device shall be referred to as "the 24-second clock." Tenths

of seconds will be displayed on the 24-second clock once the 24-second clock

reaches 4.9 seconds.

Section II—Starting and Stopping of 24-Second Clock

a. The 24-second clock will start when a team gains new possession of a ball which is in play.

b. On a throw-in, the 24-second clock shall start when the ball is legally touched on the court by a player.

c. Following a jump ball or missed free throw, the 24-second clock shall start when new possession is obtained.

d. A team must attempt a field goal within 24 seconds after gaining possession of the ball.

To constitute a legal field goal attempt, the following conditions must be complied with:

(1) The ball must leave the player's hand prior to

the expiration of 24 seconds.

(2) After leaving the player's hand(s), the ball must make contact with the basket ring.

e. A team is considered in possession of the ball when holding, passing or dribbling. The team is considered in possession of the ball even though the ball has been batted away but the opponent has not gained possession.

f. Team possession ends when:

(1) There is a legal field goal attempt

(2) The opponent gains possession

g. If a ball is touched by a defensive player who does not gain possession of the ball, the 24-second clock shall continue to run.

h. If a defensive player causes the ball to go out-of-bounds or causes the ball to enter the basket ring from below, the 24-second clock is stopped and the offensive team shall be awarded the ball.

The offensive team shall have only the unexpired time remaining on the 24-second clock in which to attempt a field goal. If the 24-second clock reads 0, a 24-second violation has occurred, even though the horn may not have sounded.

i. If during any period there are 24 seconds OR LESS left to play in the period, the 24-second clock shall not function following a change of possession.

j. If an official inadvertently blows his whistle and the 24-second clock buzzer sounds while the ball is in the air, play shall be suspended and play resumed by a jump ball between any two opponents at the center circle, if the shot hits the rim and is unsuccessful. If the shot does not hit the rim, a 24-second violation has occurred. If the shot is successful, the goal shall count and the ball inbounded as after any successful field goal. It should be noted that even though the official blows his whistle, all provisions of the above rule apply.

k. If there is a question whether or not an attempt to score has been made within the 24 seconds allowed, the final decision shall be made by the officials.

l. Whenever the 24-second clock reads 0 and the ball is dead for any reason other than a defensive three-second violation, kicking violation, punched ball violation, personal foul or

a technical foul by the defensive team, a 24-second violation has occurred.

Section III—Putting Ball In Play After Violation

If a team fails to attempt a field goal within the time allotted, a 24-second violation shall be called. The ball is awarded to the defensive team at the sideline, nearest the spot where play was suspended but no nearer to the baseline than the free throw line extended.

Section IV—Resetting 24-Second Clock

a. The 24-second clock shall be reset when a special situation occurs which warrants such action.

b. The 24-second clock is never reset on the following:

- (1) Defensive player causes the ball to go out-of-bounds or enter the basket ring from below
- (2) Technical fouls or delay-of-game warning on the offensive team
- (3) Jump ball is retossed as a result of a poor toss, double violation or correctable error
- (4) Suspension-of-play (except for infection control)
- (5) Field goal attempt which fails to touch the rim

c. The 24-second clock shall be reset to 24 seconds anytime the following occurs:

- (1) Change of possession
- (2) Ball from the playing court contacting the basket ring of the team which is in possession
- (3) Personal foul where ball is being inbounded in backcourt
- (4) Violation where ball is being inbounded in backcourt
- (5) Jump balls which are not the result of a held ball caused by the defense
- (6) All flagrant and punching fouls

d. The 24-second clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater, anytime the following occurs:

- (1) Personal foul by the defense where ball is being inbounded in frontcourt
- (2) Defensive three-second violation
- (3) Technical fouls and/or delay-of-game warnings on the defensive team

(4) Kicked or punched ball by the defensive team with the ball being inbounded in the offensive team's frontcourt

(5) Infection control

(6) Jump balls retained by the offensive team as the result of any violation by the defensive team during a jump ball which results in a frontcourt throw-in

e. The 24-second clock shall remain the same as when play was interrupted or reset to 5 seconds, whichever is greater, any time on jump balls retained by the offensive team as the result of a held ball caused by the defense

RULE NO. 8—OUT-OF-BOUNDS AND THROW-IN

Section I—Player

The player is out-of-bounds when he touches the floor or any object on or outside a boundary. For location of a player in the air, his position is that from which he last touched the floor. The last part of the foot/feet which is in contact with the floor on his last step prior to jumping over the midcourt line or three-point line shall determine his location.

Section II—Ball

a. The ball is out-of-bounds when it touches a player who is out-of-bounds or any other person, the floor, or any object on, above or outside of a boundary or the supports or back of the backboard.

b. Any ball that rebounds or passes directly behind the backboard, in either direction, from any point is considered out-of-bounds.

c. The ball is caused to go out-of-bounds by the last player to touch it before it goes out, provided it is out-of-bounds because of touching something other than a player. If the ball is out-of-bounds because of touching a player who is on or outside a boundary, such player caused it to go out. If a player has his hand in contact with the ball and an opponent hits the hand causing the ball to go out-of-bounds, the team whose player had his hand on the ball will retain possession.

d. If the ball goes out-of-bounds and was last touched simultaneously by two opponents, both of whom are inbounds or out-of-bounds, or if the official is in doubt as to who last

touched the ball, or if the officials disagree, play shall be resumed by a jump ball between the two involved players in the nearest restraining circle.

EXCEPTION: Rule 6—Section V—a(10) and Rule 13—Section I—a(7).

e. If the ball is interfered with by an opponent seated on the bench or standing on the sideline (Rule 12A—Section II—a[7]), it shall be awarded to the offended team out-of-bounds nearest the spot of the violation.

Section III—The Throw-In

a. The throw-in starts when the ball is at the disposal of a player entitled to the throw-in.

He shall release the ball inbounds within 5 seconds from the time the throw-in starts. Until the passed ball has crossed the plane of the boundary, no player shall have any part of his person over the boundary line and teammates shall not occupy positions parallel or adjacent to the baseline if an opponent desires one of those positions. The defensive man shall have the right to be between his man and the basket.

b. On a throw-in which goes out of bounds and is not touched by a player in the game, the ball is returned to the original throw-in spot.

c. After a score, field goal or free throw, the latter coming as the result of a personal foul, any player of the team not credited with the score shall put the ball into play from any point out-of-bounds at the endline of the court where the point(s) were scored. He may pass the ball to a teammate behind the endline; however, the five-second throw-in rule applies.

This rule also applies to the player of the team with possession at the start of the second, third and fourth periods.

d. After a free throw violation by the shooter or his teammate, the throw-in is made from out-of-bounds on either side of the free throw line extended.

e. Any ball out-of-bounds in a team's frontcourt or at the midcourt line cannot be passed into the backcourt. On all backcourt and midcourt violations, the ball shall be awarded to the opposing team at the midcourt line, and must be passed into the frontcourt.

EXCEPTION: During the last two minutes of the fourth period and/or any overtime

period, the ball may be passed anywhere (front-court or backcourt) on the court. However, if the ball is thrown into the frontcourt and an offensive player on the court fails to control the ball and causes it to go into the backcourt, his team may not be the first to touch the ball.

f. A throw-in which touches the floor, or any object on or outside the boundary line, or touches anything above the playing surface is a violation. The ball must be thrown directly inbounds.

EXCEPTION: Rule 8—Section III—c.

PENALTY: Violation of this rule is loss of possession, and the ball must be inbounded at the previous spot of the throw-in.

RULE NO. 9—FREE THROWS AND PENALTIES

Section I—Positions and Violations

a. When a free throw is awarded, an official shall put the ball in play by placing it at the disposal of the free throw shooter. The shooter shall be above the free throw line and within the upper half of the free throw circle. He shall attempt the free throw within 10 seconds in such a way that the ball enters the basket or touches the ring.

PENALTY:

If there is a violation and the free throw attempt is to remain in play, the opposing team shall inbound on either sideline at the free throw line extended. If both teams commit a violation during this free throw, a jump ball shall be administered at midcourt between any two opponents

in the game. If the opponent's violation is disconcertion, then a substitute free throw shall be awarded.

If there is a violation and the free throw attempt is not to remain in play, then play will continue from that point. If an opponent also commits a violation (double violation), then play will also continue from that point. If the opponent's violation is disconcertion, then a substitute free throw shall be awarded.

b. The free throw shooter may not step over the plane of the free throw line until the ball touches the basket ring, backboard or the

free throw ends.

PENALTY:

This is a violation by the shooter on all free throw attempts and no point can be scored.

If there is a violation and the free throw attempt is to remain in play, the opposing team shall inbound on either sideline at the free throw line extended. If both teams commit a violation during this free throw, a jump ball shall be administered at midcourt between any two opponents in the game.

If there is a violation and the free throw attempt is not to remain in play, then play will continue from that point. If an opponent also commits a violation (double violation), then play will also continue from that point.

c. The free throw shooter shall not purposely fake a free throw attempt.

PENALTY:

This is a violation by the shooter on all free throw attempts and a double violation should not be called if an opponent violates any free throw rules.

If the free throw attempt is to remain in play, the opposing team shall inbound on either sideline at the free throw line extended.

If the free throw attempt is not to remain in play, then play will continue from that point.

d. During a free throw attempt for a personal foul, each of the spaces nearest the endline must be occupied by an opponent of the free throw shooter. Teammates of the free throw shooter must occupy the next adjacent spaces on each side. Only one of the third spaces may be occupied by an opponent of the free throw shooter. It is not mandatory that either of the third spaces be occupied by an opponent but may not be occupied by a teammate. If there is a discrepancy, teammates of the free throw shooter will occupy the spaces first.

Players occupying lane spaces may not extend themselves over their lane spaces in front of an opponent or be touching the lane line or floor inside the line when the ball is released by the shooter. They may not vacate their lane space more than 3' from the lane line before the ball is released.

Players not occupying lane spaces must remain on the court behind the three point line

above the free throw line extended and may not be touching the line or floor inside the line when the ball is released.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, the shooter shall receive a substitute free throw if his attempt is unsuccessful but shall be ignored if the attempt is successful. If a teammate and opponent both violate, a jump ball shall be administered at midcourt between any two opponents in the game.

If the free throw attempt is not to remain in play, no violation can occur regardless of which player or players violate since no advantage is gained unless there is a disconcertion violation by an opponent to which a substitute free throw will be awarded.

e. If the ball is to become dead after the last free throw attempt, players shall not occupy positions along the free throw lanes. All players must remain on the court behind the three point line above the free throw line extended until the ball is released.

PENALTY:

No violations can occur regardless of which player or players violate since no advantage is gained unless there is a disconcertion violation by an opponent to which a substitute free throw will be awarded.

f. During all free throw attempts, no opponent in the game shall disconcert the shooter once the ball is placed at his disposal. The following are acts of disconcertion:

- (1) Raising his arms when positioned on the lane line on a free throw which will not remain in play,
- (2) Waving his arms or making a sudden movement when in the visual field of the shooter during any free throw attempt,
- (3) Talking to the free throw shooter or talking in a loud disruptive manner during any free throw attempt.
- (4) Entering the lane and continuing to move during any free throw attempt.

PENALTY:

No penalty is assessed if the free throw is suc-

cessful. a substitute free throw will be administered if the attempt is unsuccessful.
g. A player shall not touch the ball or the basket ring when the ball is using the basket ring as its lower base nor touch the ball while it is in the imaginary cylinder above the ring after touching the basket ring or backboard.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, one point shall be scored and play will continue as after any successful free throw with the official administering the throw-in.

If the free throw attempt is not to remain in play, no point can be scored if the violation is by a teammate and the shooter will attempt his next free throw. One point shall be scored if the violation is by an opponent and the shooter will attempt his next free throw.

h. No player shall touch the ball before it touches the basket ring or backboard.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, one point shall be scored and an additional free throw shall be awarded the same shooter.

If the free throw attempt is not to remain in play, no point can be scored if the violation is by a teammate and the shooter will attempt his next free throw. One point shall be scored if the violation is by an opponent and the shooter will attempt his next free throw.

i. During all free throw attempts, if an official suspends play before the free throw attempt is released, no violations can occur.

Section II—Shooting of Free Throw

a. The free throw(s) awarded because of a personal foul shall be attempted by the offended player.

EXCEPTIONS:

(1) If the offended player is injured, other than as a result of a flagrant foul or unsportsmanlike conduct, or is ejected from the

game and cannot attempt the awarded free throw(s), the opposing coach shall select, from his opponent's bench, the replacement player. That player will attempt the free throw(s) and the injured player will not be permitted to re-enter the game. The substitute must remain in the game until the ball is legally touched by a player on the court.

EXCEPTION: Rule 3—Section V—e

(2) If the offended player is injured and unable to attempt the awarded free throw(s) as a result of a flagrant foul-penalty (1), his coach may designate any player in the game at that time to attempt the free throw(s). The injured player will not be permitted to re-enter the game.

(3) If the offended player is injured and unable to attempt the awarded free throw(s) due to any unsportsmanlike act, his coach may designate any eligible member of the squad to attempt the free throw(s). The injured player will be permitted to reenter the game.

(4) If the offended player is disqualified and unable to attempt the awarded free throw(s), his coach shall designate an eligible substitute from the bench. That substitute will attempt the free throw(s) and cannot be removed until the ball is legally touched by a player on the court.

EXCEPTION: Rule 3—Section V—e

(5) Away from play foul—Rule 12B—Section X-a(1).

b. A free throw attempt, personal or technical, shall be illegal if an official does not handle the ball.

c. If multiple free throws are awarded, all those which remain must be attempted, if the first and/or second attempt is nullified by an offensive player's violation.

d. If a timeout is granted prior to a free throw attempt, the free throw will be attempted following the timeout.

Section III—Next Play

After a successful free throw which is not followed by another free throw, the ball shall be put into play by a throw-in, as after any successful field goal.

EXCEPTION: After a free throw for a foul which occurs during a dead ball which immediately precedes any period, the ball shall be put into play by the team entitled to the throw-in in the period which follows. (See Rule 6—Section I—b). This includes flagrant and punching fouls.

RULE NO. 10—VIOLATIONS AND PENALTIES

Section I—Out-of-Bounds

a. A player shall not cause the ball to go out-of-bounds.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the boundary line nearest the spot of the violation.

EXCEPTION: On a throw-in which goes out of bounds and is not touched by a player in the game, the ball is returned to the original throw-in spot.

Section II—Dribble

a. A player shall not run with the ball without dribbling it.

b. A player in control of a dribble who steps on or outside a boundary line, even though not touching the ball while on or outside that boundary line, shall not be allowed to return inbounds and continue his dribble. He may not even be the first player to touch the ball after he has re-established a position inbounds.

c. A player may not dribble a second time after he has voluntarily ended his first dribble.

d. A player who is dribbling may not put any part of his hand under the ball and
(1) carry it from one point to another or (2) bring it to a pause and then continue to dribble again.

e. A player may dribble a second time if he lost control of the ball because of:

(1) A field goal attempt at his basket, provided the ball touches the backboard or basket ring

(2) An opponent touching the ball

(3) A pass or fumble which touches his backboard, basket ring or is touched by another player.

PENALTY: Loss of ball. Ball is awarded to the opposing team at the sideline nearest the spot of the violation but no nearer the baseline than the foul line extended.

Section III—Thrower-in

A thrower-in shall not (1) carry the ball onto the court; (2) fail to release the ball within 5 seconds; (3) touch it on the court before it has touched another player; (4) leave the designated throw-in spot; (5) throw the ball so that it enters the basket before touching anyone on the court; (6) step on the court over the boundary line before the ball is released; (7) cause the ball to go out-of-bounds without being touched by a player in the game; (8) leave the playing surface to gain an advantage on a throw-in; (9) hand the ball to a player on the court.

EXCEPTION: After a field goal or free throw as a result of a personal foul or the start of a period, the thrower-in may run the end line or pass to a teammate behind the end line.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the original spot of the throw-in.

Section IV—Strike the Ball

a. A player shall not kick the ball or strike it with the fist.

b. Kicking the ball or striking it with any part of the leg is a violation when it is an intentional act. The ball accidentally striking the foot, the leg or fist is not a violation.

c. A player may not use any part of his leg to intentionally move or secure the ball.

PENALTY:

(1) If the violation is by the offense, the ball is awarded to the opposing team at the sideline nearest the spot of the violation but no nearer to the baseline than the free throw line extended.

(2) If the violation is by the defense while the ball is in play, the offensive team retains possession of the ball at the sideline nearest the spot of the violation but no nearer the baseline than the foul line extended.

(3) If the violation occurs during a throw-in, the opposing team retains possession at the spot of the original throw-in with all privileges, if any, remaining.

d. Any player who throws or kicks the ball directly into the stands with force, regardless of the reason or where it lands, will be assessed

a technical foul and ejected. All other instances where the ball ends up in the stands will subject the player to a possible technical foul and ejection.

Section V—Jump Ball

- a. A player shall not violate the jump ball rule (Rule 6—Section VII).
- b. During a jump ball, a personal foul committed prior to either team obtaining possession, shall be ruled a “loose ball” foul. If the violation or foul occurs prior to the ball being legally tapped, neither the game clock or 24-second clock shall be started.

PENALTY:

- (1) In (a) above, the ball is awarded to the opposing team at the sideline nearest the spot of the violation.
- (2) In (a) above, if there is a violation by each team, or if the official makes a bad toss, the toss shall be repeated with the same jumpers.
- (3) In (b) above, free throws may or may not be awarded, consistent with whether the penalty is in effect (Rule 12B—Section VIII).

Section VI—Offensive Three-Second Rule

- a. An offensive player shall not remain for more than three seconds in that part of his free throw lane between the endline and extended 4' (imaginary) off the court and the farther edge of the free throw line while the ball is in control of his team.
- b. Allowance may be made for a player who, having been in this area for less than three seconds, is in the act of shooting at the end of the third second. Under these conditions, the 3-second count is discontinued while his continuous motion is toward the basket. If that continuous motion ceases, the previous 3-second count is continued. This is also true if it is imminent the offensive player will exit this area.
- c. The 3-second count shall not begin until the ball is in control in the offensive team's frontcourt. No violation can occur if the ball is batted away by an opponent.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the sideline at the free throw line extended.

Section VII—Defensive Three-Second Rule

- a. The count starts when the offensive team is in control of the ball in the frontcourt.
- b. Any defensive player, who is positioned in the 16-foot lane or the area extending 4 feet past the lane endline, must be actively guarding an opponent within three seconds. Actively guarding means being within arms length of an offensive player and in a guarding position.
- c. Any defensive player may play any offensive player. The defenders may double-team any player.
- d. The defensive three-second count is suspended when: (1) a player is in the act of shooting, (2) there is a loss of team control, (3) the defender is actively guarding an opponent, (4) the defender completely clears the 16-foot lane or (5) it is imminent the defender will become legal.
- e. If the defender is guarding the player with the ball, he may be located in the 16-foot lane. This defender is not required to be in an actively guarding/arms distance position. If another defender actively guards the player with the ball, the original defender must actively guard an opponent or exit the 16-foot lane. Once the offensive player passes the ball, the defender must actively guard an opponent or exit the 16-foot lane.

PENALTY: A technical foul shall be assessed. The offensive team retains possession on the sideline at the free throw line extended nearest the point of interruption. The shot clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater. If a violation is whistled during a successful field goal attempt, the violation shall be ignored and play shall resume as after any successful basket.

Section VIII—Eight-Second Rule

A team shall not be in continuous possession of a ball which is in its backcourt for more than 8 consecutive seconds.

EXCEPTION (1): A new 8 seconds is awarded if the defense: (1) kicks or punches the ball, (2) is assessed a personal or technical foul, or (3) is issued a delay of game warning.

EXCEPTION (2): A new 8 seconds is awarded: (1) if play is suspended to administer

Comments on the Rules—N—Infection Control, (2) when a team gains control of a jump ball in the backcourt, or (3) during a frontcourt throw-in into the backcourt in the last two minutes of the fourth and/or overtime period. PENALTY: Loss of ball. The ball is awarded to the opposing team at the midcourt line.

Section IX—Ball in Backcourt

a. A player shall not be the first to touch a ball which he or a teammate caused to go from frontcourt to backcourt while his team was in control of the ball.

EXCEPTION: Rule 8—Section III—e (EXCEPTION).

b. During a jump ball, a try for a goal, or a situation in which a player taps the ball away from a congested area, as during rebounding, in an attempt to get the ball out where player control may be secured, the ball is not in control of either team. Hence, the restriction on first touching does not apply.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the midcourt line.

Section X—Swinging of Elbows

A player shall not be allowed excessive and/or vigorous swinging of the elbows in swinging motion (no contact) when a defensive player is nearby and the offensive player has the ball.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the sideline, nearest the spot of the violation but no nearer the baseline than the foul line extended. If the violation occurs on a throw-in, the game clock shall not be started.

Section XI—Entering Basket From Below

A player shall not cause any part of the ball to rise above the rim level within the cylinder from below.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the sideline, at the free throw line extended.

Section XII—Illegal Assist in Scoring

a. A player may not assist himself in an attempt to score by using any part of the rim, net, backboard or basket support to lift, hold or

raise himself.

b. A player may not assist a teammate to gain height while attempting to score.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the free throw line extended.

Section XIII—Traveling

a. A player who receives the ball while standing still may pivot, using either foot as the pivot foot.

b. A player who receives the ball while he is progressing or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball. A player who receives the ball while he is progressing must release the ball to start his dribble before his second step.

The first step occurs when a foot, or both feet, touch the floor after gaining control of the ball.

The second step occurs after the first step when the other foot touches the floor, or both feet touch the floor simultaneously.

A player who comes to a stop on step one when both feet are on the floor or touch the floor simultaneously may pivot using either foot as his pivot. If he jumps with both feet he must release the ball before either foot touches the floor.

A player who lands with one foot first may only pivot using that foot.

A progressing player who jumps off one foot on the first step may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot and if one or both feet leave the floor the ball must be released before either returns to the floor.

c. In starting a dribble after (1) receiving the ball while standing still, or (2) coming to a legal stop, the ball must be out of the player's hand before the pivot foot is raised off the floor.

d. If a player, with the ball in his possession, raises his pivot foot off the floor, he must pass or shoot before his pivot foot returns to the floor. If he drops the ball while in the air, he may not be the first to touch the ball.

e. A player who falls to the floor while holding the ball, or while coming to a stop, may

not gain an advantage by sliding.

f. A player who attempts a field goal may not be the first to touch the ball if it fails to touch the backboard, basket ring or another player.

g. A player may not be the first to touch his own pass unless the ball touches his backboard, basket ring or another player.

h. Upon ending his dribble or gaining control of the ball, a player may not touch the floor consecutively with the same foot (hop).

PENALTY: Loss of ball. The ball is awarded to the opposing team at the sideline, nearest spot of the violation but no nearer the baseline than the foul line extended.

Section XIV—Offensive Screen Set Out-of-Bounds

An offensive player shall not leave the playing area of the floor on the endline in the frontcourt for the purpose of setting a screen.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the sideline at the free throw line extended.

Section XV—Five-Second Back-to-the-Basket Violation

An offensive player in his frontcourt below the free throw line extended shall not be permitted to dribble with his back or side to the basket for more than five seconds.

The count ends when (1) the player picks up the ball, (2) dribbles above the free throw line extended or (3) a defensive player deflects the ball away.

PENALTY: Loss of ball. The ball is awarded to the opposing team out-of-bounds on the nearest sideline at the free throw line extended.

RULE NO. 11—BASKET INTERFERENCE—GOALTENDING

Section I—A Player Shall Not:

a. Touch the ball or the basket ring when the ball is using the basket ring as its lower base or hang on the rim while the ball is passing through.

EXCEPTION: If a player near his own basket has his hand legally in contact with the ball, it is not a violation if his contact with the ball continues after the ball enters the cylinder,

or if, in such action, he touches the basket.

b. Touch any ball from within the playing area when it is above the basket ring and within the imaginary cylinder.

c. During a field goal attempt, touch a ball, which has a chance to score, after it has touched any part of the backboard above ring level, whether the ball is considered on its upward or downward flight.

d. During a field goal attempt, touch a ball, which has a chance to score, after it has touched the backboard below the ring level and while the ball is on its upward flight.

e. Trap the ball against the face of the backboard after it has been released. (To be a trapped ball, three elements must exist simultaneously. The hand, the ball and the backboard must all occur at the same time. A batted ball against the backboard is not a trapped ball.)

f. Touch any ball from within the playing area that is on its downward flight with an opportunity to score. This is considered to be a “field goal attempt” or trying for a goal.

g. Touch the ball at any time with a hand which is through the basket ring.

h. Vibrate the rim, net or backboard so as to cause the ball to make an unnatural bounce, or bend or move the rim to an off-center position when the ball is touching the ring or passing through.

i. Touch the rim, net or ball while the ball is in the net, preventing it from clearing the basket.

PENALTY: If the violation is at the opponent’s basket, the offended team is awarded two points, if the attempt is from the two point zone and three points if it is from the three point zone. The crediting of the score and subsequent procedure is the same as if the awarded score has resulted from the ball having gone through the basket, except that the

official shall hand the ball to a player of the team entitled to the throw-in. If the violation is at a team’s own basket, no points can be scored and the ball is awarded to the offended team at the free throw line extended on either sideline.

If there is a violation by both teams, no points can be scored, play shall be resumed by a jump ball between any two opponents in the game at the center circle.

RULE NO. 12—FOULS AND PENALTIES

A. Technical Foul

Section I—Excessive Timeouts

- a. Requests for a timeout in excess of the authorized number shall be granted and a technical foul shall be assessed. Following the timeout and free throw attempt, the ball will be awarded to the team which shot the free throw and play shall resume with a throw-in nearest the spot where play was interrupted.
- b. If the excessive timeout is granted prior to free throw attempt(s), there will be no line-up for the remaining free throws and play shall resume with a throw-in at the point of interruption by the team which shot the technical foul.
- c. If the excessive timeout is granted prior to a jump ball, the ball shall be awarded to the team shooting the technical foul at the point of interruption.

Section II—Delay-of-Game

- a. A delay-of-game shall be called for:
 - (1) Preventing the ball from being promptly put into play.
 - (2) Interfering with the ball after a successful field goal or free throw.
 - (3) Failing to immediately pass the ball to the nearest official when a personal foul or violation is assessed.
 - (4) Touching the ball before the throw-in has been released.
 - (5) A defender crossing the boundary line prior to the ball being released on a throw-in.
 - (6) A team preventing play from commencing at any time.
 - (7) Any player, coach or trainer interfering with a ball which has crossed the boundary line (Rule 8—Section II—e).
 - (8) A player entering the game when beckoned by an official with his shirt untucked.

PENALTY: The first offense is a warning. A technical foul shall be assessed with each successive offense and charged to the team. An announcement will be made by the public address announcer. The 24-second clock shall remain the same or reset to 14, whichever is greater, if the violation is assessed against the

defensive team. The offensive team shall be awarded a new 8 seconds to advance the ball if it is in the backcourt. There is no change in timing status if any of these violations are assessed against the offensive team. If repeated acts become a travesty, the head coach shall be notified that he is being held responsible. **EXCEPTION (5):** In the last two minutes of the fourth period and/or any overtime period, a technical foul will be assessed if the defender crosses or breaks the plane of the boundary line when an offensive player is in a position to inbound and prior to the ball being released on a throw-in.

Section III—Substitutions

- a. A substitute shall not enter onto the court until he is beckoned by an official.
- b. A substitute shall not be allowed to re-enter the game after being disqualified. **EXCEPTION:** Rule 3—Section I—b.
- c. It is the responsibility of each team to have the proper number of players on the court when play begins. Failure to do so will result in a technical foul being assessed and charged to the team. **EXCEPTION:** If the violation occurs on (1) a free throw attempt which is to be followed by another free throw attempt, or (2) a free throw attempt that is not going to remain in play,
 - (3) throw-in before the ball is released, (4) prior to a personal foul being assessed, or (5) jump ball before the ball is released.

Section IV—Basket Ring, Backboard or Support

- a. An offensive player who deliberately hangs on his basket ring, net, backboard or support during the game shall be assessed a non-unsportsmanlike technical foul and a \$500 fine.
- b. A defensive player who deliberately gains or maintains height or hangs on his opponent's basket ring, net, backboard or support shall be assessed a non-unsportsmanlike technical foul. If he touches the ball during a field goal attempt, points shall be awarded consistent with the type of shot. **EXCEPTION:** An offensive or defensive player may hang on the basket ring, backboard

or support to prevent an injury to himself or another player, with no technical foul assessed.

c. Should a defensive player deliberately hang on the basket ring, net, backboard or support to successfully touch a ball which is in possession of an opponent, a non-unsportsmanlike technical foul shall be assessed.

Section V—Conduct

a. An official may assess a technical foul, without prior warning, at any time. A technical foul(s) may be assessed to any player on the court or anyone seated on the bench for conduct which, in the opinion of an official, is detrimental to the game. The technical foul must be charged to an individual. A technical foul cannot be assessed for physical contact when the ball is alive.

EXCEPTION: Fighting fouls and/or taunting with physical contact.

b. A maximum of two technicals for unsportsmanlike acts may be assessed any player, coach or trainer. Any of these offenders may be ejected for committing only one unsportsmanlike act, and they must be ejected for committing two unsportsmanlike acts.

c. A technical foul called for (1) delay of game, (2) coaches box violations, (3) defensive 3-seconds, (4) having a team total of less or more than five players when the ball becomes alive, (5) a player hanging on the basket ring or backboard, (6) participation in the game when not on team's active list, or (7) shattering the backboard or making the rim unplayable during the game (Comments On the Rules—G) is not considered an act of unsportsmanlike conduct.

d. A technical foul shall be assessed for unsportsmanlike tactics such as:

- (1) Disrespectfully addressing an official
- (2) Physically contacting an official
- (3) Overt actions indicating resentment to a call
- (4) Use of profanity
- (5) A coach entering onto the court without permission of an official
- (6) A deliberately-thrown elbow or any attempted physical act with no contact involved
- (7) Taunting

e. Cursing or blaspheming an official shall not be considered the only cause for imposing technical fouls. Running tirades, continuous criticism or griping may be sufficient cause to assess a technical. Excessive misconduct shall result in ejection from the game.

f. Assessment of a technical foul shall be avoided whenever and wherever possible; but, when necessary they are to be assessed without delay or procrastination. Once a player has been ejected or the game is over, technicals cannot be assessed regardless of the provocation. Any additional unsportsmanlike conduct shall be reported by E-mail immediately to the League Office.

g. If a technical foul is assessed to a team following a personal foul on the same team, the free throw attempt for the technical foul shall be administered first.

h. The ball shall be awarded to the team which had possession at the time the technical foul was assessed, whether the free throw attempt is successful or not. Play shall be resumed by a throw-in nearest the spot where play was interrupted.

EXCEPTION: Rule 12A—Section I.

i. Anyone guilty of illegal contact which occurs during a dead ball may be assessed (1) a technical foul, if the contact is deemed to be unsportsmanlike in nature, or (2) a flagrant foul, if unnecessary and/or excessive contact occurs.

j. Free throws awarded for a technical foul must be attempted by a player in the game when the technical foul is assessed.

(1) If a substitute has been beckoned into the game or has been recognized by the officials as being in the game prior to a technical foul being assessed, he is eligible to attempt the free throw(s).

(2) If the technical foul is assessed before the opening tap, any player listed in the scorebook as a starter is eligible to attempt the free throw(s).

(3) If a technical foul is assessed before the starting lineup is indicated, any player on the squad may attempt the free throw(s).

k. A technical foul, unsportsmanlike act or flagrant foul must be called for a participant to be ejected.

EXCEPTION: Rule 12A—Section V—I(4)

l. A player, coach or trainer must be ejected for:

(1) A punching foul

(2) A fighting foul

(3) Technical foul for an attempted punch or swing with no contact or a thrown elbow toward an opponent above shoulder level with no contact

(4) Deliberately entering the stands other than as a continuance of play

(5) Flagrant foul penalty (2)

(6) Second flagrant foul penalty (1)

(7) Participation in the game when not on team's active list

m. Eye guarding (placing a hand in front of the opponent's eyes when guarding from the rear) a player who does not have possession of the ball is illegal and an unsportsmanlike technical shall be assessed.

n. A free throw attempt is awarded when one technical foul is assessed.

o. No free throw attempts are awarded when a double technical foul is assessed. Technical fouls assessed to opposing teams during the same dead ball and prior to the administering of any free throw attempt for the first technical foul, shall be interpreted as a double technical foul.

p. The deliberate act of throwing the ball or any object at an official by a player, coach or trainer is a technical foul and violators are subject to ejection from the game.

q. Punching fouls, although recorded as both personal and team fouls, are unsportsmanlike acts. The player will be ejected immediately.

Section VI—Fighting Fouls

a. Technical fouls shall be assessed players, coaches or trainers for fighting. No free throws will be attempted. The participants will be ejected immediately.

b. This rule applies whether play is in progress or the ball is dead.

c. If a fighting foul occurs with a team in possession of the ball, that team will retain possession on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended.

d. If a fighting foul occurs with neither team in possession, play will be resumed with a jump ball between any two opponents who were in the game at the center circle.

e. A fine not exceeding \$50,000 and/or suspension may be imposed upon such person(s) by the Commissioner at his sole discretion.

Section VII—Fines

a. The following progressive technical foul and ejection schedules will apply.

(1) REGULAR SEASON

Technical Fouls 1-4: \$2,000 fine each

Technical Fouls 5-8: \$3,000 fine each

Technical Fouls 9-12: \$4,000 fine each (with a warning letter

sent when the violator reaches his 10th technical foul)

Technical Foul 13: \$5,000 fine plus one-game suspension

Each Additional Technical Foul: \$5,000 fine

Each Two Additional Technical Fouls

(15, 17, 19, etc.): \$5,000 fine plus one-game suspension

(2) PLAYOFFS

Technical Fouls 1-2: \$2,000 fine each

Technical Fouls 3-4: \$3,000 fine each

Technical Fouls 5-6: \$4,000 fine each (with a warning letter

sent when the violator reaches his 5th technical foul)

Technical Foul 7: \$5,000 fine plus one-game suspension

Each Additional Technical Foul: \$5,000 fine

Each Two Additional Technical Fouls

(9, 11, 13, etc.): \$5,000 fine plus one-game suspension

(3) EJECTIONS

First Ejection: \$2,000

Each Subsequent Ejection: Player's last ejection fine plus \$2,000

All players will revert to the \$1,000 ejection level for the playoffs.

b. Whether or not said player(s) is ejected, a fine not exceeding \$50,000 and/or suspension may be imposed upon such player(s) by the Commissioner at his sole discretion.

c. During an altercation, all players not participating in the game must remain in the immediate vicinity of their bench. Violators will be

suspended, without pay, for a minimum of one game and fined up to \$50,000. The suspensions will commence prior to the start of their next game.

A team must have a minimum of eight players dressed and ready to play in every game.

If five or more players leave the bench, the players will serve their suspensions alphabetically, according to the first letters of their last name. If seven bench players are suspended (assuming no participants are included), four of them would be suspended for the first game following the altercation. The remaining three would be suspended for the second game following the altercation.

d. A player, coach or assistant coach, upon being notified by an official that he has been ejected from the game, must leave the playing area IMMEDIATELY and remain in the dressing room of his team during such suspension until completion of the game or leave the building. Violation of this rule shall call for an automatic fine of \$500. A fine not to exceed \$50,000 and possible forfeiture of the game may be imposed for any violation of this rule.

e. Any player who in the opinion of the officials has deliberately hung on the basket ring shall be assessed a non-unsportsmanlike technical foul and a fine of \$500.

EXCEPTION: An offensive or defensive player may hang on the basket ring, backboard or support to prevent an injury to himself or another player, with no penalty.

f. At halftime and the end of each game, the coach and his players are to leave the court and go directly to their dressing room, without pause or delay. There is to be absolutely no talking to game officials.

PENALTY—\$500 fine to be doubled for any additional violation.

g. Any player who is assessed a flagrant foul—penalty (2) must be ejected and will be fined a minimum of \$1,000. The incident will be reported to the League Office.

B. Personal Foul

Section I—Types

a. A player shall not hold, push, charge into, impede the progress of an opponent by extending a hand, arm, leg or knee or by bending

the body into a position that is not normal.

Contact that results in the re-routing of an opponent is a foul which must be called immediately.

b. Contact initiated by the defensive player guarding a player with the ball is not legal.

This contact includes, but is not limited to, forearm, hands, or body check.

EXCEPTIONS:

(1) A defender may apply contact with a forearm to an offensive player with the ball who has his back to the basket below the free throw line extended outside the Lower Defensive Box.

(2) A defender may apply contact with a forearm and/or one hand with a bent elbow to an offensive player in a post-up position with the ball in the Lower Defensive Box.

(3) A defender may apply contact with a forearm to an offensive player with the ball at any time in the Lower Defensive Box.

The forearm in the above exceptions is solely for the purpose of maintaining a defensive position.

(4) A defender may position his leg between the legs of an offensive player in a post-up position in the Lower Defensive Box for the purpose of maintaining defensive position.

If his foot leaves the floor in an attempt to dislodge his opponent, it is a foul immediately.

(5) Incidental contact with the hand against an offensive player shall be ignored if it does not affect the player's speed, quickness, balance and/or rhythm.

c. Any player whose actions against an opponent cause illegal contact with yet another opponent has committed the personal foul.

d. A personal foul committed by the offensive team during a throw-in shall be an offensive foul, regardless of whether the ball has been released.

e. Contact which occurs on the hand of the offensive player, while that hand is in contact with the ball, is legal.

EXCEPTION: Flagrant and punching fouls.

PENALTIES: The offender is charged with a personal foul. The offended team is charged with a team foul if the illegal contact was caused by the defender. There is no team foul if there are personal fouls on one member of

each team or the personal foul is against an offensive player. The offended team is awarded: (1) the ball out-of-bounds on the sideline at the nearest spot where play was interrupted but no nearer to the baseline than the free throw line extended if an offensive foul is assessed.

(2) the ball out-of-bounds on the sideline where play was interrupted but no nearer to the baseline than the free throw line extended if the personal foul is on the defender and if the penalty situation is not in effect.

(3) one free throw attempt if the personal foul is on the defender and there is a successful field goal or free throw on the play.

(4) two/three free throw attempts if the personal foul is on the defender and the offensive player is in the act of shooting an unsuccessful field goal.

(5) one free throw attempt plus a penalty free throw attempt if the personal foul is on the defender and the offensive player is not in the act of attempting a field goal if the penalty situation is in effect.

(6) two free throw attempts and possession of the ball on the sideline nearest the spot where play was interrupted if an offensive player, or a teammate, is fouled while having a clear-path-to-the-basket. The ball and an offensive player must be positioned between the tip-of-circle extended in the backcourt and the basket in the frontcourt, with no defender between the ball and the basket when the personal foul occurs. However, if a defender is ahead of the player being fouled and has the opportunity to position himself between the ball and the basket, there is no clear path foul. There must be team possession and the new play must originate in the backcourt, including throw-ins, and the offended team must be deprived of an opportunity to score.

(7) two free throw attempts if a personal foul is committed by a defender prior to the ball being released on a throw-in.

EXCEPTION: Rule 12B—Section X.

(8) two free throw attempts if a personal foul is committed against an offensive

player without the ball when his team has at least a one-man advantage on a fast break and the defensive player takes a foul to stop play.

Section II—By Dribbler

a. A dribbler shall not (1) charge into an opponent who has established a legal guarding position, or (2) attempt to dribble between two opponents, or (3) attempt to dribble between an opponent and a boundary, where sufficient space is not available for illegal contact to be avoided.

b. If a defender is able to establish a legal position in the straight line path of the dribbler, the dribbler must avoid contact by changing direction or ending his dribble.

c. The dribbler must be in control of his body at all times. If illegal contact occurs, the responsibility is on the dribbler.

PENALTY: The offender is assessed an offensive foul. There is no team foul. The ball is awarded to the offended team on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended.

EXCEPTION: Rule 3—Section I—a.

d. If a dribbler has sufficient space to have his head and shoulders in advance of his defender, the responsibility for illegal contact is on the defender.

e. If a dribbler has established a straight line path, a defender may not crowd him out of that path.

PENALTY: The defender shall be assessed a personal foul and a team foul. If the penalty is not in effect, the offended team is awarded the ball on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended. If the penalty is in effect, one free throw attempt plus a penalty free throw attempt is awarded.

Section III—By Screening

A player who sets a screen shall not (1) assume a position nearer than a normal step from an opponent, if that opponent is stationary and unaware of the screener's position, or (2) make illegal contact with an opponent when he assumes a position at the side or front of

an opponent, or (3) assume a position so near to a moving opponent that he is not given an opportunity to stop and/or change direction before making illegal contact, or (4) move laterally or toward an opponent being screened, after having assumed a legal position. The screener may move in the same direction and path of the opponent being screened.

In (3) above, the speed of the opponent being screened will determine what the screener's stationary position may be. This position will vary and may be one to two normal steps or strides from his opponent.

Section IV—Flagrant Foul

a. If contact committed against a player, with or without the ball, is interpreted to be unnecessary, a flagrant foul—penalty (1) will be assessed. A personal foul is charged to the offender and a team foul is charged to the team. PENALTY: (1) Two free throws shall be attempted and the ball awarded to the offended team on either side of the court at the free throw line extended. (2) If the offended player is injured and unable to attempt his free throws, his coach will select one of the remaining four players in the game to attempt the free throws. (3) His coach will pick the substitute, who may not be replaced until the ball is legally touched by a player on the court. (EXCEPTION: Rule 3—Section V—e.) (4) The injured player may not return to the game. (5) A player will be ejected if he commits two flagrant fouls in the same game.

b. If contact committed against a player, with or without the ball, is interpreted to be unnecessary and excessive, a flagrant foul—penalty (2) will be assessed. A personal foul is charged to the offender and a team foul is charged to the team. PENALTY: (1) Two free throws shall be attempted and the ball awarded to the offended team on either side of the court at the free throw line extended. (2) If the offended player is injured and unable to attempt his free throws, his coach will select a substitute and any player from the team is eligible to attempt the free throws. (3) This substitute may not be replaced until the ball is legally touched by a player on the court. EXCEPTION: Rule 3—

Section V—e. (4) The injured player may return to the game at any time after the free throws are attempted. (5) This is an unsportsmanlike act and the offender is ejected following review of instant replay and confirmation.

c. A flagrant foul may be assessed whether the ball is dead or alive.

Section V—Free Throw Penalty Situations

a. Each team is limited to four team fouls per regulation period without additional penalties. Common fouls charged as team fouls, in excess of four, will be penalized by one free throw attempt plus a penalty free throw attempt.

(1) The first four common fouls committed by a team in any regulation period shall result in the ball being awarded to the opposing team on the sideline nearest where play was interrupted. The ball shall be awarded no nearer to the baseline than the free throw line extended.

(2) The first three common fouls committed by a team in any overtime period, shall result in the ball being awarded to the opposing team on the sideline nearest where play was interrupted. The ball shall be awarded no nearer to the baseline than the free throw line extended.

(3) If a team has not committed its quota of four team fouls during the first ten minutes of any regulation period, or its quota of three team fouls during the first three minutes of any overtime period, it shall be permitted to incur one team foul during the last two minutes without penalty.

(4) During any overtime period, common fouls charged as team fouls in excess of three, will be penalized by one free throw plus a penalty free throw attempt.

(5) Personal fouls which are flagrant, punching, away-from-the-play, or clear-path-to-the-basket will carry their own separate penalties and are included in the team foul total.

(6) Personal fouls committed during a successful field goal attempt or free throw, which result in one free throw attempt being awarded, will not result in an additional free throw attempt if the penalty situation exists.

b. A maximum of three points may be scored by

the same team on a successful twopoint field goal attempt.

c. A maximum of four points may be scored by the same team on a successful threepoint field goal attempt.

Section VI—Double Fouls

a. No free throw attempts will be awarded on double fouls, whether they are personal or technical.

b. Double personal fouls shall add to a player's total, but not to the team total.

c. If a double foul occurs, the team in possession of the ball at the time of the call shall retain possession. Play is resumed on the sideline, nearest the point where play was interrupted but no nearer to the baseline than the free throw line extended. The 24-second clock is reset to 24 seconds if the ball is to be inbounded in the team's backcourt or stay the same or reset to 14, whichever is greater, if the ball is to be inbounded in the frontcourt.

d. If a double foul occurs with neither team in possession, or when the ball is in the air on an unsuccessful field goal or free throw attempt, play will be resumed with a jump ball at the center circle between any two opponents in the game at that time. If injury, ejection or disqualification makes it necessary for any player to be replaced, no substitute may participate in the jump ball. The jumper shall be selected from one of the remaining players in the game.

e. If a double foul occurs on a successful field goal or free throw attempt, the team that has been scored upon will inbound the ball at the baseline as after any other score.

f. If a double foul occurs as a result of a difference in opinion by the officials, no points can be scored and play shall resume with a jump ball at the center circle between any two opponents in the game at that time. No substitute may participate in the jump ball.

Section VII—Offensive Fouls

a. A personal foul assessed against an offensive player which is neither punching or flagrant shall be penalized in the following manner:

(1) No points can be scored by the offensive team

(2) The offending player is charged with a per-

sonal foul

(3) The offending team is not charged with a team foul

EXCEPTION: Rule 3—Section I—a. No penalty free throws are awarded.

(4) The ball is awarded to the offended team out-of-bounds on the sideline at the nearest spot where play was interrupted but no nearer the baseline than the free throw line extended.

b. A personal foul assessed against an offensive player which is punching or flagrant shall be penalized in the following manner:

(1) No points can be scored by the offensive team

(2) The offending player is charged with a personal foul

(3) The offending team is charged with a team foul

(4) Two free throw attempts are awarded to the offended player

(5) The ball shall be awarded at the free throw line extended

Section VIII—Loose Ball Fouls

a. A personal foul, which is neither a punching or flagrant, committed while there is no team control shall be administered in the following manner:

(1) Offending team is charged with a team foul

(2) Offending player is charged with a personal foul

(3) Offended team will be awarded possession at the sideline, nearest the spot where play was interrupted but no nearer the baseline than the foul line extended, if no penalty exists

(4) Offended player is awarded one free throw attempt plus a penalty free throw attempt if the offending team is in a penalty situation

b. If a "loose ball" foul called against the defensive team is then followed by a successful field goal, one free throw attempt will be awarded to the offended player, allowing for the three point or four point play. This interpretation applies:

(1) Regardless of which offensive player is fouled

(2) Whether or not the penalty situation exists.

The ball can never be awarded to the scoring team out-of-bounds following a personal

foul which occurs on the same play

c. If a “loose ball” foul called against the defensive team is followed by a successful free throw, one free throw will be awarded to the offended player whether or not the penalty is in effect.

d. If a “loose ball” foul called against the offensive team is then followed by a successful field goal attempt by the same offensive player, no points may be scored.

Section IX—Punching Fouls

a. Illegal contact called on a player for punching is a personal foul and a team foul. Two free throw attempts shall be awarded, regardless of the number of previous fouls in the period. The ball shall be awarded to the offended team out-of-bounds on either side of the court at the free throw line extended whether the free throw is successful or unsuccessful.

b. Any player who throws a punch, whether it connects or not, has committed an unsportsmanlike act. He will be ejected following confirmation during review by instant replay and suspended for a minimum of one game.

c. This rule applies whether play is in progress or the ball is dead.

d. In the case where one punching foul is followed by another, all aspects of the rule are applied in both cases, and the team last offended is awarded possession on the sideline at the free throw line extended in the frontcourt.

e. A fine not exceeding \$50,000 and/or suspension may be imposed upon such player(s) by the Commissioner at his sole discretion.

Section X—Away-From-The-Play Foul

a. During the last two minutes of the fourth period or overtime period(s) with the offensive team in possession of the ball, all personal fouls which are assessed against the defensive team prior to the ball being released on a throw-in and/or away-from-the-play, shall be administered as follows:

(1) A personal foul and team foul shall be assessed and one free throw attempt shall be awarded. The free throw may be attempted by

any player in the game at the time the personal foul was committed.

(2) If the foul occurs when the ball is inbounds, the offended team shall be awarded the ball at the nearest point where play was interrupted but no nearer to the baseline than the free throw line extended.

(3) If the foul occurs prior to the release on a throw-in, the offended team shall be awarded the ball at the original throw-in spot, with all privileges, if any, remaining.

EXCEPTION: Rule 12-B—Section X—b.

b. In the event that the personal foul committed is a flagrant or punching foul, the play shall be administered as follows:

(1) A personal foul and team foul shall be assessed and the free throw shooter shall be awarded two free throw attempts. The free throws may be attempted by any player in the game at the time the flagrant foul was committed.

(2) If a flagrant foul—penalty (1) is assessed and the offended player is unable to participate in the game, the substitute will be selected by his coach. The two free throws may be attempted by any of the four remaining players in the game. The ball will be awarded to the offended team at the free throw line extended in the frontcourt. The injured player may return to the game.

(3) If a flagrant foul—penalty (2) or punching foul is assessed and the offended player is unable to attempt his free throws because of injury, the substitute will be selected by his coach. The two free throws may be attempted by the substitute or any of the four remaining players in the game. If the offended player is unable to attempt his free throws as a result of being ejected, any of the four remaining players may attempt the free throws. The ball will be awarded to the offended team at the free throw line extended in the frontcourt. The injured player may return to the game.

RULE NO. 13—INSTANT REPLAY

Section I—Instant Replay Review Triggers

a. Instant replay would be triggered in the follow-

ing situations:

- (1) A field goal made with no time remaining on the clock (0:00) at the end of any period.
- (2) A foul called with no time remaining on the clock (0:00) at the end of any period.
- (3) A flagrant foul/penalty 2 called at any time during a game.
- (4) A Player Altercation occurs. (For purposes of this instant replay rule only, a Player Altercation shall mean a situation in which (i) two or more players are engaged in (a) a fight or (b) a hostile physical interaction that is not part of normal basketball play and that does not immediately resolve by itself or with the intervention of game officials or players, or (ii) one player commits a hostile act against another player that results in the offending player being ejected from the game - for example, when a player intentionally or recklessly harms or attempts to harm another player through the use of a punch, elbow, kick or blow to the head.)
- (5) A play concludes (i) with no time remaining on the clock (0:00) at the end of any period or (ii) at a point when the game officials believe that actual time may have expired in any period; and the officials are reasonably certain that the game clock malfunctioned during the play.
- (6) Officials are not reasonably certain whether a successful field goal was scored correctly as a 2-point or 3-point field goal or, in the case of a called shooting foul, whether the player was attempting a 2-point or 3-point field goal.
- (7) Officials are not reasonably certain as to which of two players on opposing teams caused the ball to become out-of-bounds during the last two minutes of the fourth period or the entire overtime period(s).
- (8) Officials are not reasonably certain whether a successful field goal was released or a called foul was committed prior to expiration of the 24-second shot clock.
- (9) Whenever the officiating crew is not reasonably certain whether a foul that was called a clear-path-to-the-basket foul met all the criteria of a clear-path-to-thebasket

foul.

- (10) Officials are not reasonably certain as to which player should attempt free throws on a called foul.
 - (11) Officials are not reasonably certain whether the ball touched the rim and thus whether the shot clock should be adjusted during the last two minutes of regulation play and the entire overtime period.
- b. Instant replay would NOT be used to check a successful basket in 1 above if the throw-in, free throw attempt or jump ball started with .2 or .1 on the game clock. The officials will judge the legality of the basket in these situations based on the guidelines as set forth in Comments on the Rules L.

Section II—Reviewable Matters

- a. If an instant replay review is triggered as described in Section I - a (1) above, the officials would review the video to determine whether time on the game clock expired before the ball left the shooter's hand. The officials may also review the video to determine only the following other matters:
- (1) If the shot was timely, whether the successful field goal was scored correctly as a 2-point or 3-point field goal.
 - (2) If the shot was timely, whether the shooter committed a boundary line violation. For purposes of this review, the official would look only at the position of the shooter's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot.
 - (3) Whether the 24-second clock expired before the ball left the shooter's hand.
 - (4) Whether an 8-second backcourt violation occurred before the ball left the shooter's hand.
- b. If an instant replay review is triggered as described in Section I - a (2) above, the officials would review the video to determine the following: (i) whether a called foul that is not committed on or by a player in the act of shooting occurred prior to the expiration of time on the game clock; or (ii) for a called foul that is committed on or by a player in the act of shooting: (a) whether the foul occurred prior to the expiration of time on the game clock;

or (b) whether the shooter released the ball prior to the expiration of time on the game clock if the foul occurred after the expiration of time.

The officials may also review the video to determine only the following other matters:

(1) Whether the shooter fouled was attempting a 2-point or 3-point field goal.

(2) Whether a player fouled committed a boundary line violation prior to the foul.

For purposes of this review, the official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the foul.

(3) Whether the 24-second clock expired before the foul occurred.

(4) Whether an 8-second backcourt violation occurred before the player was fouled.

c. If an instant replay review is triggered as described in Section I-a(3) above, the officials would review the video to determine only the following issues:

(1) Whether the flagrant foul/penalty 2 was called correctly or whether it should be downgraded to a flagrant foul/penalty 1, personal foul or technical foul.

(2) Whether any other players committed unsportsmanlike acts immediately prior to and/or immediately following the flagrant foul/penalty 2.

d. If an instant replay review is triggered as described in Section I - a (4) above, the officials would review the video to determine only the following issues:

(1) The identity of all players involved in the Player Altercation and the action immediately prior to and immediately following the altercation.

(2) The level of involvement of each such player.

(3) The appropriate penalty to be assessed against each such player.

e. If an instant replay review is triggered as described in Section I - a (5) above, the officials would review the video to determine the following issues:

(1) The proper time (if any) on the game clock following the clock malfunction by determining how much time on the game clock actually expired.

(2) For a successful field goal, whether the ball

left the shooter's hand prior to the expiration of actual time.

(3) Whether a called foul that is not committed on or by a player in the act of shooting occurred prior to the expiration of actual time.

(4) For a called foul that is committed on or by a player in the act of shooting:

(i) whether the foul occurred prior to the expiration of actual time; or (ii) whether the shooter released the ball prior to the expiration of actual time if the foul occurred after the expiration of actual time.

The officials may also review the video to determine only the following other matters:

(5) If the shot was timely, whether the successful field goal was scored correctly as a 2-point or 3-point field goal or, in the case of a shooting foul, whether the shooter fouled was attempting a 2-point or 3-point field goal.

(6) If the shot was timely, whether the shooter committed a boundary line violation or, in the case of a foul, whether the player fouled committed a boundary line violation.

For purposes of this review, the official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(7) Whether the 24-second clock expired before the ball left the shooter's hand or the foul occurred.

(8) Whether an 8-second backcourt violation occurred before the ball entered the frontcourt.

NOTE: If time is added to the game clock:

i - The team with possession of the ball when the horn or whistle sounds will retain possession on the sideline at the nearest spot.

ii. If the ball is released on an unsuccessful field goal attempt or is loose when the horn or whistle sounds, the ball will be jumped at center circle between any two opponents in the game.

iii. If the horn or whistle sounds while a successful field goal is in flight, the opposing team will inbound on the baseline as after any successful field goal.

f. If an instant replay review is triggered as de-

scribed in Section I - a (6) above, the officials would review the video to determine the following issues:

(1) Whether the successful field goal was scored correctly as a 2-point or 3-point field goal. Prior to the 3rd full timeout in the 4th period, the review must take place at the next full timeout or period break following the basket in question. If the next break is halftime, the review must take place prior to the officials leaving the court.

Following the 3rd full timeout in the 4th period and any overtime period, the review must take place at the next clock stoppage, including immediately upon a successful basket when the clock stops in the last two minutes. If a successful 2-point/3-point field goal is not reviewed in accordance with the foregoing timing rules, the play can no longer be reviewed once the ball is inbound and touched on the court, a personal foul is assessed or violation is whistled.

(2) Whether the shooter fouled was attempting a 2-point or 3-point field goal. During the entire game, the review must take place prior to the shooter releasing the first free throw attempt.

The officials may also review the video to determine only the following other matters:

(3) If the shot was timely, whether the shooter committed a boundary line violation or, in the case of a foul, whether the player fouled committed a boundary line violation.

For purposes of this review, the official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(4) Whether the 24-second clock expired before the ball left the shooter's hand or the foul occurred.

g. If an instant replay review is triggered as described in Section I - a (7) above, the officials would review the video to determine which player(s) caused the ball to become outof-

bounds. The review must take place prior to the subsequent inbound of the ball or, if

applicable, jump ball. The officials may also review the video to determine only the following other matters:

(1) Whether time on the game clock expired prior to the ball being out-of-bounds.

(2) Whether the 24-second clock expired prior to the ball being out-of-bounds.

(3) Whether an 8-second backcourt violation occurred prior to the ball being out-of-bounds.

(4) How much time remains in the period and/or on the shot clock.

h. If an instant replay review is triggered as described in Section I - a (8) above, the officials would review the video to determine the following issues:

(1) Whether time on the 24-second shot clock expired before the ball left the shooter's hand. Prior to the 3rd full timeout in the 4th period, the review must take place at the next full timeout or period break following the basket in question.

If the next break is halftime, the review must take place prior to the officials leaving

the court. Following the 3rd full timeout in the 4th period and any overtime period, the review will take place at the next clock stoppage, including immediately upon a successful basket when the clock stops in the last two minutes.

If a 24-second shot clock violation is not reviewed in accordance with the foregoing timing rules, it may not be reviewed thereafter.

(2) Whether a called foul that is not committed on or by a player in the act of shooting occurred prior to the expiration of time on the 24-second shot clock.

(3) For a called foul that is committed on or by a player in the act of shooting:

(i) whether the foul occurred prior to the expiration of time on the 24-second shot clock; or (ii) whether the shooter released the ball prior to the expiration of time on the 24-second shot clock if the foul occurred

after the expiration of time on the shot clock.

During the entire game, the review of a foul occurring as the 24-second shot clock expires must take place prior to the shooter releasing the first free throw attempt or prior to the subsequent inbound of the ball.

The officials may also review the video to determine only the following other matters:

(4) If the shot was timely, whether the successful field goal was scored correctly as a 2-point or 3-point field goal or, in the case of a shooting foul, whether the shooter fouled was attempting a 2-point or 3-point field goal.

(5) If the shot was timely, whether the shooter committed a boundary line violation or, in the case of a foul, whether the player fouled committed a boundary line violation.

For purposes of this review, the official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(6) Whether an 8-second backcourt violation occurred before the ball left the shooter's hand or the player was fouled.

NOTE: In all the above, the officials would be permitted to utilize instant replay to determine whether (and how much) time should be put on the game clock but only when it is determined through replay that (i) the player committed a boundary line violation, (ii) a 24-second violation occurred, (iii) an 8-second backcourt violation occurred, (iv) a called foul occurred prior to the expiration of time on the game clock or (v) a clock malfunctioned occurred and time remains in the period.

i. If an instant replay review is triggered as described in Section I - a (9) above, the officials would review the video to determine the following issues:

(1) Whether, when the foul was called, the ball

and an offensive player were positioned between the tip-of-circle extended in the backcourt and the basket in the frontcourt, with no defender between the ball and the basket or no defender ahead of the player being fouled with the opportunity to position himself between the ball and the basket.

(2) The offensive team had possession of the ball and the new play originated in the backcourt, including throw-ins.

(3) The foul deprived the offensive team of an opportunity to score.

(4) The foul was committed prior to the offensive player starting his shooting motion.

j. If an instant replay review is triggered in Section I - a (10) above, the officials would review the video to determine which player was fouled. The review must take place prior to the first free throw being released. The officials would not review video to determine which player committed the foul in question.

The officials may review the video to determine only the following other matters:

(1) Whether the shooter fouled was attempting a 2-point or 3-point field goal.

(2) Whether the player fouled committed a boundary line violation prior to the foul.

For purposes of this review, the official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the foul.

(3) Whether the 24-second clock expired before the foul occurred.

(4) Whether an 8-second backcourt violation occurred before the player was fouled.

k. If an instant replay review is triggered in Section I-a (11) above, the officials would review the video to determine whether the ball touched the rim, and make any adjustments to the game clock, shot clock, score and possession that are appropriate in accordance with the following:

(1) If play has stopped following the offensive team retaining possession (e.g., the offensive team has made a successful field goal, or a violation or foul has been

called), the play must be reviewed immediately upon such stoppage of play and:

(i) For a successful field goal, the officials will time the play to determine whether the field goal was released prior to the expiration of 24 seconds. If the officials determine that the ball was released before 24 seconds expired, the points will count and the opposing team will inbound on the baseline as after any successful field goal. If the officials determine that the ball was released after the shot clock should have expired, the points will not count and the opposing team will be awarded the ball at the free throw line extended.

(ii) For a called foul, the officials will time the play to determine whether the foul occurred prior to the expiration of 24 seconds or, in the case of a called foul that is committed on a player in the act of shooting, whether the shooter released the ball prior to the expiration of 24 seconds. If the officials determine that the foul occurred or the ball was released prior to the expiration of 24 seconds, the called foul will be upheld. If the officials determine that the foul occurred or the ball was released after the expiration of 24 seconds, the called foul will be overturned and a 24-second violation assessed. (EXCEPTION: Flagrant fouls and unsportsmanlike acts and points scored therefrom will not be nullified.)

(iii) If the ball is caused to become out-of-bounds by the defensive team or a defensive violation is assessed, the officials will time the play to determine how much time should be on the shot clock or if a 24-second violation should be assessed.

(2) If play is continuous (i.e., if there is no stoppage in play following the offensive

team retaining possession of the ball), the officials will stop play during the first pause in action prior to any subsequent change of possession. If the officials determine following review that the shot clock is correct (i.e., no adjustment is required), then play will resume from the point of interruption. If the officials determine that the shot clock is incorrect, then the shot clock will be reset to the time the ball was possessed by the offensive team following the ball touching (or not touching) the rim, and the game clock will also be reset to reflect the change.

The ball will be inbounded on the sideline nearest the spot where the ball was possessed.

(3) If play is stopped while neither team is in possession of the ball and the officials determine following review that a 24-second violation has not occurred, then play will resume with a jump ball at center court between any two players in the game. The shot clock and game clock will be adjusted accordingly. If an instant replay review for a shot clock adjustment is not reviewed in accordance with the timing rules set forth above, it may not be reviewed at any point thereafter.

Section III—Replay Review Process

a. Replay reviews are to be conducted by the officials as a crew after gathering as much information as possible. In cases of conflict, the crew chief will make the final decision.

b. Replay reviews should be conducted within two minutes. Notwithstanding this general rule, referees have the discretion to extend the review period as reasonably necessary under unusual circumstances, such as when the play could lead to an ejection (e.g., flagrant fouls/penalty

2), technical issues arise with the replay system, the outcome of the replay review requires multiple replay review angles and/or there is a delay in providing the referees with the necessary replay review angles to conduct their review. In addition, replay reviews of Player Altercations should be concluded within whatever time is reasonably necessary, even if that time period extends beyond two minutes.

c. If the replay system is not working, the crew

chief will use the nearest courtside TV production available.

d. Following replay review, the crew will make a ruling. The call made by the game officials during play will be reversed only when the replay provides the officials with "clear and conclusive" visual evidence to do so. For clock malfunctions, the officials will not make a ruling prior to using replay.

e. The officials will use the following to make their ruling in the order listed below regarding scoring, timing or fouls at the end of any period.

(1) Game clock or shot clock on top of backboard.

(2) LED lights.

(3) Game clock on the facades of the balcony.

(4) Game clock on score boards hanging from the ceiling.

(5) Superimposed TV clocks.

EXCEPTION: Clock malfunctions when clocks start early, late or freeze - Officials will use replay clock superimposed from TV production or stop watch.

f. The officials will keep both teams on the court at the end of the second period if replay is being used to determine if a foul was called prior to expiration of the period or if there is any question whether the shooter committed a 24-second violation, 8-second violation or boundary line violation where time may be added to the game clock.

g. The officials will keep both teams on the court anytime replay is used at the end of the fourth period or overtime period.

COMMENTS ON THE RULES

I. GUIDES FOR ADMINISTRATION AND APPLICATION OF THE RULES

Each official should have a definite and clear conception of his/her overall responsibilities.

It is essential for them to know, understand and implement the rules as intended. If all officials possess the same conception there will be a guaranteed uniformity in the administration of all contests. The restrictions placed upon the player by the rules are intended to create a balance of play, equal opportunity for the defense and the offense, provide reasonable safety and protection for all players and emphasize clever-

ness and skill without unduly limiting freedom of action of player or team. The purpose of penalties is to compensate a player who has been placed at a disadvantage through an illegal act of an opponent and to restrain players from committing act which, if ignored, might lead to roughness even though they do not affect the immediate play.

II. BASIC PRINCIPLES

A. CONTACT SITUATIONS

1. Incidental Contact

The mere fact that contact occurs does not necessarily constitute a foul. Contact which is incidental to an effort by a player to play an opponent, reach a loose ball, or perform normal defensive or offensivemovements, should not be considered illegal. If, however, a player attempts to play an opponent from a position where he has no reasonable chance to perform without making contact with his opponent, the responsibility is on the player in this position. The hand is considered "part of the ball" when it is in contact with the ball. Therefore, contact on that hand by a defender while it is in contact with the ball is not illegal.

2. Guarding an Opponent

In all guarding situations, a player is entitled to any spot on the court he desires, provided he legally gets to that spot first and without contact with an opponent. If a defensive or offensive player has established a position on the floor and his opponent initiates contact that results in the dislodging of the opponent, a foul should be called IMMEDIATELY.

During all throw-ins, the defensive player(s) must be allowed to take a position between his man and the basket.

A player may continue to move after gaining a guarding position in the path of an opponent provided he is not moving directly or obliquely toward his opponent when contact occurs. A player is never permitted to move into the path of an opponent after the opponent has jumped into the air.

A player who extends a hand, forearm, shoulder, hip or leg into the path of an opponent and thereby causes contact is not considered to have a legal position in the path of an opponent. A player is entitled to a vertical position even to

the extent of holding his arms above his shoulders, as in post play or when double-teaming in pressing tactics.

Any player who conforms to the above is absolved from responsibility for any contact by an opponent which may dislodge or tend to dislodge such player from the position which he has attained and is maintaining legally. If contact occurs, the official must decide whether the contact is incidental or a foul has been committed.

3. Screening

When a player screens in front of or at the side of a stationary opponent, he may be as close as he desires providing he does not make contact. His opponent can see him and, therefore,

is expected to detour around the screen.

If he screens behind a stationary opponent, the opponent must be able to take a normal step backward without contact. Because the opponent is not expected to see a screener behind him, the player screened is given latitude of movement. The defender must be given an opportunity to change direction and avoid contact with the screener.

To screen a moving opponent, the player must stop soon enough to permit his opponent to stop or change direction. The distance between the player screening and his opponent will depend upon the speed at which the players are moving. If two opponents are moving in the same direction and path, the player who is behind is responsible for contact. The player in front may stop or slow his pace, but he may not move backward or sideways into his opponent. The player in front may or may not have the ball. This situation assumes the two players have been moving in identically the same direction and path before contact.

4. The Dribble

If the dribbler's path is blocked, he is expected to pass or shoot; that is, he should not try to dribble by an opponent unless there is a reasonable chance of getting by without contact.

B. FOULS: FLAGRANT—UNSPORTSMANLIKE

To be unsportsmanlike is to act in a manner unbecoming to the image of professional basketball. It consists of acts of deceit, disrespect of officials and profanity. The penalty for

such action is a technical foul. Repeated acts shall result in expulsion from the game and a minimum fine of \$1000. A flagrant foul—penalty (1) is unnecessary contact committed by a player against an opponent. A flagrant foul—penalty (2) is unnecessary and excessive contact committed by a player against an opponent. It is an unsportsmanlike act and the offender is ejected following confirmation by instant replay review. The offender will be subject to a fine not exceeding \$50,000 and/or suspension by the Commissioner. See Rule 12B—Section IV for interpretation and penalties.

C. BLOCK-CHARGE

A defensive player is permitted to establish a legal guarding position in the path of a dribbler regardless of his speed and distance.

A defensive player is not permitted to move into the path of an offensive player once he has started his upward motion with the ball to attempt a field goal or pass.

A defensive player must allow a moving player the opportunity to stop or change direction when the offensive player receives a pass outside the lower defensive box. The lower defensive box is the area between the 3-foot posted-up marks, the bottom tip of the circle and the endline. A defensive player must allow an airborne player the opportunity to land and then stop or change direction when the offensive player is outside the lower defensive box. A defensive player is permitted to establish a legal guarding position in the path of an offensive player who receives a pass inside the lower defensive box regardless of his speed and distance. A defensive player must allow an airborne player who receives a pass the space to land when the offensive player is inside the lower defensive box. A player must allow a moving opponent without the ball the opportunity to stop or change direction. The speed of the player will determine the amount of distance an opponent must allow. If an offensive player causes contact with a defensive player who has established a legal position, an offensive foul shall be called and no points may be scored. A defensive player may turn slightly to protect himself, but is never allowed to bend over and submarine an opponent. An offensive foul should not be called for charging if the contact is with a secondary

defensive player who has established a defensive position within a designated “restricted area” near the basket for the purpose of drawing an offensive foul. The offensive player must take a path directly to the rim. The “restricted area” for this purpose is the area bounded by an arc with a 4-foot radius measured from the center of the basket ring.

EXCEPTION: Any player may be legally positioned within the “restricted area” if the offensive player receives the ball within the Lower Defensive Box. The mere fact that contact occurs on these type of plays, or any other similar play, does not necessarily mean that a personal foul has been committed. The officials must decide whether the contact is negligible and/or incidental, judging each situation separately.

An offensive foul shall be assessed if the player initiates contact in a non-basketball manner (leads with his foot, an unnatural extended knee, etc.).

D. GAME CANCELLATION

For the purpose of game cancellation, the officials’ jurisdiction begins with the opening tipoff. Prior to this, it shall be the decision of the home management whether or not playing conditions are such to warrant postponement. However, once the game begins, if because of extremely hazardous playing conditions the question arises whether or not the game should be cancelled, the crew chief shall see that EVERY effort is made to continue the game before making the decision to terminate it.

E. PHYSICAL CONTACT—SUSPENSION

Any player or coach guilty of intentional physical contact with an official shall automatically be suspended without pay for one game. A fine and/or longer period of suspension will result if circumstances so dictate.

F. PROTEST

Protests are not permitted during the course of a game. In order to file a protest, the procedure, as set forth in the NBA constitution, is as follows: “In order to protest against or appeal from the result of a game, notice thereof must be given to the Commissioner within forty-eight (48) hours after the conclusion of said game, by E-mail or fax, stating therein the grounds for such protest. No protest may be filed in connection with any game played during the regular season after midnight

of the day of the last game of the regular schedule. A protest in connection with a playoff game must be filed not later than midnight of the day of the game protested. A game may be protested only by a Governor, Alternate Governor or Head Coach. The right of protest shall inure not only to the immediately allegedly aggrieved contestants, but to any other member who can show an interest in the grounds of protest and the results that might be attained if the protest were allowed.

Each E-mail or fax of protest shall be immediately confirmed by letter and no protest shall be valid unless the letter of confirmation is accompanied by a check in the sum of \$10,000 payable to the Association. If the member filing the protest prevails, the \$10,000 is to be refunded. If the member does not prevail, the \$10,000 is to be forfeited and retained in the Association treasury. “Upon receipt of a protest, the Commissioner shall at once notify the member operating the opposing team in the game protested and require both of said members within five (5) days to file with him such evidence as he may desire bearing upon the issue. The Commissioner shall decide the question raised within five (5) days after receipt of such evidence.”

G. SHATTERING BACKBOARDS

Any player whose contact with the basket ring or backboard causes the backboard to shatter or makes the ring unplayable will be penalized in the following manner:

- (1) Pre-game and/or Half-time warm-ups—No penalty to be assessed by officials.
- (2) During the game—Non-sportsmanlike conduct technical foul. Under NO circumstances will that player be ejected from the game. The Commissioner will review all actions and plays involved in the shattering of a backboard.

H. PLAYER/TEAM CONDUCT AND DRESS

- (1) Each player when introduced, prior to the game, must be uniformly dressed.
- (2) Players, coaches and trainers are to stand and line up in a dignified posture along the sidelines or on the foul line during the playing of the National Anthem.
- (3) Coaches and assistant coaches must wear a sport coat or suit coat.
- (4) While playing, players must keep their uniform shirts tucked into their pants, and no T-shirts are allowed.

(5) The only article bearing a commercial 'logo' which can be worn by players is their shoes.

I. OFFENSIVE 3-SECONDS

The offensive player cannot be allowed in the 3-second lane for more than the allotted time. This causes the defensive player to 'hand-check' because he cannot control the offensive player for that extended period of time.

If the offensive player is in the 3-second lane for less than three seconds and receives the ball, he must make a move toward the hoop for the official to discontinue his three second count. If he attempts to back the defensive player down, attempting to secure a better position in relation to the basket, offensive three seconds or an offensive foul must be called. If he passes off and immediately makes a move out of the lane, there should be no whistle.

J. PLAYER CONDUCT—SPECTATORS

Any coach, player or trainer who deliberately enters the spectator stands during the game will be automatically ejected and the incident reported by E-mail to the Commissioner. Entering the stands to keep a ball in play by a player or the momentum which carries the player into the stands is not considered deliberate. The first row of seats is considered the beginning of the stands.

K. FIGHTING

Violent acts of any nature on the court will not be tolerated. Players involved in altercations will be ejected, fined and/or suspended.

There is absolutely no justification for fighting in an NBA game. The fact that you may feel provoked by another player is not an acceptable excuse. If a player takes it upon himself to retaliate, he can expect to be subject to appropriate penalties.

L. EXPIRATION OF TIME

NO LESS THAN :00.3 must expire on the game clock and shot clock when a ball is thrown inbounds and then hit instantly out-of-bounds. If less than :00.3 expires in such a situation, the timer will be instructed to deduct AT LEAST 00.3 from the game clock and shot clock. If, in the judgment of the official, the play took longer than :00.3, he will instruct the timer to deduct more time. If :00.3 or less remain on the game clock when this situation

occurs, the period is over. If :00.3 or less remain on the shot clock when this situation

occurs, a shot clock violation is called. The game clock and shot clock must show :00.3 or more in order for a player to secure possession of the ball on a rebound or throw-in to attempt a field goal. Instant replay shall be utilized if the basket is successful on this type of play and the game clock runs to 0:00 or the shot clock expires on a made basket and the officials are not reasonably certain that the ball was released prior to the expiration of the shot clock. The only type of field goal which may be scored if the game clock and shot clock are at :00.2 or :00.1 is a "tip-in" or "high lob."

A "tip-in" is defined as any action in which the ball is deflected, not controlled, by a player and then enters the basket ring. This type of action shall be deemed legal if :00.1 or more remains in a period.

A "high lob" is defined as a pass which is tipped by an offensive player while in midair, and is followed instantaneously by a field goal attempt. If the reception of the pass and the subsequent "slam dunk" is immediately adjacent to the basket ring, this type of action shall be deemed legal if :00.1 or more remains in a period. However, if the "high lob" attempt is a distance from the basket ring whereby the ball must be controlled in mid-air, either one-handed or two-handed, a minimum of :00.3 is necessary for a field goal to score if successful. Instant replay would NOT be used if the play starts with :00.2 or :00.1 on the game clock. NO LESS than :00.3 must expire on the game clock when a player secures possession of an unsuccessful free throw attempt and immediately requests a timeout. If LESS than :00.3 expires in such a circumstance, the time on the game clock shall be reduced by at least :00.3. Therefore, if :00.3 OR LESS remain on the game clock when the above situation exists, and a player requests a timeout upon securing possession of the ball, the period is over.

During ANY regular or 20-second timeout taken during the FINAL minute of ANY period, the crew chief must meet with his fellow officials to discuss possible timing scenarios, fouls being taken if either team is under the penalty limit, number of timeouts, assistance by all officials on 3-point field goal attempts, rotation or away-from-the play foul. Regardless of when the

horn or red light operates to signify the end of period, the officials (as aided by instant replay, if required) will ultimately make the final decision whether to allow or disallow a successful field goal. THE CREW CHIEF MUST TAKE CHARGE OF THE SITUATION.

M. VERBAL FAN INTERFERENCE

Any spectator who verbally abuses players and/or coaches in a manner which, in the opinion of the game officials, interferes with the ability of a coach to communicate with his players during the game and/or huddles, will, at the direction of the crew chief, be given one warning by a building security officer. If the same spectator continues to behave in a like manner, the crew chief shall direct a building security officer to eject the spectator from the arena.

N. GUIDELINES FOR INFECTION CONTROL

If a player suffers a laceration or a wound where bleeding occurs or if blood is visible on a player or his uniform, the officials shall suspend the game at the earliest appropriate time and allow a maximum of 30 seconds for treatment. After that time, the head coach shall be informed that he has the option to substitute for the player, call a regular timeout or a 20-second timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The bleeding player may return to the game when he has received appropriate treatment by medical staff personnel. A team will not be given an additional 30 seconds should the bleeding occur from a wound which reopened, which is not the result of additional contact. If the player returns to the game, the officials shall make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage. If the bleeding player is awarded a free throw attempt(s) as a result of a personal foul, or is involved in a jump ball, the bleeding player will be given 30 seconds for treatment. If the treatment is not completed, play will resume and will then be suspended at the first appropriate time. Mandatory timeouts shall not be granted during a suspension of play unless the offensive team calls a 20-second timeout. If the suspension of play is for a defensive player, a mandatory timeout shall not be granted if the defensive team calls a 20-second timeout.

If treatment is not completed within the allotted time, the head coach may call another timeout or substitute for the bleeding player. Substitutes are permitted consistent with existing rules on substitution. If a team has no timeouts remaining when play is suspended, the officials will allow 30 seconds for appropriate treatment. If the treatment is not completed in accordance with paragraph two above, the bleeding player must be removed immediately. ONLY the bleeding player on that team may be removed from the game under these circumstances. If so, the opponent may also substitute one player.

The offensive team will receive a full eight seconds to advance the ball into the frontcourt.

The 24 second clock will remain as is or reset to 14, whichever is greater.

O. DEAD BALL, LIVE BALL, BALL IS ALIVE

After the ball has been dead, it is put into play by a jump ball, throw-in or a free throw attempt. The game clock does not start until the ball is legally touched on the court by a player. However, any floor violation or personal foul which may occur will be penalized.

The ball is live when it is placed at the disposal of the thrower-in, free throw shooter or is tossed by the official on a jump ball. Illegal contact, which occurs prior to the ball becoming live, will be ignored if it is not unsportsmanlike.

The ball is alive when it is legally tapped by one of the participants of a jump ball, released by a thrower-in or released on a free throw attempt that will remain in play.

P. TAUNTING

If a player blatantly taunts an opponent, a technical foul shall be assessed. The opponent WILL NOT, automatically, be assessed a technical foul. His behavior will be the determining factor. Simultaneous taunting is a verbal altercation. Verbal altercations and unsportsmanlike conduct will be administered as a double technical foul and no free throws will be attempted. Technical fouls assessed to opposing teams during the same dead ball and prior to the administering of any free throw attempt for the first technical foul, shall be interpreted as a double technical foul.

A PLAYER(S) GUILTY OF TAUNTING MUST BE SINGLED OUT AND PENALIZED.

If a previous unsportsmanlike act has been com-

mitted and if this situation is BLATANT, a technical foul must be assessed and the guilty player(s) must be ejected.

GOALTENDING



"Flag" from wrist

ILLEGAL DRIBBLE



Patting motion
call team color

DIRECTION OF PLAY



Point - Direction
call team color

TIME-IN



Chop hand
to side

TIME-OUT



Open palm

PERSONAL FOUL



Clenched fist

HOLDING



Signal foul:
grasp wrist

LOOSE BALL FOUL



Extended arms
to shoulder level

ILLEGAL USE
OF HANDS



Signal foul:
strike wrist

TO DESIGNATE OFFENDER



Hold up number
of player

HAND CHECKING



Arm straight out
opposite arm grabbing wrist

ILLEGAL FOREARM



Arm bent 90°
in front of body

CHARGING



Clenched fist

DOUBLE FOUL



Cross clenched fist
above head

ILLEGAL SCREEN
OUT-OF-BOUNDS



Arms outstretched and
crossed in front of chest

20-SECOND TIMEOUT



Hands touching shoulders

PUSHING



Signal foul: imitate push

BLOCKING



Hands on hips

TECHNICAL FOUL



Form T

CANCEL SCORE
CANCEL PLAY



Shift arms across body

3-SECOND
OFFENSIVE VIOLATION



Fingers sideways

24-SECOND VIOLATION



Tap head
signal '24'

FOR 3-PT. FIELD GOAL



Official will raise
one arm on attempt



If goal is successful
raise the other arm

BASKET INTERFERENCE



Rotate finger
wipe out basket

TRAVELING



Rotate fists

JUMP BALL

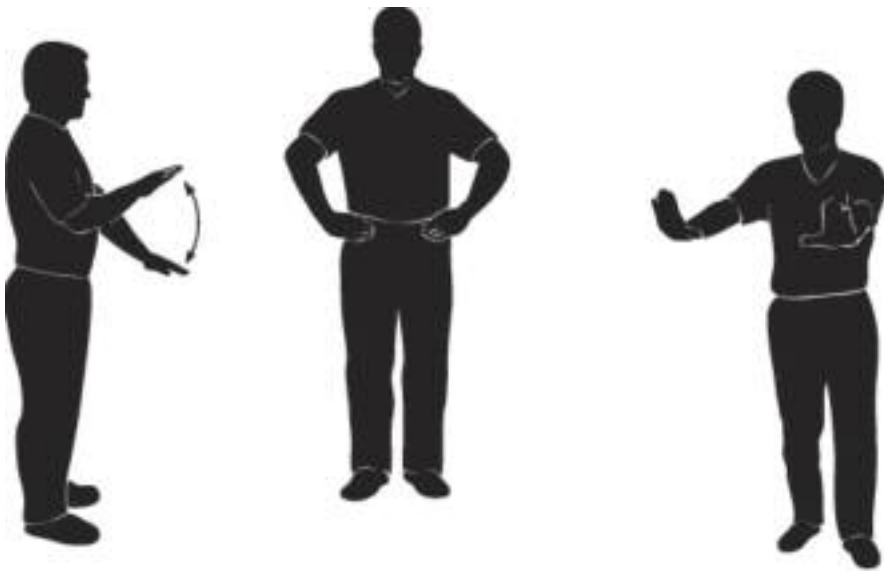


Thumbs up

DEFENSIVE 3-SECOND
VIOLATION



Chop down two times
followed by technical
foul signal



QUESTIONS AND ANSWERS

I. AWAY-FROM-THE-PLAY FOULS

1. During the last two minutes of the fourth period, Player A1 is attempting a throw-in from out-of-bounds to Player A2. As the ball is in the air and Player A2 awaits the pass, he is fouled by Player B1. How is this administered?

This is a common foul, as Player A2 was involved in the play. This is not considered an away-from-the-play foul. On the same play, if Player A3 was setting a screen for Player A2 and was fouled, it also would be considered a common foul.

RULE 4 - SECTION III - i

RULE 12B - SECTION X - a

2. During the last two minutes of the fourth period, Player A1 is out-of-bounds and is attempting to inbound the ball. Player B1 reaches across the out-of-bounds line and fouls Player A1. How is this administered?

Player B1 is assessed an away-from-the-play foul. One free throw attempt is awarded, regardless of the penalty situation. The free throw may be attempted by any of the five players in the game at the time.

The ball is then awarded to Team A for a throw-in at the previous spot with all privileges remaining.

RULE 12B - SECTION X - a (1) and (3)

3. During the last two minutes of the fourth period, Player A1 is dribbling the ball in the frontcourt and Player B2 deliberately fouls Player A2 who is not in the play. What is the ruling?

Player B2 is assessed an away-from-the-play foul and Team B a team foul. Any player in the game on Team A shall attempt one free throw.

The ball is awarded to Team A on the sideline where the play was interrupted but no nearer to the baseline than the free throw

line extended.

The 24-second clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater.

RULE 4 - SECTION III - i

RULE 7 - SECTION IV - d (1)

RULE 12B - SECTION X - a (1) and (2)

4. Prior to Player A1 releasing the ball on a throw-in at 1:23 of overtime, a flagrant foul penalty 1 is called when Player B2 knocks Player A2 to the floor. What is the ruling?

Player B2 is charged with a flagrant foul and since it is away-from-the-play, any player in the game for Team A shall attempt two free throws. The ball is awarded to Team A at the free throw line extended on either sideline as after any flagrant foul.

RULE 4 - SECTION III - i

RULE 12B - SECTION X - b (1)

5. During the last two minutes of the fourth period, Player A1 is attempting to inbound the ball at the midcourt line. Player B1 fouls Player A2, who is on the opposite side of the court and not attempting to receive the inbounds pass. How is this play administered? Player B1 is assessed an away-from-the-play foul and Team B a team foul. Any player in the game on Team A shall attempt one free throw. The ball is awarded to Team A at midcourt where the play was interrupted.

RULE 12B - SECTION X - a (1) and (3)

II. BACKBOARD

6. On an unsuccessful field goal attempt, the ball hits the basket ring and rebounds over and behind the face of the backboard. The ball returns to the floor and touches inbounds without having touched any of the backboard supports. Is the ball to remain in play?

No. A violation shall be called on the last team to touch the ball before it went directly behind the backboard. The ball is awarded to the opposing team for a throw-in at the free throw

line extended.

RULE 8 - SECTION II - b

7. Player A1 has control of the ball near the end-line and passes the ball behind the backboard (never touching the supports) to Player A2. Is this legal or illegal?
Illegal. Same reason as #6 above.

RULE 8 - SECTION II - b

8. On an unsuccessful field goal attempt, the ball rebounds off the basket ring and rolls along the top edge of the backboard. Is the ball still in play?
Yes. All four sides of the backboard are considered inbounds.

RULE 4 - SECTION I - c

9. Player A1 passes the ball and it hits his backboard. May Player A1 be the first to touch the ball?
Yes. A player may be the first to touch his own pass if the ball touches his basket ring, backboard or another player.

RULE 10 - SECTION XIII - g

III. BACKCOURT

10. Player A1 taps the ball into his backcourt while rebounding. Player A2 retrieves the ball in the backcourt and continues to advance the ball toward the frontcourt. Is this legal?
Yes. Any player may recover a ball which is tapped into the backcourt during rebounding or when the ball is loose.

RULE 10 - SECTION IX - b

11. A player in control of the ball has stopped his dribble in the frontcourt and is very close to the midcourt line. While being played extremely close by an opponent he steps into the backcourt. Is this a backcourt violation?
The official must judge this as:
(1) a personal foul on the defensive player if illegal contact caused him to step into the backcourt
(2) a traveling violation if the step was illegal
(3) a backcourt violation.

RULE 4 - SECTION V - a

RULE 10 - SECTION IX - a

RULE 12B - SECTION I - a

12. Player B1 deflects a pass from Player A1 to Player A2, causing it to hit Player A2's knee and continue into Team A's backcourt. May any player from Team A be the first to legally touch the ball while it is in the backcourt?
Yes. The 24-second clock continues to run until there is a change of team possession. The deflection by Player B1 caused team control to cease and the ball became loose. Any player from either team may be the first to touch and/or recover a loose ball.

RULE 7 - SECTION II - d

RULE 10 - SECTION IX - a

13. Having been the first to gain possession after a jump ball, Player A1 dribbles or passes the ball into the backcourt. This is done after Player A1 has assumed a positive position in the frontcourt. Legal or illegal?
Illegal. Player A1 has established a positive position in the frontcourt.

RULE 10 - SECTION IX - b

14. Player A1 has possession of the ball in the frontcourt. He passes the ball to Player A2 who is still in the air after having leaped from his backcourt. Is this legal?
No. A backcourt violation has occurred. Player A2 must establish a position on the floor in the frontcourt prior to touching the pass from Player A1. The same restrictions also apply for players coming from out-of-bounds to receive a pass or to retrieve a loose ball. A player must first establish at least one foot on the floor prior to touching the ball.

RULE 8 - SECTION I

RULE 10 - SECTION IX - a

15. Player A1 straddles the midcourt line and, without moving forward, dribbles the ball in the frontcourt while in this position. Is this a violation?
No. A player dribbling the ball is considered in the

backcourt if either foot or the ball is in the backcourt.

RULE 4 - SECTION V - d

16. A player in control of the ball in backcourt approaches the midcourt line. After stopping his dribble in the backcourt, he straddles the midcourt line. Is this a violation?

No. As long as any part of his person is touching the backcourt, Player A1 is considered backcourt. He may legally bring his front foot (non pivot) back and forth between the front and the backcourt.

RULE 4 - SECTION V - c

17. Where and how is the ball put into play on all backcourt violations?

On all backcourt violations, the ball is moved to the midcourt line and must be passed into the frontcourt of the team now in possession.

However, in the last two minutes of the fourth period and/or overtime, the ball may be passed anywhere on the court.

RULE 8 - SECTION III - e

RULE 10 - SECTION IX - PENALTY

18. Player B1 rebounds an unsuccessful field goal attempt by Player A1 and attempts a pass to Player B2 near the midcourt line. Player A2 intercepts the pass while in midair and lands (in what would have been) Team B's frontcourt. Is this a backcourt violation by Player A2?

No. The defensive team does not have a frontcourt/backcourt. Therefore, Player A2 shall be ruled as being in his backcourt when he lands with the ball in his control and establishes a positive position.

RULE 4 - SECTION V - g

19. A frontcourt pass from Player A1 to Player A2 goes into the backcourt and is recovered by Player A3 near the baseline. Where is the throw-in administered? At the midcourt line.

RULE 10 - SECTION IX - PENALTY

20. Following a jump ball at the center circle, the ball is tapped toward the sideline. Player A1 leaps across the mid-court line into the frontcourt, having last touched the playing surface in his backcourt. He controls the ball while in mid-air and throws it to Player A2 who is positioned in his backcourt. Is this a backcourt violation? No. Player A1 never established a positive position in the frontcourt.

RULE 10 - SECTION IX - b

21. A field goal attempt by Player A1 is blocked by Player B1 and the ball becomes loose over the baseline. Player A1, having last touched the playing surface inbounds, leaps over the baseline, gains possession of the ball while still in mid-air and throws it into his backcourt. It is recovered by Player A2. Is this a backcourt violation?

Yes. The saving and throwing of the ball by Player A1 in the frontcourt is considered positive position. Therefore, a violation has occurred.

RULE 10 - SECTION IX - a

22. Team A is granted a 20-second timeout with the ball in the frontcourt and :21.5 remaining in the fourth period. On the throw-in, the ball is thrown into the backcourt where it is caught and controlled by Player A2. Is this a violation?

No. During the last two minutes of the fourth period and/or overtime, the ball may be inbounded anywhere on the court.

**RULE 8 - SECTION III - e (EXCEPTION)
IV. BATTED BALL**

23. Player A1 attempts a field goal that Player B1 bats against the backboard. Is this a violation?

No. The batting of the ball is legal unless it violates Rule 11.

RULE 11 - SECTION I - f

24. Player A1 saves a loose ball from going out-of-bounds by batting the ball back onto

the playing court. May Player A1 be the first to touch the ball when he returns onto the court? Yes. The batting of the ball does not constitute player control, therefore Player A1 may be the first to touch the ball.

RULE 10 - SECTION II - b
V. BLOCKING FOULS

25. Player A1 is running up the court and catches an outlet pass near midcourt and immediately crashes into defender B1 who is standing in a stationary position. Is this a legal defensive position to draw an offensive foul? No. A defender must allow any offensive player who receives a pass outside the Lower Defensive Box the opportunity to stop and/or change direction.

COMMENTS ON THE RULES - C

26. Player A1 drives past his primary defender and crashes into secondary defender B5 who is stationary and trying to draw an offensive foul. A defensive foul should be called if Player B5's heel is in the restricted area? Yes. In order for an offensive foul to be called, secondary defenders must be completely clear of the restricted area. The lifting of one's foot or heel off the floor does not remove them from the RA.

COMMENTS ON THE RULES - C

27. Is it always a blocking foul if the secondary defender is inside the restricted area? No. The restricted area does not apply to any drive that does not go directly to the rim, which starts inside the Lower Defensive Box, if the offensive player wipes out, leads with a foot or knee or if the defensive player makes a legitimate attempt to defend the shot.

COMMENTS ON THE RULES - C

28. Player A1 is driving to the basket for a lay-up. What is the deciding point between block or charge? A defender must establish his position before the offensive player starts his upward shooting motion with the ball in order to draw an offensive

foul. The defender must get his torso directly into the offensive player's path and be at the spot prior to the upward shooting motion starting in order to draw an offensive foul. The defender is allowed to 'firm-up,' move his feet and/or turn slightly to better absorb the contact.

COMMENTS ON THE RULES - C

29. Player A1 is dribbling the ball and Player B1 jumps into his path. What is the deciding point between block or charge? A dribbler is expected to be in control at all times and if a defender can legally get to a 'spot' in the path of the dribbler, it is the dribbler's responsibility to stop and/or change direction immediately. However, if a defender cannot completely get his torso in his path without making contact, a blocking foul should be called.

COMMENTS ON THE RULES - C

VI. CAPTAINS

30. Team A calls a regular timeout. The captain of Team B wishes to discuss a rule interpretation with the officials. Is this allowed? No. Only the captain of the team which called the timeout may question the officials. At this time he may only ask about a specific rule interpretation, but not about a judgment call.

RULE 3 - SECTION III - b

31. The playing captain of Team A is seated on the bench after being disqualified because of six personal fouls. Team A calls a timeout and one of the other players on the court wishes to discuss a rule with the officials. Is this legal? No. If the original captain is still seated on the bench, he will represent his team. If, for any reason, he is no longer seated on the bench, the head coach must appoint another captain.

RULE 3 - SECTION III - c and d
VII. CHOICE OF BASKETS

32. Which team has the choice of baskets prior to the start of the game?

The visiting team has its choice of baskets. Its decision must be made, immediately, upon taking the court.

RULE 4 - SECTION I - a
VIII. CLEAR-PATH-TO-BASKET

33. Player A1, having gained possession of the ball in his backcourt, is dribbling in the frontcourt toward the basket. No opponent is ahead of the play and can establish a position between the ball and the basket. Player B1 fouls him from the rear, preventing any type of field goal attempt. What is the ruling?

This is a personal foul against Player B1 and Player A1 is awarded two free throws. Team A retains possession of the ball at the sideline but no nearer to the baseline than the free throw line extended. If there is unnecessary contact on the play, a flagrant foul may be called.

RULE 12B - SECTION I - PENALTY (6)

34. Player A2 secures a rebound from an unsuccessful field goal attempt by Player B1. Player A1 has never crossed midcourt and is standing near the free throw line in his frontcourt. As Player A2 prepares to throw a long pass to Player A1 for an uncontested layup, he is fouled by Player B3. What is the ruling if it is the third team foul assessed

Team B?

Player B3 is assessed a personal foul and Team B a team foul. Team A is awarded the ball out-of-bounds on the sideline. If, however, Player A2 released the ball and it was above the tip-of-circle in the backcourt and, in the officials judgement, it was catchable by Player A1, which would have resulted in a clear-path-to-the-basket, then Player A2 would be awarded two free throws and Team A will retain possession on the sideline nearest where play was inter-

rupted but no nearer to the baseline than the free throw line extended.

RULE 12B - SECTION I - PENALTY (6)

35. Player A1, who has a clear path to the basket, is grabbed from behind on a two-point field goal attempt. What is the procedure if the attempt is:

- (1) successful,
- (2) unsuccessful?

This is considered a foul in the act of shooting and not a clear path foul.

Player A1 will receive one free throw attempt on the successful field goal and two if unsuccessful.

RULE 12B - SECTION I - PENALTY (3) and (4)

36. Following a successful basket by Team B, Player A1 immediately throws a long pass to Player A2 who is streaking towards his basket. Knowing he is going to score easily, Player B2 grabs Player A2's shirt just before he catches the ball at the free throw line. How is this play administered? This play meets all the requirements for a clear-path-to-the-basket foul. Player A2 shall receive two free throw attempts and Team A will inbound on the nearest sideline at the free throw line extended since that is the nearest point of interruption.

RULE 12B - SECTION I - PENALTY (6)

37. Player A1 throws a pass from his backcourt to Player A2 who receives it under the backboard near the baseline. Simultaneous with Player A2 receiving the pass, he is fouled by Player B2. Can a clear-path-to-the-basket foul be assessed?

No. Player A2 has already acquired a position under the backboard and past the basket; therefore, a common foul shall be assessed.

RULE 12B - SECTION I - PENALTY (6)

38. A pass from Player A1 to Player A2 goes into the backcourt where it is retrieved by Player B3. Player B3 immediately drives toward the basket. He is fouled at the free throw line extended by Player A2 who has never

established a position between Player B3 and the basket. What is the ruling? This is a clear-path-to-the-basket foul because the play originated in the backcourt. Team B has possession and Player B3 is fouled while having a clear path to the basket. Player B3 is awarded two free throw attempts and Team B will retain possession on the sideline nearest the point of interruption but no nearer to the baseline than the free throw line extended.

RULE 12B - SECTION I - PENALTY (6)

39. Player A1 is dribbling the ball in the frontcourt and Player B1 deflects the ball away into the backcourt. Player B1 gains possession and is immediately fouled from behind by Player A1 to prevent Player B1 from scoring an uncontested basket. Is this a clear-path-to-the-basket foul?

Yes. The play originated in the backcourt, Team B had possession and Player B1 was fouled from behind to prevent an uncontested basket.

RULE 12B - SECTION I - PENALTY (6)

40. Player B1 intercepts a frontcourt pass from Player A1 to Player A2 and is grabbed from behind as he crosses into his frontcourt on the left side of the court. Player A3 is ahead of Player B1 on the right side of the court when Player B1 is fouled. Is this a clear-path-to-the-basket foul? If the officials judge that Player A3 could have attained a position between the ball and the basket, then it is a common foul and not a clear-path-to-the-basket foul. If the officials judge that Player A3 could not have attained a position between the ball and the basket, then a clear-path-to-the-basket foul has occurred. On the same play, if Player A3 was not ahead of Player B1, then a clearpath-to-the-basket foul must be called.

RULE 12B - SECTION I - PENALTY (6)

IX. COACHES

41. A coach wishes to speak with the officials concerning a rule interpretation prior to the start of a period. Is this granted? Yes. However, the opposing coach must be given the opportunity to participate in the discussion. If he refuses to join the discussion, the officials may conduct the meeting with one coach.

RULE 2 - SECTION II - g

42. A coach beckons to the officials that he wants a timeout. Is this granted? Yes. The head coach's request for a timeout shall be granted at the time of the request when the ball is dead or in control of his team.

RULE 5 - SECTION VI

43. The officials eject a coach from the game. After leaving the bench, what restrictions are placed on him? Once a coach is ejected from the game, he must remain in the dressing room of his team or leave the building. Violation of this rule is reported to the League Office and carries an automatic \$500 fine. The use of messengers and/or any electronic devices to transmit information from the ejected coach to the bench is in violation of the spirit of this rule and is subject to appropriate penalties.

RULE 3 - SECTION IV - e

RULE 12A - SECTION VII - d

44. During timeouts, what restrictions are on Coaches, Players and Team Personnel as to where they may position themselves on the court? Coaches, Players and Team Personnel may position themselves anywhere on their half of the court on the bench side of center court. If they cross past the imaginary line from rim-to-rim, they will be escorted back to their area and advised of the restriction.

RULE 3 - SECTION IV - a

X. CONTINUATION OF PLAY

45. Player A1 is fouled in the act of shooting and the ball becomes loose. Player A1 is able to continue his shooting motion after being

fouled and the basket is successful.
Should 2 points be scored?

Yes. Player A1 is credited with 2 points and will attempt one free throw. Any player who can score a basket in the same motion after being fouled and having the ball knocked loose shall be credited with the basket.

RULE 4 - SECTION X

46. Player A1 attempts a field goal and is fouled after the ball has been released. The foul occurs with Player A1 still in the air and/or not having regained a normal position. Is Player A1 still considered in the act of shooting?

Yes. Until such time as Player A1 regains some kind of normal playing position or even if the horn sounds to end the period, he is still considered in the act of shooting and free throws are awarded accordingly.

RULE 4 - SECTION X

47. Player A1 is fouled just as he is completing his dribble and gathering the ball on his drive to the basket. If he continues his shooting motion and scores a successful basket, how many free throws are awarded? Since the player's shooting motion continued and he was fouled upon gathering the ball on his drive to the basket, the basket shall count and Player A1 will receive one free throw attempt.

RULE 4 - SECTION X

48. Player A1 gathers the ball on a drive to the basket and defender B1 grabs him in a manner which does not allow him to release his field goal attempt. How many free throws are awarded? Two. Player A1 does not have to release the ball to be given continuation. As long as he continues his shooting motion throughout the sequence he is considered a shooter.

RULE 4 - SECTION X

49. Player A1 gathers the ball on a drive to the basket and defender B1 pushes him in the back which causes Player A1 to take 3 steps prior to scoring a successful basket. How many free throws are awarded?

Two. The basket cannot be scored as Player A1 committed a traveling violation. However, since he was fouled in the act of shooting, he will receive two free throws.

RULE 4 - SECTION X

50. Defensive Player B1 is injured on the court as Player A2 advances the ball in the backcourt. Player B2 is told to foul his man and just prior to illegal contact, Player A2 gathers the ball. Following the foul player A2 takes 2 steps and shoots the ball from the backcourt. Three free throws should be awarded if the shot is unsuccessful. False, when a player takes a foul to stop play on the perimeter, the offensive player must be in his upward motion to shoot when the contact occurs to be given continuation.

RULE 4 - SECTION X

51. Defensive Player B1 has his arm extended forward while guarding Player A1 on the perimeter. Player A1 'rips thru' the extended arm and continues to shoot a jump shot. Is this continuation? If the contact occurs during the side-to-side movement during the rip thru, this is not a continuation play. If the contact is after the side-to-side movement and during his upward movement to shoot, continuation shall be awarded.

RULE 4 - SECTION X

52. Defensive Player B1 has his arm extended to his side while guarding Player A1 on the perimeter. In an attempt to draw a shooting foul, Player A1 lunges away from the basket and extends his shooting arm up and under the defenders arm and then shoots the ball towards the basket. Is this continuation? No, while this is a defensive foul, it is not considered in the act of shooting.

RULE 4 - SECTION X

XI. CORRECTABLE ERRORS

53. The teams line up improperly to begin the game. Team A scores four points and six seconds have elapsed from the game clock. At this point, the officials recognize the

error. How is this administered?

Since the error is recognized prior to 24 seconds having elapsed, all points and statistics are erased except unsportsmanlike acts and all flagrant fouls and points scored there-from and the game is restarted with the teams properly lined up. If the error is discovered after 24 seconds of play, the game would continue without changing baskets and all points would count. (11:36-restart; 11:35-do not restart).

RULE 2 - SECTION VI - b (2)

54. The game ends tied, 105-105. Prior to the beginning of the overtime, it is brought to the attention of the officials that Team A had requested and received an excessive timeout in the fourth period. How is this handled? An overtime period will be played. Any error not discovered prior to the end of the fourth period cannot be penalized.

RULE 2 - SECTION VI - d

55. Player A1 is fouled and the officials are notified that Team B has committed five team fouls in the period. Player A1's first free throw attempt is successful and the second free throw attempt is unsuccessful. However, Player A3 scores a field goal on the rebound of the second free throw attempt. After 24 seconds have elapsed, the officials are notified that the team foul information given was incorrect and no free throw attempts should have been awarded. How is this play administered?

The point scored on the successful free throw attempt is deleted and the points scored on the successful field goal by Player A3 remain. If the error was discovered within 24 seconds, all play in the entire sequence would be deleted, except unsportsmanlike acts and all flagrant fouls and points scored there-from.

RULE 2 - SECTION VI - A (3)

56. Player A2 commits a foul with :50.3 remaining in the fourth period. The coach of Team B believes that it is his sixth personal foul, but the official scorer states that

he only has five personal fouls. With :20.7 remaining, Player B2 fouls Player A2 while attempting to block his shot. It is now discovered that Player A2 has committed six personal fouls. What is the ruling?

Player A2 is removed from the game immediately. The coach of Team A will select a replacement from his bench. That replacement will attempt the free throw(s) and remain in the game until he can legally be replaced. Unless the official knows otherwise, he will accept the Official Scorer's records as to the number of fouls.

RULE 2 - SECTION VI - D

RULE 3- SECTION V- e

RULE 9 - SECTION II - a - EXCEPTION (3)

57. In the third period, offensive basket interference is called on Player A1 and the ball is awarded to Team B at the free throw line extended. The Public Address announcer notifies those in the arena of the infraction. In the closing seconds of the fourth period, it is discovered that the official scorer mistakenly awarded two points to Team A on that violation. What is the ruling?

Two points are subtracted from Team A's total and play is resumed from the point of interruption.

RULE 2 - SECTION VI - d

58. With 9:23 remaining in the fourth period, Team B's coach registers a complaint with the officials, stating that his timeout total is incorrect in the Official Scorebook. It is discovered that he had been erroneously charged with a regular timeout instead of a 20-second timeout, at 2:16 in the second period. The 20-second timeout would have forced Team A to take a regular timeout. What is the procedure?

Charge Team A with a regular timeout, Team B with a 20-second timeout and add a regular timeout to Team B's remaining total. This error may be corrected anytime prior to the end of the fourth period. No technical

foul can be called if the correction results in Team A being charged an excessive timeout.

RULE 2 - SECTION VI - d

59. What is the ruling if the officials are notified of the following between periods?

(1) Team A attempted an unmerited free throw(s) which was successful.

(2) Team A did not attempt merited free throw(s) from a common foul.

(1) The point(s) are subtracted if more than 24 seconds have elapsed.

(2) The officials shall check the play-by-play and if Team A scored a

successful field goal or was awarded free throw attempts as the

result of a personal foul on the next possession, the error will be

ignored if more than 24 seconds have elapsed. If neither occurred,

the offended player will attempt his free throw(s) and play will

resume where it was interrupted.

If 24 or less seconds have elapsed, the game

clock shall be reset to the

time of the foul and the offended player will at-

tempt his free throw(s)

and play shall resume as after any free throw at-tempts, whether made

or missed. All play shall be nullified except acts of unsportsmanlike

conduct and all flagrant fouls and points scored there-from.

NOTE: Errors which occur in the first or third peri-ods must be discovered and corrected before

the start of the next period. Errors which

occur in the second period must be discovered

and the official scorer notified

prior to the officials leaving the floor

at the end of the period. The error must be recti-

fied prior to the start of the third period.

RULE 2 - SECTION VI - a

60. Prior to 24 seconds having elapsed from the game clock, it is discovered that Player

A1 did not attempt merited free throws as the re-sult of a common foul and no points

were scored on the subsequent possession.

What is the ruling?

The game clock is reset to the time the personal

foul was committed

and play shall resume as after any other free throw attempts, whether

made or missed. All play shall be nullified except

acts of unsportsmanlike

conduct and all flagrant fouls and points score

there-from. The fact that Team A did not score

a successful field goal or shoot free throws

as the result of a personal foul on the next pos-

session has no bearing on the play since the

error was discovered within 24 seconds.

RULE 2 - SECTION VI - a (1)

61. Player B4 fouls Player A4 with :10.0 remain-ing in the first period. The scoring

table incorrectly informs the officials that it is the first team foul in the last two

minutes. Between periods, it is brought to the at-

tention of the officials that a penalty situation existed. How is this handled?

After the teams return to the floor, the clock will be reset to :10.0, all

action which took place in the final 10 seconds

will be deleted (except

for unsportsmanlike acts and all flagrant fouls

and points scored there-

from) and Player A4 will be given two free throws

and play will continue

until the end of the period. The

second period will then be started

without an additional break.

All action in the last 10 seconds is

counted in the first period.

RULE 2 - SECTION VI - f

62. With 7:30 remaining in the second period, it is discovered that Team B was erroneously

awarded the ball to start the period. How is the error corrected?

If any throw-in begins with the wrong team being awarded possession,

and the error is discovered:

(1) after 24 seconds have elapsed, the error can-not be corrected.

(2) with 24 seconds or less having elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct and all flagrant fouls

and points scored there-from, shall NOT be nulli-fied.

RULE 2 - SECTION VI - c

63. With :05.8 remaining in the first period, Player A1 is assessed a punching foul. The officials erroneously fail to eject Player A1, who then scores the last field goal of the period, following a throw-in violation by Team B. Between periods, it is clock remains at 6:35, Player A2 will attempt his second free throw because he missed the first and the play will continue after Player A4's free throw attempts, whether made or missed.

RULE 2 - SECTION VI - A - f - EXCEPTION (2)

66. The Scorer's Table fails to notify the officials that Team A is in the penalty with 4:42 left in the period when Player A1 is fouled. On the following possession Player B1 flagrantly fouls Player A2 and he makes both free throws. At 4:20 the Scorer's Table notifies the officials that Player A1 should have shot the penalty when he was fouled at 4:42. How is the play administered? Since the correctable error was discovered within 24 seconds, the game clock is reset to 4:42 and Player A1 is given two free throw attempts. The personal foul, team foul and two points scored from the flagrant foul by B1 will not be nullified. The ball will remain in play after Player A1's free throw attempts, whether made or missed.

RULE 2 - SECTION VI - A - f - EXCEPTION (2)

67. Common fouls are committed by Player B1 and Player B2, respectively, with 1:51 and :55.5 remaining in the third period. The scoring table and the officials fail to recognize that a penalty situation exists after the second personal is committed and the ball is awarded out-of-bounds to Team A. At :34.4, following a personal foul by Player B2 on Player A3 who is in the act of shooting, the officials are notified that the free throws should have been awarded on the second personal foul by Player B2 at :55.5. What is the ruling? Because less than 24 seconds have expired, the game clock shall be reset to 55.5 and all

play and points scored during that period of time shall be nullified, with the exception of unsportsmanlike acts and all flagrant fouls and points scored there-from.

RULE 2 - SECTION VI - a (1)

68. Team A inbounds at 3:45 of the period and following a successful basket at 3:40, the officials halt play because Team B has 6 players on the court. How is this handled? Team B is assessed a technical foul and any player on Team A in the game may attempt one free throw. The coach of Team A will then be given the option of continuing play from the point of interruption or resetting the game clock to 3:45 and nullifying the successful basket.

RULE 2 - SECTION VI - E

69. At 4:56 Player A4's unsuccessful free throw is tapped in by Player A5 and it is then noticed that Team A had 6 players on the court. How is this handled? Team A is assessed a technical foul and any player in the game may attempt the one free throw. The coach of Team B will then be given the option of continuing play from the point of interruption or resetting the game clock to 4:56, nullifying the basket by A5 followed by a jump ball at center court between any two players who were in the game.

**RULE 2 - SECTION VI - E
XII. COURT DIMENSIONS**

70. What are the proper measurements of the following?

- (1) Court size
- (2) Free throw circle radius
- (3) Height and width of the backboard
- (4) Inside diameter of the basket ring
- (5) Face of backboard to inside the basket ring
- (6) Height of the basket ring from the floor
- (7) Width of the foul lane key area
- (8) From free throw line to backboard
- (9) From endline to backboard
- (10) Hash mark
- (11) Three-point field goal line

- (1) 94 ft. long x 50 ft. wide
- (2) 6 ft.
- (3) 3 1/2 ft. high x 6 ft. wide
- (4) 18 in.
- (5) 6 in.
- (6) 10 ft.
- (7) 16 ft.
- (8) 15 ft.
- (9) 4 ft.
- (10) 28 ft. from endline
- (11) 23 ft., 9 in.

RULE 1 - SECTIONS I and II
XIII. DELAY-OF-GAME

71. Team A has just scored a field goal or a free throw. As the ball is dropping to the floor, Player A2 bats the ball away. What is the correct ruling?

The official will issue a delay-of-game warning and notify the official scorer. If Team A had been guilty of a previous violation, a technical foul is called. Following the warning or a technical foul, Team B shall have the privilege of running the baseline. If, despite the warning and subsequent technical foul(s), this act is repeated, the official shall inform the head coach that he is responsible. Any further violations will become an unsportsmanlike act, charged to the head coach, for making a travesty of the game.

RULE 12A - SECTION II - a (2) and (PENALTY)

72. With :03.5 remaining in the fourth period and Team A leading 110-109, Team B has the ball out-of-bounds. Player A1, who is guarding the thrower-in, jumps up and down attempting to make it difficult for Player B1 to execute the throw-in. In so doing, he breaks the plane of the out-of-bounds line by landing out-of-bounds on several jumps. What is the ruling?

A non-unsportsmanlike technical foul shall be called because the game is in the last two minutes of the fourth period. It is recommended that the official administering the throw-in warn Player A1 to keep his hands and feet from breaking the vertical plane of the

boundary line, prior to awarding the ball to Player B1.

RULE 12A - SECTION II - a - (5) and PENALTY (EXCEPTION)

73. Team A scores a field goal and Player B1 retrieves the ball near the sideline. He attempts to pass the ball to Player B2, who is out-of-bounds on the baseline, ready to throw the ball inbounds. Player A1 intercepts the ball. What is the ruling?

The official will issue a delay-of-game warning on Team A and award the ball to Team B on the baseline, if he feels that Player A1's action was deliberate. If a previous delay-of-game warning has been issued to Team A, a technical foul shall be assessed.

RULE 12A - SECTION II - a (6)

74. At 4:33 of the first period, a throw-in by Team A is interrupted when Player B1 slaps the ball out of Player A1's hands. What is the ruling?

The official will issue a delay-of-game warning to Team B and award the ball to Team A at the same spot. If a previous delay-of-game warning has been issued to Team B, a technical foul shall be assessed.

RULE 12A - SECTION II - a (4)

75. A traveling violation is called on Player A1. Player A1 throws the ball to the official at the other end of the floor, instead of the official administering the throw-in. What is the ruling?

The official will issue a delay-of-game warning to Team A and could assess Player A1 with an unsportsmanlike technical foul, if he feels that the act was a deliberate attempt to express displeasure at the call.

RULE 12A - SECTION II - a - (3)

76. Following a successful field goal attempt, Player B1 attempts a throw-in but fails to step out-of-bounds. Is this a delay-of-game? No. Team A is awarded the ball at the spot of the attempted throw-in. Player B1 is responsible for

proper administration of the throw-in within five seconds.

RULE 8 - SECTION III - a

77. A pass from Player A1 to Player A2 is deflected by Player B1. With the ball near the sideline, the coach of Team A secures possession. It is determined by the official that Player B1 could have saved the ball from going out-of-bounds, but was denied that opportunity by the action of the coach. What is the ruling?

A delay-of-game warning is issued to Team A and the ball is awarded to Team B out-of-bounds on the sideline nearest the spot of the violation. If a previous delay-of-game warning has been issued to Team A, a technical foul shall be assessed.

RULE 8 - SECTION II - f

RULE 12A - SECTION II - a (7)

78. A bad pass from Player A1 to Player A2 is grabbed by the coach of Team B on the sideline. It is determined by the official that Player A2 could have saved the ball from going out-of-bounds, but was denied that opportunity by action of the coach. There is less than 14 seconds on the 24-second clock when this occurs. What is the ruling?

A delay-of-game warning is issued to Team B and ball is awarded to Team A on the sideline nearest the spot of the violation. The 24-second clock shall be reset to 14 seconds.

RULE 7 - SECTION IV - d (3)

RULE 8 - SECTION II - f

RULE 12A - SECTION II - a (7)

79. Following a successful field goal by Team B, Player A1's backcourt pass to Player A2 is touched by Player B6 who is seated on Team B's bench. There are 18 seconds remaining on the 24-second clock. It is the opinion of the officials that Player A2 could have saved the errant pass. What is the ruling?

A delay-of-game warning is issued to Team B if the ball had crossed over the boundary line when it was interfered with

by Player B6. If

Player B6 reached onto the court and touched the ball, he would receive an unsportsmanlike technical foul. In either case, Team A will receive a new 8 seconds to advance the ball into the frontcourt. The "magic" number on the 24-second clock is 10.

RULE 10 - SECTION VIII - EXCEPTION (1)

RULE 12A - SECTION II - a (7)

80. Player A1 fumbles a pass near the sideline at the bench of Team B. The ball crosses the plane of the sideline and touches the coach of Team B who is standing on the sideline. Player A1 would have been able to recover the ball, if it had not been touched.

A delay-of-game shall be issued to Team B. Team A is awarded the ball out-of-bounds on the sideline nearest the spot of the violation. A coach not seated on the bench has a responsibility not to interfere with a live ball.

RULE 8 - SECTION II - f

RULE 12A - SECTION II - a (7)

81. Player A6 is at the scorer's table and the timer sounds the horn for him to enter the game. At this time the beckoning official observes the player's shirt is not tucked in. What is the ruling?

Team A is assessed a delay-of-game whenever a substitute is beckoned from the scorer's table and his shirt is not tucked into his shorts.

RULE 12A - SECTION II - a (8)

XIV. DISAGREEMENT BY OFFICIALS

82. Officials disagree on a block/charge situation not involving the restricted area, with one official immediately signalling a blocking foul on Player B1, while the other official is signalling an offensive foul on Player A1. How is this play administered? A personal foul is assessed both players and play is resumed with a jump ball at the center circle between any two opposing players.

RULE 6 - SECTION V - a (7) and b

RULE 12B - SECTION VI - f

XV. DISCONCERTION OF FREE THROW SHOOTER

83. Player A1 is attempting a free throw which is to be followed by another free throw.

Player B1:

- (1) raises his arms above his head while positioned on the lane line, or
- (2) makes a sudden dash upcourt while within the visual field of Player A1, or
- (3) waves his arms, or
- (4) yells to a teammate, or
- (5) talks in a loud manner, or
- (6) enters the lane and continues to move.

In (1) through (6) above, Player B1 has disconcerted the free throw shooter. The violation is penalized by awarding a substitute free throw only if the attempt is unsuccessful.

RULE 9 - SECTION I - f

84. Player A1 is attempting a free throw following a successful field goal. During the attempt, Player B2 violates the free throw lane.

Player A1's free throw attempt does not touch the rim. What is the ruling? This is a double violation. Play is resumed with a jump ball at the center circle between any two opposing players. The ONLY way that Player A1 should receive a substitute free throw is if the official rules that Player B2's action was disconcerting. The official will notify the Public Address Announcer of his ruling immediately.

RULE 9 - SECTION I - a (PENALTY)

85. Player A1 is attempting a free throw. Player B6, who is on Team B's bench, jumps up and down and yells in an attempt to upset Player A1. How is this handled?

This is not a disconcerting the shooter violation because the player was not in the game.

RULE 9 - SECTION I - f

XVI. DOUBLE FOULS

86. A double foul is called on Players A1 and B1, while Player A2 is dribbling the ball in the backcourt. What is the ruling?

A personal foul is charged to Player A1 and

Player B1. No team fouls are charged to either team and no free throws are awarded. The ball is awarded to Team A on the sideline at the nearest spot where play was interrupted but not nearer the baseline than the free throw line extended.

The 24-second clock is reset to 24 seconds.

RULE 12B - SECTION VI - b and c

87. While Player A1's unsuccessful field goal is in the air, a double foul is called on Players A2 and B2. What is the correct procedure?

A personal foul is charged to Player A2 and Player B2. No team fouls are charged to either team and no free throws are awarded. Play is resumed with a jump ball at the center circle between any two players who were in the game when the double foul occurred. The 24-second clock is reset to 24 seconds.

RULE 6 - SECTION V - a (4)

RULE 7 - SECTION IV - c (5)

RULE 12B - SECTION VI - d

88. Player A1 attempts a two-point field goal and, while the ball is in the air, Players A2 and B2 are called for a double foul. The field goal is successful. What is the ruling? Award two points to Team A and charge a personal foul to Player A2 and Player B2. No team foul is assessed to either team and the 24-second clock is reset to 24 seconds. Play shall resume with the ball being awarded to Team B for a throw-in on the baseline.

RULE 7 - SECTION IV - c (1)

RULE 12B - SECTION VI - e

89. While Player A1 is dribbling the ball near the 28' hash mark, the lead official calls an offensive foul on Player A2 in the post and simultaneously the slot official calls an impede on defensive Player B5 for not giving Player A5 the freedom to move. How is this handled? Players A2 and B5 shall be charged with personal fouls but no team

fouls will be charged. Team A will inbound on the sideline nearest the point of interruption and the 24 second clock will remain the same or reset to 14, whichever is greater. This is not considered a difference of opinion since it is not the same contact they are calling.

RULE 12B - SECTION VI - c

XVII. DRIBBLING

90. To start his dribble, Player A1:

- (1) throws the ball over his opponent's head, or
- (2) throws the ball a long distance out in front of him.

In both (1) and (2) the ball touches the floor and he continues to dribble. Is this legal?

Yes in both (1) and (2). Player A1 may not touch the ball before it touches the floor or he will be guilty of passing the ball to himself.

RULE 4 - SECTION II

91. When dribbling, Player A1 steps out-of-bounds but is not in contact with the ball. He then returns inbounds and continues his dribble. Is this legal or illegal?
Illegal. Player A1 cannot be the first player to touch the ball after going out-of-bounds, until it is touched by another player on the court.

RULE 10 - SECTION II - b

92. Player A5 has his back to the basket below the free throw line extended and starts dribbling to back-down his defender. The official should call a violation when Player A5 is still dribbling below the foul line extended on the count of 5.

Yes. This is a 5-second back to the basket violation. The count ends when (1) the player picks up the ball, (2) dribbles above the free throw line extended or (3) a defensive player deflects the ball away.

RULE 10 - SECTION XV

93. Player A1 who is holding the ball, touches the floor with the ball one or more times.

Is this a violation?

No. A player holding the ball can touch the ball to

the floor without penalty.

RULE 4 - SECTION II

XVIII. EIGHT-SECOND VIOLATION

94. How many seconds is Team A allowed to control the ball while in the backcourt?

Eight seconds. The restriction ends when the ball breaks the plane of the midcourt line when not in player control.

When dribbling, the count ends when the ball and both feet of the player are in the frontcourt.

RULE 4 - SECTION V - d, e and f

RULE 10 - SECTION VIII

95. With the ball still in Team A's backcourt, Team B causes the ball to go out-of-bounds.

How many total seconds is Team A allowed to advance the ball into frontcourt? Team A is allowed a total of 8 seconds to advance the ball into the frontcourt, regardless of the number of times the ball is deflected out-of-bounds by the defense. A new 8 seconds will be given to Team A only when Team B:

- (1) commits a personal foul while not in a penalty situation, or
- (2) deliberately kicks the ball, or
- (3) deliberately punches the ball, or
- (4) has a technical foul assessed, or
- (5) has a delay-of-game warning, or
- (6) play is suspended due to infection control for either team.

Team A will also receive a new 8 seconds if the ball is recovered in the backcourt following any jump balls.

RULE 4 - SECTION V - f

RULE 10 - SECTION VIII (EXCEPTION)

96. Following a successful field goal, Player A1 is advancing the ball toward the midcourt line. The

24-second clock now indicates 15. Has a violation occurred?

No. The "magic" number on the 24-second clock is 15. The ball must attain frontcourt status by that time or a violation of the 8-second rule has occurred.

RULE 4 - SECTION V - f

RULE 10 - SECTION VIII

97. With the ball in Team A's backcourt, a technical foul is called on:

- (1) Player A1
- (2) Player B1.

Upon resumption of play, does Team A get a new eight seconds to get the ball into the frontcourt?

- (1) No.
- (2) Yes.

RULE 4 - SECTION V - f

RULE 10 - SECTION VIII (EXCEPTION)

98. A regular timeout is called by Team A with the ball in the backcourt and 17 seconds remaining on the 24-second clock. How much time does Team A have remaining to legally advance the ball into the frontcourt? More than 1 second. 15 is the "magic" number on the 24-second clock.

RULE 4 - SECTION V - f

RULE 10 - SECTION VIII

99. Team A is attempting to advance the ball into the frontcourt. With 17 seconds remaining on the 24-second clock, the ball is passed into the frontcourt where a player on Team B bats it back into the backcourt. Team A retrieves the ball in the backcourt. Is there a new 8-second count? Yes. The 8-second rule ends when the ball breaks the plane of the midcourt line and not in player control. A new "continuous possession" and 8-second count starts when the loose ball is controlled in the backcourt.

RULE 4 - SECTION V - e

100. Following the throw-in after a successful field goal by Player A1, Players A2 and B2 are engaged in a verbal altercation. With 19 seconds on the 24-second clock, the official blows his whistle, and calls a technical foul on Players A2 and B2. When play resumes, Player B2 is dribbling the ball in the backcourt when the 24-second clock reads 15. What is the ruling? No violation has occurred. The offensive team shall receive a new 8-second

count on a technical foul on the defensive team. Therefore, the "magic" number on the 24-second clock would be 11.

RULE 10 - SECTION VIII - EXCEPTION (1)

XIX. EJECTION - NO TECHNICAL FOUL

101. With 1:45 remaining in the second period, Player A5 has committed a personal foul and is replaced by a substitute. Upon his return to the bench area he enters the stands and becomes involved in an altercation with a spectator. What is the procedure? The official will notify the coach, scorekeeper and public address announcer that Player A5 has been ejected from the game. The incident will be reported to the League Office.

COMMENTS ON THE RULES - J

102. A team employee sitting in the stands is acting in an unsportsmanlike manner. What is the ruling? All personnel associated with a team may be reported to the League Office for unsportsmanlike conduct. An official cannot assess a technical foul since the individual is not seated on the bench.

RULE 3 - SECTION IV - c

XX. EQUIPMENT

103. Player A1 has lost his shoe while the ball is in play. Should an official stop play and allow him time to replace it? No. If Player A1 wishes for play to be stopped to replace his shoe, he must call a timeout.

RULE 5 - SECTION V - c

XXI. FIGHTING

104. Player A1 and Player B1 are involved in a fight during a dead ball situation. The officials invoke a technical foul on each player. How is the ball put into play? The officials will use instant replay to review the ejections and to rule on any other unsportsmanlike acts which may have gone unnoticed immediately prior to and/or after the altercation. Play is resumed at

the same spot where it would have been had the altercation never taken place. No free throws are awarded.

RULE 12A - SECTION VI - a and c

RULE 13 - SECTION I - a (6)

105. Is there a penalty for coming off the bench to stop or help a teammate involved in a fight?

Yes. All the players who are seated on the bench must remain in that immediate vicinity. If the rule is violated, the League Office must be notified and each guilty individual is subject to a suspension of a minimum of one game and fine up to \$50,000. The head coach and/or assistant coaches may assist in acting as peacemakers.

RULE 12A - SECTION VII - c

106. Player A1 is fouled by Player B1 and is awarded two free throw attempts. Prior to Player A1 attempting his free throws, he and Player B1 are ejected for fighting. What is the correct ruling and how is the ball put into play?

The officials will use instant replay to review the ejections and to rule on any other unsportsman-like acts which may have gone unnoticed immediately prior to and/or after the altercation. Assuming there are no further penalties, the coach of Team B will select a substitute from Team A's bench who will attempt the two free throws. Play shall resume as after any other free throw attempt, made or missed. There are no free throw attempts awarded for the fighting foul.

RULE 9 - SECTION II - a - EXCEPTION (1)

RULE 13 - SECTION I - a (6)

107. Players A1 and B1 are ejected from the game for fighting. Player A1 had possession of the ball in his frontcourt when the fight started. What is the ruling?

The officials will use instant replay to review the ejections and to rule on any other unsportsman-like acts which may have gone unnoticed immediately prior to and/or after the altercation. Assuming there are

no further penalties, play is resumed with Team A being awarded the ball out-of-bounds on the sideline where play was interrupted but no nearer to the baseline than the free throw line extended. The 24-second clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater.

RULE 7 - SECTION IV - d (3)

RULE 12A - SECTION VI - a and c

RULE 13 - SECTION I - a (4)

108. Player A1 and Player B1 are involved in a fight while Player A2 is dribbling in the backcourt with 20 seconds on the 24-second clock. What type of foul is assessed and how is the ball put back into play?

The officials will use instant replay to review the ejections and to rule on any other unsportsman-like acts which may have gone unnoticed immediately prior to and/or after the altercation. Assuming there are no further penalties, each player is charged with a technical foul, with no free throws being awarded. Team A will in-bound on the sideline nearest the point of interruption with the clock remaining at 20. The "magic" number is now 12.

RULE 10 - SECTION VIII - EXCEPTION (1)

RULE 12A - SECTION VI - c

RULE 13 - SECTION I - a (4)

109. Players A1 and B1 are involved in a fight and the officials ascertain that Player A1 is the aggressor and responsible for the incident. With what type of foul is Player A1 charged?

The officials will use instant replay to review the ejections and to rule on any other unsportsman-like acts which may have gone unnoticed immediately prior to and/or after the altercation. Assuming there are no further penalties, each player is charged with a technical foul and ejected. No free throws are awarded. The fact that the officials determine that Player A1 was the aggressor should be noted, but this has no bearing on whether or not each player is ejected.

RULE 12A - SECTION VI

RULE 13 - SECTION I - a (4)

COMMENTS ON THE RULES - K

110. Player A1, who has a clear-path-to-the-bas-

ket in his frontcourt, is pushed in the back by Player B1 while not in the act of shooting. The following action then occurs:

(1) Player A1 punches Player B1, or
(2) Players A1 and B1 are engaged in a fight.
In both (1) and (2), the officials will use instant replay to review the ejections and to rule on any other unsportsmanlike acts which may have gone unnoticed immediately prior to and/or after the altercation.

Assuming there are no further penalties, the rulings are as follows:

(1) Player B1 is assessed a personal foul. Player A1 is charged with a punching foul and ejected. Team A is awarded two free throw attempts. The coach of Team B will select the substitute from Team A's bench who will attempt the two free throws. No players will be lined-up on the free throw lane lines. Player B1 will then attempt two free throws for the punching foul and Team B is awarded the ball at the free throw line extended for the throw-in.

(2) Player B1 is assessed a personal foul. Player A1 and Player B1 are ejected for fighting and a double technical foul is assessed. Team A is awarded two free throw attempts for the personal foul committed by Player B1. The coach of Team B will select the substitute from Team A's bench who will attempt the free throws. Team A will retain possession on the sideline where the play was interrupted but no nearer the baseline than the free throw line extended.

RULE 9 - SECTION II - a EXCEPTION (1)

RULE 12A - SECTION VI - a

RULE 12B - SECTION IX - a and b

RULE 13 - SECTION I - a (4)

XXII. FLAGRANT FOULS

111. Following a successful field goal by Player A1 with 1:36 remaining in overtime, Player A2 is assessed a flagrant foul when he el-

bows Player B2 prior to the ball being released on the throw-in. How is this play administered?

If the Penalty (1) phase is assessed, any player may attempt two free throws and Team B will be awarded the ball out-of-bounds at the free throw line extended in the frontcourt.

If the Penalty (2) phase is assessed, the officials will use instant replay to review the ejection and to rule on any other unsportsmanlike acts

immediately prior to and/or after the foul. Assuming there are no further penalties, any player in the game may attempt two free throws and Team B will be awarded the ball out-of-bounds at the free throw line extended in the frontcourt and Player A2 will be ejected immediately. If Player B2 is injured on the play, his coach may select any eligible player to shoot the free throws. There is no line-up of players on the free throw lane lines in either situation.

RULE 12B - SECTION IV

RULE 12B - SECTION X - b

RULE 13 - SECTION I - a (3) and (4)

COMMENTS ON THE RULES - B

112. Player A1 is flagrantly fouled in the act of shooting by Player B1 on:

(1) a successful three-point field goal attempt, or
(2) an unsuccessful three-point field goal attempt.

The official also rules there was unsportsmanlike contact by Player B2, which followed the personal foul by Player B1. How is this play administered?

(1) Player B1 is assessed a flagrant foul and Player B2 a technical foul.

Any player in the game on Team A may attempt the free throw for the technical foul first. Player A1 is then awarded two free throw attempts to score one point. Team A will retain possession of the ball at the free throw line extended.

(2) Player B1 is assessed a flagrant foul and Player B2 a technical foul.

Any player in the game on Team A may attempt the free throw for the technical foul first. Player A1 is then awarded three free throw

attempts and Team A will retain possession of the ball at the free throw line extended.

RULE 12B - SECTION I - PENALTY 3 and 4

RULE 12B - SECTION IV

RULE 12B - SECTION V - c

113. Player A1 is flagrantly fouled in the act of shooting by Player B1 on:

- (1) a successful two-point field goal attempt, or
- (2) an unsuccessful two-point field goal attempt.

How is the play administered?

- (1) Player A1 is awarded two free throw attempts to score one point.

Team A is awarded the ball out-of-bounds at the free throw line extended in the frontcourt whether the free throw attempts are made or missed. There is no line-up on the free throw lane lines. A maximum of three points can be scored on this play.

- (2) Player A1 is awarded two free throw attempts.

Team A is awarded the ball out-of-bounds at the free throw line extended in the frontcourt whether the free throw attempts are made or missed. There is no line-up of players on the free throw lane lines.

RULE 12B - SECTION IV

RULE 12B - SECTION V - b

114. Player B1 is assessed a flagrant foul Penalty 1 and Player A1 is awarded two free throw attempts and possession of the ball out-of-bounds. Earlier in the game Player B1 was assessed a technical foul for an unsportsmanlike act.

- (1) Is Player B1 automatically ejected?
- (2) Does the coach of Team A select the free throw shooter if Player A1 is injured on the play?

(1) No. A flagrant foul Penalty 1 is not unsportsmanlike.

(2) Yes. Coach A will select one of the four (4) remaining players on the court to attempt the free throws. Player A1 may not return to the game.

RULE 9 - SECTION II - a (2)

RULE 12B - SECTION IV

115. A flagrant foul is assessed Player B2 when he throws Player A2 to the floor on:

- (1) a successful three-point field goal attempt by Player A1, or
- (2) an unsuccessful three-point field goal attempt by Player A1.

How is the play administered?

- (1) Player A2 is awarded two free throw attempts to score one point.

A maximum of four points can be scored on this play.

- (2) Player A2 is awarded two free throw attempts.

In (1) and (2), the ball is awarded out-of-bounds at the free throw line extended. If Penalty

(2) is assessed, the officials will use instant replay to review the ejection and to rule on any other unsportsmanlike acts which may have gone unnoticed immediately prior to and/or after the foul.

RULE 12B - SECTION IV

RULE 12B - SECTION V - c

RULE 13 - SECTION I - a (4)

116. Player A1 is fouled by Player B1 while attempting to cause a jump ball. Clearly after the personal foul is called, Player B1 throws Player A1 to the floor. What is the ruling?

The first foul is a common foul and the second can be flagrant or a technical foul for game management reasons. This is assuming that it is interpreted as two separate acts, one of which occurs during a dead ball.

RULE 12A - SECTION V - i

RULE 12B - SECTION IV

117. Player A1 is injured on a play where Player B1 has been assessed a flagrant foul – Penalty (1). Player A1 attempts his free throws and Player A6 substitutes for him prior to the throw-in. Can Player A1 return to the game?

Yes. The only restrictions for Player A1 is that he attempt his free throws to remain an eligible substitute.

RULE 3 - SECTION V

RULE 9 - SECTION II - a - EXCEPTION (2)

118. Player A1 is injured on a play which, in the official's judgment, is flagrant. As there was no field goal attempt, the official incorrectly awards only one free throw attempt and possession of the ball out-of-bounds. The infraction occurred at 15.3 in the first period but is not discovered until:

- (1) between the first and second period, or
- (2) halftime.

May this error be corrected?

- (1) Yes. Player A1 will be awarded one free throw. If the error to be corrected is for a free throw attempt where there is no line-up of players on the free throw lane, the error shall be corrected, all play shall stand and play shall resume from the point of interruption with the clocks remaining the same.
- (2) No. To be correctable, the error must be discovered before the start of the second period.

RULE 2 - SECTION VI - A - f - EXCEPTION (2)

RULE 2 - SECTION VI - A - b

119. On a successful two-point field goal attempt by Player A1, a personal foul is called on Player B1. Immediately following the personal foul on Player B1, a flagrant foul is called on Player B2. How is the play administered?

Player A1 is awarded one free throw attempt on the personal foul by Player B1. If this free throw attempt is successful, Team A will be awarded the ball out-of-bounds at the free throw line extended. If the free throw attempt is unsuccessful, Player A1 will be awarded two free throw attempts to make one point, and then his team is awarded the ball out-of-bounds at the free throw line extended.

RULE 12B - SECTION IV

RULE 12B - SECTION V - b

120. Following a successful field goal by Player A1, a flagrant foul – Penalty (1) is called on Player B2 for physical contact with Player A2. This action occurs:

- (1) prior to possession of the ball out-of-bounds by Team B, or
- (2) after possession of the ball out-of-bounds by Team B.

In (1) and (2), Player A2 will be awarded two free throw attempts. Play will be resumed by awarding Team A the ball out-of-bounds at the free throw line extended. Possession or non-possession of the ball out-of-bounds does not change this procedure.

RULE 12B - SECTION IV

121. Player B1 is assessed a flagrant foul Penalty (2) against Player A2. Player A2 then throws the ball at Player B1 and a technical foul is assessed. How is this play administered?

The officials will use instant replay to review the ejection of Player B1 and to rule on any other unsportsmanlike acts immediately prior to and/or after the foul. Player A2 will be assessed a technical foul and upon replay review, the officials may elect to eject him if the action warrants. Any of the four remaining players on the floor of Team B will be allowed to attempt the free throw resulting from Player A2's technical foul. Player A2 will be awarded two free throw attempts and play will be resumed by awarding Team A the ball out-of-bounds at the free throw extended. Should Player A2 also be ejected, the opposing coach shall select the shooter from Team A's bench to shoot the 2 free throws for the flagrant foul.

RULE 12A - SECTION V - j

RULE 12B - SECTION IV - b

RULE 13 - SECTION I - a (3)

122. With 0:56 remaining in the third period, Player A1 is fouled by Player B1. Player A1 reacts and hits Player B1 in the chest with an elbow. Player B1 throws a punch that misses Player A1, who in turn throws the ball at him. Team B has committed five team fouls. What is the ruling? The officials will make a ruling on the floor and since a punch was

thrown, instant replay will be used to review the punch and ejection. They also will rule on any other unsportsmanlike acts immediately prior to and/or after the punch. Should the play stand as in the question, Player B1 is charged with the initial personal foul and a technical foul for throwing a punch and is ejected. Player A1 is charged with a flagrant foul Penalty 1 and a technical foul for throwing the ball at Player B1 thus creating double technical fouls. Player A1 is awarded one free throw attempt plus a penalty free throw for the personal foul on B1. The coach of Team A will select a substitute from Team B's bench to shoot the two free throws for the flagrant foul by A1 and Team B will retain possession at the free throw line extended.

RULE 9 - SECTION II - a - EXCEPTION (1)

RULE 12A - SECTION V - o

RULE 12B - SECTION IV - a

RULE 12B - SECTION IX - b

RULE 13 - SECTION I - a (4)

123. Player A1 fouls Player B1 and the penalty is not in effect. Player A2 rushes over and gets in Player B1's face and he reacts by head butting Player A2. How is the play administered? A head butt is considered a hostile act against an opponent penalized as a flagrant foul Penalty (2). The officials will use instant replay to review the contact and ejection. They also will rule on any other unsportsmanlike acts immediately prior to and/or after the unsportsmanlike act. If no other illegal acts are viewed, Player A1 is charged with a personal foul, Player A2 with a technical foul for taunting and Player B1 with a flagrant foul Penalty (2) and is ejected. Any of the four remaining players on Team B may attempt the free throw for the technical foul Player A2 will attempt two free throws for the flagrant foul and Team A will retain possession at the free throw line extended.

RULE 12A - SECTION V - d (7)

RULE 12B - SECTION IV - b

RULE 13 - SECTION I - a (4)

124. Player A1 is assessed a flagrant foul Penalty (1) between the third and fourth periods.

Team A had gained the first possession of the game. Which team will get the first possession of the fourth period?
Team A. The ball should be put into play by the team entitled to the throw-in in the period which follows.

RULE 9 - SECTION III - EXCEPTION

125. Player A2 unintentionally elbows Player B2 in the upper chest area on an unsuccessful field goal attempt by Player A1.

His elbow glances off Player B2's chest and contacts him on the chin. What is the ruling?

Player A2 shall be assessed a flagrant foul – Penalty (1). Player B2 is awarded two free throw attempts and possession of the ball out-of-bounds at his free throw line extended on either side of the frontcourt.

RULE 12B - SECTION IV - a

126. Player A3 takes a swing (not a punch) at Player B3 and hits him in the shoulder.

How is this handled?

Player A3 is assessed a FF2. Any player who 'swings' at an opponent and makes contact will be assessed a FF2 and ejected. The officials will use instant replay to confirm the swing before removing the player from the court.

RULE 12B - SECTION IV - b

XXIII. FREE THROWS

127. Player A1 is attempting a free throw and has already taken seven seconds in preparing to shoot. Because he needs additional time, he throws the ball to the official.

How is this treated?

If there is confusion of any kind (lining up, number of free throws, etc.), the official will accept the ball and return it to Player A1 for the free throw attempt. If Player A1 is attempting to gain additional time, the official will not accept the ball and continue the 10-second count.

RULE 9 - SECTION I - a

128. While attempting a free throw, Player A1 throws the ball extremely hard toward the

basket in an attempt to deliberately miss the shot and gain possession. Is this legal?

Yes. The ball must make contact with the basket ring and all free throw provisions must be observed for this to be a legal play.

RULE 9 - SECTION I - b

129. During a free throw attempt when the ball is to remain in play, Player A1 is guilty of purposely faking a free throw attempt. Such action causes Players A2, A3, B1 and B2 to enter the free throw lane. What is the ruling?

Violation by Player A1. The ball is awarded to Team B out-of-bounds at the free throw line extended. Player A1 does not have to release the ball for this violation to occur. If the violation is called on the first of multiple free throw attempts, the remaining free throws will be attempted.

RULE 9 - SECTION I - c

130. Player A1 has been awarded a free throw following a successful field goal. Without releasing the ball, Player A1 loses firm control of the ball and stops his free throw attempt. Players A2 and B2 step into the free throw lane. What is the ruling?

An official will blow his whistle immediately and retrieve the ball from Player A1. Player A2 and Player B2 will be allowed to resume their original positions. The ball shall be returned to Player A1 for his free throw attempt.

RULE 9 - SECTION I - i

131. Following (1) a successful, (2) an unsuccessful free throw attempt by Player A1 which is to remain in play, it is discovered that Team B has only four players on the court. What is the correct ruling?

(1) A technical foul is assessed Team B. The free throw shall count and the ball is awarded to Team B as after any other score on the baseline after the technical foul is attempted.

(2) A technical foul is assessed Team B. The ball

is awarded to the team which has possession when the violation is discovered after the technical foul is attempted. Each team is responsible for having the proper number of players on the court when play begins.

RULE 12A - SECTION III - c (EXCEPTION)

132. What is the rule covering the line-up of players on the foul lane prior to the attempt of a free throw?

The two spaces nearest the basket must be occupied by opponents of the free throw shooter. The next two adjacent spaces must be occupied by teammates of the free throw shooter. The third adjacent space, on either lane line, may or may not be occupied by an opponent of the free throw shooter. There may never be more than two teammates or three opponents of the free throw shooter on the lane lines. If the opponents are jockeying for position, teammates of the free throw shooter will occupy their spaces first followed by the opponents.

RULE 9 - SECTION I - d

133. Players B3 and B5 are on the lane line for Player A1's last free throw attempt. May they have their arms in front of Player A5 when the ball is released?

No. Players on the lane lines may not extend themselves in front of an opponent until the ball is released on a free throw attempt.

RULE 9 - SECTION I - d

134. Prior to Player A2 attempting a free throw which will remain in play:

(1) Player A1 violates the free throw lane provisions.

(2) Player B1 violates the free throw lane provisions.

(3) Players A1 and B1 violate the free throw lane provisions.

(4) Player B3 moves from behind the three-point line into the third lane space.

What is the correct ruling?

In (1), (2) and (3) the official will blow his whistle

immediately if the players are standing in the lane with no chance to return to their proper lane spaces. In (4), the official will blow the whistle and have Player B3 return to above the three-point line. There can be no violation if Player A2 has not released the ball.

RULE 9 - SECTION I - i

135. Player A1 is about to attempt a two-point field goal when his arms are clamped by Player B1. How many free throw attempts are awarded if Player A1 has not been able to release the ball?

Two. Player A1 is considered in the act of shooting.

RULE 4 - SECTION X

136. Players A1 and B1 violate the free throw lane provisions and restrictions during Player A2's final free throw attempt. How is the play ruled if:

(a) The free throw attempt is successful?

(b) The free throw attempt is unsuccessful?

In both (a) and (b) no points may be scored and a jump ball between any two opponents takes place at the center circle.

RULE 6 - SECTION V - a - (3)

RULE 9 - SECTION I - PENALTY

137. On an attempted free throw by Player A1, Players A2 and A3 take a position next to the 3-point line. Players B2 and B3 wish to take a defensive position inside (toward the free throw lane line) them. What are the restrictions on the players not lined up on the free throw lane lines? All players not lined up on the free throw lane lines must remain behind the 3-point line above the free throw line extended until the ball is released by the shooter. If opponents want the same position, the teammate of the shooter will have first choice.

RULE 9 - SECTION I - d

138. While attempting to block a field goal attempt by Player A1, Player B1 comes in contact with Player A1's shooting hand and the ball simultaneously. Is this a personal

foul?

No. The hand is considered as part of the ball when it is in contact with the ball.

RULE 12B - SECTION I - e

139. As soon as Player A1 releases the ball for a free throw, Player B1 leaves the foul lane to secure a better position against his opponent. Is this a violation?

No. Once the free throw shooter releases the ball, any player may change his position on the free throw lane lines and/or enter the "key" area.

The free throw shooter is the only player whose movement is restricted after the ball is released. He may not step over the plane of the free throw line until the ball touches the basket ring or the backboard or the free throw ends.

RULE 9 - SECTION I - b

140. Player A1 scores a field goal and during the flight of the ball, Player B2 fouls Player A2. As Player A2 attempts his final free throw which will remain in play, the following occurs:

(1) Player B2 catches or deflects the free throw attempt before it reaches the basket.

(2) Player B2 touches the ball as it bounces on the rim. How are these situations handled?

(1) One point is awarded to Player A2. Player A2 will be awarded one additional free throw attempt.

(2) One point is awarded to Player A2. Team B is awarded the ball out-of-bounds as after any score.

RULE 9 - SECTION I - g and h

141. Player A1 is awarded two free throw attempts. Following his first attempt it is brought to the attention of the officials that Team A and/or Team B had only four players on the court. How is this administered? Since the ball will not be in play following the first free throw attempt, there is no penalty assessed. However, if this oc-

curs after the second free throw attempt has been released, a technical foul will be assessed Team A and/or Team B. If both teams violate, no free throws are attempted.

RULE 12A - SECTION III - c - EXCEPTION

142. During the first of multiple free throws, shooter A1 steps over the plane of the free throw line prior to the ball hitting the rim, backboard or it ends. Is this a violation?

Yes, the shooter may not violate this provision on any free throw attempt.

RULE 9 - SECTION I - b

RULE 9 - SECTION I - a - PENALTY and i

143. Player A1 is fouled on a successful field goal attempt. As he releases the ball on his free throw attempt, Player B2 is guilty of disconcertion and Player A2 enters the “key” area too soon. What is the ruling?

Double violation. Play will resume with a jump ball at the center circle between any two opponents and no point can be scored.

RULE 9 - SECTION I - a

144. Player A1 is fouled in the act of shooting by Player B1 with :00.0 remaining on the game clock. The game is in the fourth period and the score is tied. What is the procedure?

The officials must go to instant replay to see if the foul occurred with

time remaining on the clock. If so, Player A1 will be awarded free

throw attempts and time will be placed back on the clock according to

the replay. If the foul occurs after the clock expired and the player was

still in his shooting motion, the officials must determine that the ball

was released before the clock expired and if so, free throws will be

administered accordingly. If the game clock expires before the ball is

released, no common foul can be administered since the period has

technically ended.

RULE 13 - SECTION I - a (2)

RULE 13 - SECTION II - b

145. Player A1 has been awarded two free throw attempts. On the first attempt, Team B is erroneously allowed to have four players on the lane line. Following the first free throw attempt, an official recognizes the violation and requests that one of the players vacate the third spot. He then allows Player A1 a substitute free throw.

Is this correct?

No. Although it is the players’ responsibility to know the rule, the official was also in error for allowing two players in the third spot. Since the ball is not going to remain in play, the violation is ignored. If the violation occurs on a one-shot foul or the last of multiple free throw attempts and is unsuccessful, the official shall then award a substitute free throw.

RULE 9 - SECTION I - d - PENALTY

146. Team A is in the penalty situation. Player A1 has just attempted his final free throw.

While the ball is in the air, a personal foul is called on Player B2 for fouling Player

A2. How is this play administered if:

(1) the free throw is successful?

(2) the free throw is unsuccessful?

(1) Player A2 will receive one free throw attempt

(2) Player A2 will receive one free throw attempt plus one penalty free throw attempt

RULE 12B - SECTION I - PENALTY (3) and (5)

147. Player A1 is dribbling under the basket and behind the backboard when he is

nudged out-of-bounds by Player B1. A foul is called on Player B1, and, as Player

A1 is falling out-of-bounds, he attempts a field goal which must pass directly

behind the backboard.

How many free throw attempts are awarded if this is the first team foul on Team B?

None. The ball is awarded to Team A at the free throw line extended on

either side of the court. Since the basket cannot be counted if it goes

behind the backboard, it cannot be considered a field goal attempt. This is not to be confused with the foul which occurs in front of the backboard and momentum causes the field goal to be attempted directly behind the backboard.

RULE 8 - SECTION II - b

148. Player A1 has secured possession of an unsuccessful field goal attempt. While still in the air, he is fouled by Player B1 as he attempts a field goal which is unsuccessful. How is the play administered if it is Team B's:

- (1) fourth team foul of the period, or
- (2) fifth team foul of the period?

Player A1 is awarded two free throw attempts.

RULE 12B - SECTION I - PENALTY (4)

149. With 2:57 remaining in the fourth period, a personal foul is called on Player B2 against Player A2 prior to the ball being released by Player A1 on a throw-in. What is the ruling?

Player A2 is awarded two free throw attempts regardless of the number of team fouls. If this same foul occurs with 2:00 or less remaining in the fourth and/or overtime period, an away-from-the-play foul will be assessed.

RULE 12B - SECTION I - PENALTY (7)

150. Player A1 has a "3 on 1" advantage in his frontcourt and the play is approaching the vicinity of the free throw circle. Player B1 fouls Player A3 with Player A1 in possession of the ball. What is the ruling? Regardless of the penalty situation, Player A3 shall be awarded two free throw attempts if neither Player A1 or Player A2 scores a field goal as part of a legal continuous motion. In the event a successful field goal is scored on the play. Player A3 shall be awarded one free throw attempt.

RULE 12B - SECTION I - PENALTY (8)

151. Player A1 is in the act of shooting a two-point field goal. Player B1 pushes Player A2 into Player A1 (the shooter) How is this play administered if Team B is in the penalty? A personal foul is assessed Player B1. If the field

goal attempt by Player A1 is successful, Player A2 is awarded one free throw attempt regardless of the penalty situation. If the field goal attempt is unsuccessful, Player A1 shall be awarded two free throw attempts.

**RULE 12B - SECTION I - PENALTY (3) (4)
XXIV. GAME CLOCK**

152. With :03.9 remaining on the clock in the third period, Players A1 and B1 are in a jump ball situation. Player A1 "steals the tap" and is called for the violation. The game clock now indicates :03.1 to play. How is this handled?

The game clock is reset to :03.9. Time may not be reduced from the 24-second or game clock if the violation occurs before the ball is legally tapped.

RULE 2 - SECTION VIII - b

153. When does the game clock start on the following plays?

- (a) Jump ball.
- (b) Throw-in from out-of-bounds.
- (c) Missed free throw.
- (a) When the ball is legally tapped by one of the jumpers.
- (b), (c) When the ball is legally touched by any player on the court.

RULE 5 - SECTION VIII

154. What is the simplest way to state when the game clock should be stopped?

The game clock stops:

- (1) Each time an official sounds his whistle, or
- (2) In the last minute of play in the first, second and third periods, if a field goal is successful, or
- (3) In the last two minutes of play in the fourth period and/or overtime(s), if a field goal is successful.

RULE 5 - SECTION V

155. Team A has possession of the ball in its backcourt as the period is nearing its end. Player A1 attempts to pass to Player A2 and, with the ball in the air, the horn

sounds to end the period. Player B1 then deflects the pass (after the horn has sounded) and the ball now goes into Team B's basket for a field goal. Is this a legal score by Team B?

The officials must go to the instant replay to see if the ball was deflected towards the basket before or after the period ended. If the deflection was before, the basket will count.

RULE 13 - SECTION I - a (1)

156. Team A scores a field goal with 2:01 remaining in the fourth period. As the ball is passing through the net the game clock indicates 2:00. Is it proper for the official timer to stop the game clock?

Yes. Anytime the ball is not actually in play during the last two minutes of the fourth period and/or overtime, the game clock shall be stopped.

RULE 2 - SECTION VIII - i

RULE 4 - SECTION XII

RULE 5 - SECTION V - b (2)

157. Team A scores a field goal with 1:04 to play in the first period. Prior to the ball being inbounded, is it proper for the official timekeeper to stop the game clock at 1:00?

Yes. Any time the ball is not actually in play during the last minute of the first, second and third periods, the game clock shall be stopped.

RULE 2 - SECTION VIII - h

RULE 5 - SECTION V - b (1)

158. Player A1 scores a field goal with :31.0 remaining on the game clock in the first period. Following this, Player B2 attempts a field goal with one second remaining on the 24-second clock, which does not touch the basket ring. Player A1 secures possession of the ball and immediately calls timeout with: 05.0 on the game clock.

What is the procedure regarding the amount of time remaining?

Officials shall direct the clock operator to reset the game clock to read :07.0. When the 24-second clock shows "0" and

the field goal attempt fails to touch the basket ring, a 24-second violation has occurred.

RULE 7 - SECTION II - c (2)

159. Team B scores a successful field goal with :27.0 remaining in the fourth period and still trails, 121-120. Team A advances the ball into the frontcourt and with :04.0 on the game clock, Player A1 throws the ball towards the ceiling. Before the ball returns to the floor, both the 24-second clock and the game clock reads zero. What is the ruling?

Officials shall direct the official timer to reset the game clock to :03.0.

RULE 7 - SECTION II - c (2)

160. Following a successful field goal by Team A with :01.0 left in the fourth period, Team B calls a timeout and exercises its option to advance the ball. On the inbound pass by Player B1, the ball is kicked by Player A1 prior to being touched by any other player on the court. What is the correct procedure with the game clock?

The game clock shall remain at :01.0 since the clock does not start until the ball is legally touched by a player inbound. Team B will retain possession at the original throw-in spot.

RULE 2 - SECTION VIII - c

RULE 5 - SECTION VIII - a (2)

RULE 6 - SECTION I - h

161. With :00.1 remaining in the fourth period, Player A1 is attempting a throw-in following a 20-second timeout. The ball is inbounded to Player A2 who catches the ball and attempts a field goal. What is the ruling on this field goal attempt?

The official shall rule that the period has ended as soon as Player A2 has possession of the ball. The only legal play which can occur under these circumstances is a "tip-in". If the offensive player secures control

of the ball, the period is over.

COMMENTS ON THE RULES - L

162. With :00.1 remaining in the third period, Player A2 tips a “high lob” throw-in from Player A1 which results in a successful field goal. Shall the field goal be scored?

If the ‘high lob’ is adjacent to the rim, Player A2 may tip or ‘slam dunk’ the ball. Player A2 may tip the ball from anywhere on the court with :00.1 or more remaining in the period. However, if the ball is a distance from the rim, the ball may not be controlled unless :00.3 or more remain on the game clock.

COMMENTS ON THE RULES - L

163. With :00.2 remaining in the overtime period, Player A2 secures possession of an unsuccessful free throw attempt. While still in mid-air he immediately requests a timeout. How is this play administered? The official shall rule that the period has ended. No less than :00.3 must expire on the game clock when a player secures possession of the ball. He does not have to be on the floor to secure possession of the ball.

COMMENTS ON THE RULES - L

164. Following a successful field goal by Team B with 1:50 remaining in the fourth period, the inbounds pass is kicked by Player B2. What is the correct procedure with the:

- (1) game clock,
 - (2) 24-second clock,
 - (3) spot of throw-in?
- (1) Game clock shall remain at 1:50, since the ball had not been legally touched.
- (2) 24-second clock shall be set at 24 seconds.
- (3) Ball is awarded Team A on the baseline with all privileges remaining.

RULE 2 - SECTION VIII - c

RULE 6 - SECTION I - h

165. Player A2 dribbles the ball into his frontcourt, following a successful field goal attempt with :27.2 remaining on the game clock. Upon reaching the frontcourt,

Player A2 requests a timeout with :23.0 on the game clock and 20 seconds on the 24-second clock. Are the officials correct in resetting the game clock at this time? No. The officials will reset the game clock to :03.2 ONLY if there is a 24-second violation. There is no way of knowing the “tenths” of a second on the 24-second clock unless there is 4.9 or less remaining on the shot clock.

RULE 7 - SECTION II - c (2)

XXV. GOALTENDING (BASKET INTERFERENCE)

166. A throw-in enters the area above the basket cylinder. If any player interferes with the ball, is it considered a violation? No. Goaltending or basket interference has not occurred. For either of these violations to occur, a ball which is alive must enter the cylinder area after having been legally touched on the playing court. All players must consider this type of play as an ordinary throw-in and anyone may attempt to gain possession of the ball without penalty.

RULE 11 - SECTION I - f

167. Both teams are rebounding at Team A’s basket. Player B1 accidentally taps the ball into the cylinder area above the basket. At this point Player B2 bats the ball away while rebounding. Is this a violation? Yes. This is a goaltending violation. Although a field goal attempt was not the cause of the ball being in the cylinder area, neither team may touch the ball.

RULE 11 - SECTION I - b

168. Player A1 is on his downward motion about to “stuff” a field goal attempt. Player B1 blocks the attempt. Is this goaltending? No. This is a legal defensive play. The rule states that a field goal attempt may not be touched on its downward flight toward the basket. There is no downward flight until the ball leaves Player A1’s hands.

RULE 11 - SECTION I - f

169. A player of Team B blocks a field goal at-

tempt after the whistle has been sounded for a personal foul. Is this goaltending? No. A blocked shot by Team B after the whistle has sounded is part of a continuous defensive movement. So long as Player B does not violate the goaltending rule, it is a legal defensive play.

RULE 11 - SECTION I

170. Player A1 has tapped a jump ball and it is now on its downward flight toward his basket and has a chance to score. Is either team allowed to interfere with the ball?

No. Anytime a live ball is in flight from the playing court and has a chance to score, neither team is allowed to touch the ball.

RULE 11 - SECTION I - f

171. Player A1 is fouled by Player B1 while in the act of shooting. With the ball on its downward flight, Player B2 is called for goaltending. How many free throw attempts are awarded?

One. Two points shall be awarded to Player A1 on the violation.

RULE 11 - SECTION I - PENALTY

172. Player A1's field goal attempt is on its downward flight toward the basket ring and/or backboard. The officials ascertain that the ball will not touch the basket ring and/or backboard. Player B2 or Player A2 bats the ball away or secures possession. Is this a violation?

A live ball from the playing court must have a chance to score for goaltending or basket interference to occur.

RULE 11 - SECTION I - f

173. Player A1 is fouled in the act of shooting. The field goal attempt enters the cylinder area and Player A2 commits offensive basket interference. How many free throw attempts are awarded? Two. The violation nullifies the possibility of a successful field goal. Therefore, it is administered the same as any other unsuccessful field goal attempt.

RULE 11 - SECTION I - PENALTY

174. Player A1 attempts a field goal that bounces off the basket ring and continues in play. Either immediately before or as the ball hits the basket ring, Player B1 makes contact with the net. Is this a goal tending violation?

No. The mere fact that Player B1 touches or pulls the net is not in itself a goaltending violation. The contact must be such that it is the primary cause for the field goal attempt being missed. As an added clarification to this ruling, the same applies to the slapping of the backboard.

RULE 11 - SECTION I - h

175. Player B2 is pushed by Player A2 on an unsuccessful two-point field goal attempt by Player A1. The contact causes Player B2 to interfere with the ball which is still in the cylinder. What is the ruling? Award two points to Team A for a goaltending violation. Player A2 is charged with a loose ball foul. Free throws may or may not be awarded depending on the penalty situation.

RULE 11 - SECTION I - b

176. Player A1's field goal attempt is on its downward flight toward the basket when time expires indicating the end of the period. After the horn has sounded, the ball is touched by:

- (1) Player A3,
- (2) Player B3.

What is the ruling?

- (1) The period ends when the ball is touched by an offensive player
- (2) The field goal shall be ruled successful

RULE 5 - SECTION III - a (1) and (3)

RULE 11 - SECTION I - f

177. Player A1's attempted "slam dunk" hits him on the head prior to clearing the net, causing the ball to return back up through the basket ring. What is the ruling?

Player A1 shall be charged with offensive basket interference, and the

ball shall be awarded to Team B at the free throw line extended.

RULE 5 - SECTION I - a

RULE 11 - SECTION I - i

178. Player A1's field goal attempt is rolling on the basket ring and drops off the edge.

What is the ruling if Player A2 or Player B2 touches the ball at this time?

No violation. Since the ball has dropped off the edge of the basket ring, the field goal attempt has ended and any player may touch the ball.

RULE 11 - SECTION I - a

179. The ball is rolling around the top or inside of the basket ring on a field goal/free throw attempt by Player A1. The basket ring is contacted by:

- (1) Player B1, or
- (2) Player A2.

What is the ruling?

- (1) Goaltending has occurred
- (2) Basket interference has occurred.

Officials do not have to determine whether the contact caused the field goal attempt to be successful or unsuccessful.

RULE 11 - SECTION I - a

180. Player B2 grasps the basket in an attempt to block Player A1's field goal attempt.

However, the field goal attempt is blocked by Player B1, preventing Player B2 from making contact with the ball, Player A1 has the ball in his possession when Player B2 hangs on the basket ring. What is the ruling?

A non-unsportsmanlike technical foul is assessed Player B2. The ball is awarded to Team A at the free throw line extended on either side of the court.

RULE 12A - SECTION IV - b

181. Player A5 attempts to rebound Player A1's unsuccessful basket and grabs the rim to prevent injury to another player. As he is hanging on the rim, Player A2 rebounds the ball and immediately shoots a successful basket. What is the ruling?

This is offensive basket interference because Player A5 was hanging on the rim when the shot entered. It is irrelevant whether the ball hit the rim or swished, whether the rim was pulled to an off-center position or not, or whether he was legally hanging to protect from injury or not.

RULE 11 - SECTION I - h

182. Defender B5 jumps on a ball fake and pulls the rim to an off-center position as he comes down. Player A5 goes up and releases his shot when the officials see the rim malfunctioned and did not return to a normal position. How is this play handled?

Since Player B5 was responsible for the rim being down, goaltending should be the call. The failure of the rim to return to its normal position was not noticed until after the ball was released and therefore the play could not be suspended.

RULE 11 - SECTION I - h

183. Player A1 attempts a dunk and the ball bounces off the back of the rim and straight up. Player A1 hangs on the rim to prevent injury and the ball comes down and swishes while he is still hanging on the rim. What is the procedure?

This is basket interference. The dunk attempt and immediate follow thru ended when he missed and therefore was hanging on the rim when the ball entered the basket. It is irrelevant why he was hanging, only the fact that he was hanging.

RULE 11 - SECTION I - a

184. Player A1 attempts a dunk that bounces off the back of the rim and straight up. He hangs on the rim and bends it to an off center position. What is the ruling if the ball now passes through the basket?

No points can be scored if the rim is in an off center position when the ball passes through. Had Player A1 released the rim and it returned to a normal position prior to the ball passing through, 2 points shall be scored.

RULE 11 - SECTION I - h

XXVI. INADVERTENT WHISTLE

185. Player A1 secures the rebound of his field goal attempt which made contact with the basket ring. An official erroneously blows his whistle and calls a traveling violation, thinking that the ball had failed to touch the basket ring. Upon conferring with his fellow officials, he realizes that his whistle was sounded in error. What is the interpretation concerning a timeout or substitution by either team?

The play shall be interpreted as an inadvertent whistle and Team A will retain possession on the sideline nearest the point of interruption. Since the whistle is sounded after Player A1 secured the rebound, Team A is the only team which may be granted a timeout. No substitutes are allowed unless a timeout is granted. The situation is treated the same as a suspension-of-play.

RULE 2 - SECTION V - d

RULE 4 - SECTION XIV

XXVII. INJURY/EJECTION OF PLAYERS

186. Player A1 is unable to participate in a jump ball due to an injury and/or ejection.

What is the ruling?

The opposing coach shall choose an eligible substitute jumper from Team A's bench. Player A1 may not re-enter the game.

RULE 6 - SECTION VI - b

187. Player A1 is unable to attempt his free throw due to an injury and/or ejection. What rule is applied?

The opposing coach shall choose an eligible substitute from Team A's bench to attempt the free throw(s). Player A1 may not re-enter the game. If the injury is sustained due to a flagrant foul Penalty (1) by an opponent, his coach will select one (1) of the four (4) remaining players in the game to attempt the free throws. Player A1 may not re-enter the game. If the injury is sustained from an unsportsmanlike act, his coach will select the shooter from anywhere and

the injured player may return to the game anytime following the free throw attempts.

RULE 9 - SECTION II - a - EXCEPTION (1) and (2)

188. Player A1 is injured on a play where the official rules that Player B1 will be assessed a flagrant foul. Player A1 is unable to attempt his free throws. May Player B1:

(1) Be ejected, and

(2) Player A1 return to the game?

(1) Yes, if the personal foul is a flagrant foul – Penalty (2).

No, if the personal foul is a flagrant foul – Penalty (1).

(2) Yes, if the personal foul is a flagrant foul – Penalty (2).

No, if the personal foul is a flagrant foul – Penalty (1).

RULE 12B - SECTION IV

XXVIII. INSTANT REPLAY

189. Player A1 is fouled just as he releases the ball on a field goal attempt and the horn sounds to end the period at approximately the same time. How is this administered?

The officials will utilize instant replay to determine if the foul occurred prior to the expiration of time. If so, the game clock should be reset to the time of the foul and free throws administered accordingly. If the foul occurred after the clock expired and the player was still in his shooting motion, the officials must determine that the ball was released before the clock expired and if so, free throws will be administered accordingly. If the clock expired before the ball was released, no common foul can be administered since the period has technically ended.

RULE 4 - SECTION X

RULE 13 - SECTION II - a (2) and b (2)

190. Player A1's successful basket at 0:00 is ruled a three pointer. May the officials use instant replay to change the basket to a two pointer if his foot was on the line?

Yes - Any successful basket with 0:00 on the game clock is a trigger and

must be reviewed. Whether the basket was a two or three pointer is a reviewable matter.

RULE 13 - SECTION I - a (1) and (6)

RULE 13 - SECTION II - a (2)

191. Player A1's successful 3-point basket is reviewed at the end of the first period and the official sees that his heel was on the sideline when he jumped to shoot. Should the basket count if it was released before 0:00? No. Since the player was out-of-bounds when he jumped, the officials will determine how much time should be placed back on the clock from replay and Team B will inbound at the spot of the boundary violation.

If this play happens at the end of the second, fourth or overtime periods, both teams must remain on the court until the replay is reviewed.

RULE 13 - SECTION II - a (1)

RULE 13 - SECTION II - a (3)

192. Player A1's throw-in with :00.2 on the game clock is caught and immediately shot into the basket. Is instant replay utilized? No. Instant replay is not utilized on any throw-in, jump ball or free throw that starts with :00.2 or :00.1 on the game clock and is then followed by a successful basket.

RULE 13 - SECTION I - b

193. A flagrant foul Penalty 2 is assessed against Player B1 for contact against Player A1. As Player A1 gets up from the floor, the officials are unaware that he throws a punch at Player B2 which misses. What is the procedure?

The officials will use instant replay to review the flagrant foul Penalty 2 and ejection. They also will review for any other unsportsmanlike acts which may have gone unnoticed immediately prior to and/or after the foul. After seeing the thrown punch, a technical foul will be assessed against Player A1 and he will be ejected. Any of the four remaining

players on Team B will attempt the one free throw for the technical foul and the coach of Team B will select the shooter from Team A's bench to attempt the 2 free throws for the flagrant foul.

RULE 13 - SECTION I - a (3) and (4)

194. Following a hard foul by Player B1 on Player A1, they come face to face and have words. The officials are able to immediately separate them and double technical fouls are assessed. Should the officials use replay to review the technical fouls? No. As long as the players were separated in a reasonable amount of time and the officials do not see an altercation occur during the sequence, there is no trigger to use instant replay.

RULE 13 - SECTION I - a (4)

195. Players A1 and B1 are engaged in a fight and numerous other players are pushing and shoving. What is the procedure? The officials will make a ruling on the floor from the information they gather. They will use instant replay to review the ejections for fighting against Player A1 and B1. They also will assess penalties for unsportsmanlike acts seen during the review which were not already penalized.

RULE 13 - SECTION I - a (4)

196. Following a rebounding sequence, Player A5 punches Player B5 and is assessed a punching foul. However, unseen by the officials was an intentional elbow thrown by Player B5 which contacted Player A5 in the back of the head prior to the punch. How is this administered? The officials will use instant replay to review the punching foul and ejection. Upon review, after seeing the elbow to the head immediately followed by the punch, the officials may now assess fighting technical fouls to each player and eject both.

RULE 13 - SECTION I - a (4)

197. A flagrant foul Penalty 2 is assessed against

Player B1 for unnecessary and excessive contact. During instant replay the officials decide the foul was not excessive but was unnecessary.

What is the procedure?

The officials will downgrade the call to a flagrant foul Penalty 1 and Player B1 will not be ejected.

RULE 13 - SECTION I - a (3)

198. During a review to confirm a successful basket was released prior to the end of a period, the official notices the game clock froze for approximately 0.3 seconds.

What is the procedure?

The official will ask the producer to insert the superimposed game clock and get the exact amount of time the game clock froze, or time the play from the start until the ball is released, and make a ruling based on the adjustments.

RULE 13 - SECTION I

199. Player A1's frontcourt pass is deflected into the backcourt and Player B1 is fouled from behind just as he retrieves the ball. The officials assess a Clear Path to the Basket foul but are not reasonably certain whether B1 was fouled prior to or after controlling the ball. What is the procedure?

The officials will use instant replay to determine whether the foul occurred prior to control of the ball. If there is clear and conclusive visual evidence there was no control, the call will be overturned to a loose ball foul.

RULE 13 - SECTION I - a(9)

200. Player A1 throws a long pass to A2 who dribbles once and is fouled from behind by Player B2 as he gathers the ball to shoot. The officials deem this a Clear Path to the Basket foul but are not reasonably certain Player A2 gathered the ball prior to the foul. What is the ruling?

The officials will use instant replay to determine if the foul occurred prior to the gather and was indeed a Clear Path foul. In order to overturn the foul to a shooting foul, the officials must have Clear and Conclusive visual evidence that Player A2 gathered the ball which is then start of the continuous motion to shoot. If the video is incon-

clusive,
the
Clear

Path foul assessed on the court will stand.

RULE 13 - SECTION I - a(9)

201. At 1:23 of the fourth period the ball goes out-of-bounds and is awarded to Team A.

The officials are not reasonably certain if the ball was last touched by Player A1 or B1. What is the procedure?

If the officials have doubt as to who caused the ball to go out-of-bounds in the last 2:00 minutes of the fourth period and the entire overtime period, they will use instant replay. The call on the court shall remain unless there is clear and conclusive visual evidence to overturn.

RULE 13 - SECTION I - a(7)

202. At 2:45 of overtime, Player A1 throws a pass from near the sideline that is deflected out-of-bounds by Player B1. The officials are not reasonably certain if Player A1 was on the sideline or not while still in possession of the ball. Is this a trigger to use instant replay?

NO—Instant replay cannot be used to determine if a player or the ball is out-of-bounds. It can only be used if an official whistles an out-ofbounds and then is not reasonably certain who caused the ball to be out-of-bounds.

RULE 13 - SECTION I - a(7)

203. Player A1 is fouled on his field goal attempt just as the shot clock expires and the officials are not reasonably certain if the foul occurred prior to or after the expiration of the shot clock. What is the procedure?

The officials will use instant replay to determine if the foul occurs prior to the expiration of the shot clock and if so award free throws accordingly. If the field goal is released prior to the expiration of the shot clock and the foul after, free throws will be re-awarded

accordingly.

RULE 13 - SECTION I - a(8)

204. Player B1 is assessed a FF1 and an altercation follows which does not immediately resolve itself. During the instant replay review, the officials observe the FF1 was just a hard foul. May the foul be downgraded or upgraded?

NO—only called technical fouls or triggers may be upgraded or downgraded.

As always, unsportsmanlike acts not seen by the officials may be assessed during review.

RULE 13 - SECTION II - c

205. Players A1 and B1 are assessed double technical fouls and the ensuing altercation does not immediately resolve itself. During the instant replay review, may either technical foul be upgraded or downgraded?

YES—either or both technical fouls may be upgraded or downgraded during the review.

RULE 13 - SECTION II - c

206. At 4:56 of the second period, Player A1 is whistled for a 24-second violation when the official ruled the ball was still in his hands at the expiration of the shot clock on a successful basket. Immediately following the call the official was not reasonably certain if the ball was still in his hands or had been released. What is the procedure?

The officials should signal the scorer's table that they would like to review the play at the next timeout or period break, whichever happens first.

RULE 13 - SECTION II - h(1)

207. At 3:21 of the fourth period and following the final mandatory timeout, the trail official ruled the ball was released on a successful basket just prior to the expiration of the shot clock. The slot official was not reasonably certain the ball was released.

What is the procedure?

The slot official should make eye contact with the trail and if there is still doubt should signal for an

instant replay review. At the first stoppage of the game clock, the officials should conference and make a ruling on the court and then use instant replay to confirm or overturn the call.

RULE 13 - SECTION II - h (1)

208. Player B1 is assessed a FF2 and immediately following Player A3 is assessed a technical foul for being an escalator. During the review for the FF2, it is observed that Player A3 was not an escalator but acted as a peacemaker. Can his technical foul be rescinded?

Yes, technical fouls may be upgraded or downgraded during instant replay review for a Player Altercation or FF2.

RULE 13 - SECTION II - c

209. At 1:23 of the fourth period the officials rule Team A caused the ball to go out-of-bounds but were not reasonably certain. During instant replay review, the officials observe Player B1 having his hand on the ball and Player A1 hitting his hand causing the ball to go out-of-bounds. The officials should confirm the call on the court following the review.

True, since Player B1's hand is considered part of the ball, Player A1 hit the 'ball' causing it to go out-of-bounds and therefore the ball is awarded to Team B.

RULE 8 - SECTION II - c

210. Player A1 inbounds the ball at 0.8 of the period and the game clock starts early when the timer thought the ball was deflected. Player A2 receives the ball and the game horn sounds as he immediately turns to shoot a successful basket. How is this handled?

The officials will use instant replay to determine how much time ran off the clock prior to it being legally touched. If the successful basket was released prior to 0:00, the basket will be scored and if from the ball being legally touched until it cleared the net is less than 0.8, the game clock shall be reset to that amount of time. If the ball is still in Player A1's hands at 0:00, the field goal cannot be

scored and Team A will retain possession on the sideline nearest the point of interruption and the game clock reset to the amount of lost time.

RULE 13 - SECTION I - a (5)

211. Player A1 inbounds the ball at 0.8 of the period. Player A2 receives the ball and after his second dribble on a drive to the basket the officials notice the clock just started. How is this handled if A1 scores a successful basket?

The officials will use the superimposed clock and time the play from touch to release. The ball must be out of Player A1's hands prior to the 24th frame.

RULE 13 - SECTION I - a (5)

212. A loose ball foul is assessed against Player B5 at 4:44 and the officials are informed it is the 4th team foul. At 3:44 the officials are informed the LBF on B5 was the 5th team foul and Team A did not score or attempt free throws on the following possession.

The officials are not reasonably certain who was fouled at 4:44. May instant replay be used?

Yes, instant replay should be used to determine who was fouled at 4:44

by B5 and they will attempt the 2 penalty free throws. Remember, replay cannot be used to determine who committed the foul, only to identify the correct shooter.

RULE 13 - SECTION I - a (10)

213. Player A1 attempts the first of 2 free throws and the coach of Team B complains that Player A3 should be the shooter. May the officials use instant replay to confirm who the shooter is?

No, instant replay must be used prior to the release of the 1st free throw. However, if the officials know the wrong shooter attempted the free throw, the free throw will be nullified and the correct shooter will attempt the 2 free throws.

RULE 13 - SECTION II - j

RULE 2 - SECTION VI - A (4)

214. A technical foul is assessed Team B and Team A is granted a timeout. Following

the timeout there is a doubt if Player A6 was in the game when the technical was assessed and eligible to attempt the free throw. May instant replay be utilized?

No, the officials should go to the play-by-play to see which 5 players were in the game at the time of the technical foul and eligible to attempt the free throw. Instant replay can only be used if there is doubt who should attempt free throws as the result of a personal foul.

RULE 13 - SECTION I - a (10)

215. The ball is hit out-of-bounds at 12.3 of the fourth period and 2.1 on the shot clock and the officials have doubt who caused the ball to be out-of-bounds. During the review the officials observe the ball actually touched out-of-bounds at 13.4 and 3.2 on the shot clock but the clock continued to run. Should the game and shot clock be adjusted?

Yes, during an instant replay review for an out-of-bounds in the last 2 minutes of the fourth period and the entire 5 minute overtime, officials will use replay to get the time the ball went out-of-bounds or was called out-of-bounds, whichever was first.

RULE 13 - SECTION II - g (1) and (2)

216. The officials are not reasonably certain who caused the ball to be out-of-bounds at 3:45 of overtime and whistled the violation when the ball landed in the stands.

During the review the officials observe the ball was last touched by B1 and the ball bounced on the sideline at 3:47 prior to landing in the stands. Should the game and shot clock be adjusted?

Yes, the officials will reset the clocks to the time the ball first bounced out-of-bounds.

RULE 13 - SECTION II - g (1)

217. The officials are not reasonably certain who caused the ball to be out-of-bounds at 3:45 of overtime and whistle the violation when the ball bounces on the sideline

before going into the stands. During the review the officials observe the ball was last touched by B1 but the ball did not bounce on the sideline and actually touched out-of-bounds when it landed in the stands at 3:43. Should the game clock be adjusted to 3:43?

No, since the official ruled the ball bounced on the sideline and was ruled out-of-bounds, the game clock will remain at 3:45.

RULE 13 - SECTION I - a (10)

218. Team A inbounds at 1:24 of the fourth period and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim and the shot clock is reset from 1 to 24. Offensive Player A5 gets the rebound and immediately scores. How is this handled if any official has doubt as to whether the ball touched the rim on A1's shot?

The officials must stop the play prior to Team B inbounding the ball and may review the play if there is doubt whether the ball hit the rim or not. If the ball touched the rim and the shot clock was correctly reset, the goal shall stand and play will resume as after any successful basket. If the ball did not touch the rim and the shot clock was erroneously reset, the officials will ask the producer to 'mark in' when the ball is legally touched on the court during the throw-in and have them advance it 24 seconds and the ball must be released prior to the 'mark out' at 24 seconds or a violation will be assessed.

RULE 13 - SECTION I - a (8)

219. Team A inbounds at 1:24 of the fourth period and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim

and the shot clock is reset. Offensive Player A5 gets the rebound and the shot clock horn sounds just prior to him dunking the ball and an official whistles a 24-second violation after the ball is released.

How

is this handled?

If the officials have doubt whether the ball hit the rim or not, they must review the play prior to the inbounding of the ball. If during the review they observe the ball touched the rim and the shot clock was not correctly reset, the 2 points shall be scored since the whistle was after the ball was released.

If the whistle was blown while Player A5

was still in possession of the ball, Team A

would inbound on the sideline at the nearest spot with the shot clock reset to 24. If the ball did not touch the rim and the shot clock was correct, a 24-second violation has occurred and

Team B will inbound on the sideline at the free throw line extended.

If there is doubt whether the ball was released prior to 0 on the shot clock, the officials may also review that.

RULE 13 - SECTION I - a (8) and (11)

220. Team A inbounds at 3:24 of overtime and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim and the shot clock is reset from 1 to 24.

Offensive Player A5 gets the rebound and is fouled on his immediate put back. How is this handled if the officials have doubt whether the ball touched the rim or not?

If the officials have doubt whether the ball hit the rim or not, they must review the play prior to the first free throw being released. If the ball hit the rim the foul stands and free throws are awarded. If the ball did not hit the rim and the shot clock was erroneously reset, the officials will ask the producer to 'mark in' when the ball was legally touched on the court during the throw-in at 3:24 and have them advance it 24 seconds.

If the foul occurs prior to 24 seconds or the field goal was released prior to 24 seconds, the foul stands and free throws shall be awarded. If 24 seconds expired prior to the foul and/or release of the field goal, the common foul shall be nullified and a 24-second violation assessed.

RULE 13 - SECTION II - k

221. Team A rebounds a missed field goal by B1 at 3:24 of overtime. Player A1's field goal attempt comes very close to the rim and the shot clock is not reset. Offensive Player A5 gets the rebound and is flagrantly fouled on his immediate put back, which is successful, as the shot clock horn sounds. The officials have doubt whether the ball hit the rim or not. How is this handled?

The officials will review the play and if the ball hit the rim, the play stands as called and play continues from this point. The flagrant foul

shall stand regardless if the shot clock expired prior to or after the foul. However, if the ball did not touch the rim the play must be timed from possession of the rebound to see if the field goal shall be scored and whether the player attempts 2 for 1 or 2 free throws. If 24 seconds elapse prior to the foul and/or release of the goal, the basket shall be nullified and A5 will receive 2 free throw attempts and Team A will inbound at the free throw line extended as after any flagrant foul.

RULE 13 - SECTION II - k

222. Team A inbounds at 1:24 of the fourth period and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim and the shot clock is reset from 3 to 24. Offensive Player A5 gets the rebound and passes the ball to A3 in the corner who attempts an immediate field goal which is successful. The officials are not reasonably certain whether Player A1's field goal touched the rim or not. How is this handled?

Play must be stopped prior to the ball being inbound and instant replay may be reviewed. If the ball touched the rim and the shot clock was correctly reset, the basket shall be scored and play continues from the point of interruption. If the shot did not touch the rim and the shot clock was erroneously reset, the officials will ask the producer to 'mark in' when the ball is legally touched on the court during the throw-in at 1:24 and have them advance it 24 seconds and the ball must be released prior to the 'mark out.'

RULE 13 - SECTION II - k

223. Team A inbounds at 1:24 of the fourth period and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim and the shot clock is reset from 3 to 24. Offensive Player A5 gets the rebound and passes the ball to A3 in the corner

who then passes to A2 at the top of the key. The officials are not reasonably certain whether Player A1's field goal touched the rim or not. How is this handled? Once Player A3 does not attempt an immediate field goal or drive to the basket, this will be considered the first 'pause' in action and the officials must stop play at this point to review instant replay. If the ball touched the rim and the shot clock is correct, play will resume on the sideline nearest to the point of interruption. If the ball did not touch the rim and the shot clock was erroneously reset, Team A will retain possession on the sideline nearest the point from where Player A5 rebounded the ball and the shot clock and game clock will be reset to the time he regained possession.

RULE 13 - SECTION II - k

224. Team A inbounds at 1:24 of the fourth period and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim and the shot clock is not reset. As Players A5 and B5 battle for the loose ball, the official whistles a 24-second violation when the shot clock expires. At this point there is doubt whether Player A1's shot touched the rim or not. How is this handled? Instant replay must be used prior to the ball being inbound following the whistle. If the ball did not touch the rim the violation stands as called. If the ball touched the rim, the shot clock shall be reset to 24 and a jump ball held at center court between any two players in the game.

RULE 13 - SECTION II - k

225. During overtime the officials have doubt whether Player A1's unsuccessful field goal attempt touched the rim and the shot clock operator resets the clock from 10 to 24. Player A5 rebounds the ball and passes out to A2 and the officials stop play

at this point. What is the procedure? Instant replay shall be used if there is still doubt after the officials conference. If the ball hit the rim and the shot clock is correct, the ball shall be inbound on the sideline at the nearest point with the clocks remaining the same. If the ball did not touch the rim, Team A will retain possession on the sideline nearest to where Player A5 rebounded the ball and the clocks reset to the time of the rebound.

RULE 13 - SECTION II - k

226. Team A inbounds at 1:24 of the fourth period and 24 on the shot clock. Player A1's field goal attempt comes very close to the rim and the shot clock is not reset. Offensive Player A5 gets the rebound and passes the ball to A3 in the corner who attempts an immediate unsuccessful field goal which is ruled late and a 24-second violation is assessed. The officials are not reasonably certain whether Player A1's field goal touched the rim or not. How is this handled? The play must be reviewed prior to the ball being inbound. If the ball did not hit the rim the violation stands as called (there is no need to see if the ball was released or not as the violation cannot be overturned for an unsuccessful attempt). If the ball hit the rim and the shot clock was incorrect, replay must be used to see if the whistle blew when Player A3 still had the ball or after the release to determine if Team A retains possession or if there is a jump ball between any two players in the

game at center court.

RULE 13 - SECTION II - k

227. Player A1's throw-in with 1.3 on the game clock (any period) is immediately hit out-of-bounds by defender B1 and the game clock runs to 0:00. How is this handled as the officials know the clock did not stop correctly? Since the game clock improperly ran to 0:00 and time is being added, instant replay shall be used trumping the procedure of automatically deducting 0.3 from 1.3. The official will time from the ball being legally touched to touching out-of-bounds and reducing the game clock by that amount.

NOTE - If only 1 or 2 frames elapsed, the game clock does not have to be reduced from 1.3 as that is not a full tenth of a second (this would be next to impossible but wanted to cover just in case). If the game clock does not run to 0:00, the clock will be reduced by 0.3 to 1.0 as normal.

RULE 13 - SECTION II - e

228. Player A1's field goal attempt comes close to hitting the rim at 2:01 of the fourth period and the officials stop play when there is a pause in action at 1:58. May instant replay be used to see if the ball hit the rim or not at 2:01? Yes, whenever the officials stop play and there is 2:00 or less in the fourth period, instant replay may be utilized to see if the ball touched the rim or not.

RULE 13 - SECTION I - a (11)

XXIX. JUMP BALLS

229. During a jump ball, a personal foul is called against Player A1. What is the penalty? Player A1 is charged with a loose ball foul.

RULE 4 - SECTION III - e

RULE 10 - SECTION V - b

230. After legally tapping a jump ball, one of the jumpers gains possession of the ball before it has touched one of the other players, but after it has touched the floor. Is this a violation?

No. The jump ball ended as soon as the ball touched the floor.

RULE 6 - SECTION VII - e

231. Player A1 is attempting a field goal and Player B1 touches the ball causing him to come to the floor without having lost possession of the ball. Is this a traveling violation? No. Anytime the touching of the ball by a defensive player causes the offensive player to return to the floor with the ball still in his possession, it is a jump ball between those players at the nearest circle.

The shot clock will remain the same or reset to 5, whichever is greater.

If the ball is knocked free by the defensive player, the offensive player may recover the ball without penalty and dribble again if he desires. If the ball is deliberately released, after the touching by the defensive player, the offensive player may not be the first to touch it.

RULE 4 - SECTION VI

RULE 6 - SECTION VI - a (1)

232. Player B1 is guarding Player A1 extremely close for an extended period of time. Because of this, Player A1 has not been able to advance the ball and play is temporarily at a standstill. Is this a jump ball situation? No. In order for a jump ball situation to occur, both players must have their hand or hands firmly on the ball at the same time and that condition does not exist here.

RULE 4 - SECTION VI

233. During a jump ball, Player A1 is in his proper half of the jumping circle and:

- (1) Is not facing his basket. Is this a violation?
- (2) Does not jump to tap the ball. Is this a violation?

(1) No. It is not necessary for either jumper to face his basket. Each jumper must, however, have both feet inside his half of the restraining circle.

(2) No. A jumper is not forced to jump. However, he must remain in contact with his half of the jumping circle until the ball is legally tapped. He cannot be the first to control the tapped ball until it touches the floor or one of the other eight non-jumpers.

RULE 6 - SECTION VII - a and d

234. A free throw or a field goal attempt comes to rest on the basket ring flange or

becomes wedged between the basket ring and backboard. How is this play administered?

The field goal or free throw is considered as unsuccessful. If there is not another free throw to be attempted a jump ball shall take place between any two opponents at the center circle.

RULE 6 - SECTION V - a (6)

235. Where is the ball put into play when a common personal foul or a violation occurs during a jump ball and a penalty situation does not exist?

If the jump ball was administered at the center circle, the throw-in shall be administered at midcourt. If the jump ball was administered at the free throw circle, the throw-in shall be administered on the sideline at the free throw line extended.

RULE 10 - SECTION V - a and b - PENALTY

RULE 12B - SECTION VIII - a (3)

236. On the opening jump ball, Player B1 catches the ball prior to it touching the floor or one of the eight non-jumpers. Which team will be awarded the throw-in at the start of the second and third periods? Team B. Team A has first possession because of

the jump ball violation by Player B1.

RULE 6 - SECTION I - b

237. A jump ball is administered at the free throw circle with the jumpers facing the wrong direction. After being legally tapped, the ball is touched by two non-jumpers and goes out-of-bounds near the midcourt line. The officials are unable to determine who last touched the ball. How is this play administered?

The original jump ball will be readministered at the free throw circle with the original players facing the correct direction. The ball being tipped out-of-bounds does not affect how this play is administered. The clock should be reset to the time of the original jump ball.

RULE 2 - SECTION VI - B

RULE 2 - SECTION VIII - b

XXX. LOOSE BALL FOULS

238. While rebounding an unsuccessful field goal attempt, Player A1 is fouled by Player B1. It is the:

- (1) first team foul, or
- (2) fifth team foul, or
- (3) second team foul in the last two minutes of the period or overtime.

What is the ruling?

(1) Player B1 is charged with a personal foul and Team B with a team foul. Team A is awarded the ball at the free throw line extended on either side of the court.

(2) (3) Player B1 is charged with a personal foul and Team B with a team foul. Player A1 is awarded two free throw attempts.

RULE 12B - SECTION VIII - a

239. After Player B1 bats the ball away he is fouled by Player A1, while the ball is loose. It is the:

- (1) first team foul, or
- (2) fifth team foul, or
- (3) second team foul in the last two minutes of the period or overtime.

What is the ruling?

(1) Player A1 is charged with a personal foul and Team A with a team foul. Team B is awarded the ball on the sideline at the nearest spot but no nearer to the baseline than the free throw line extended.

(2) (3) Player A1 is charged with a personal foul and Team A with a team foul. Player B1 is awarded two free throw attempts.

RULE 12B - SECTION VIII - a

240. With 2:39 remaining in the first period, Player A2 is fouled by Player B2 after Player A1's free throw attempt has been released. It is the fourth team foul of the period and the free throw attempt is:

- (1) successful, or
- (2) unsuccessful.

How is the play administered?

- (1) Player A2 is awarded one free throw attempt. The scoring team cannot be awarded the ball out-of-bounds.
- (2) Team A is awarded the ball out-of-bounds at the free throw line extended.

RULE 12B - SECTION VIII - a (3) and c

241. With 4:49 remaining in the fourth period, Player B2 is fouled by Player A2 after Player A1's free throw attempt has been released. It is the third team foul of the period and the free throw attempt is:

- (1) successful, or
- (2) unsuccessful.

How is the play administered?

- (1) This is a loose ball foul and Team B is awarded the ball out-of-bounds on the baseline as after any score, since a penalty situation does not exist.
- (2) This is a loose ball foul and Team B is awarded the ball out-of-bounds at the free throw line extended, since a penalty situation does not exist.

RULE 12B - SECTION VIII - a and b

242. Following an unsuccessful field goal attempt by Player A1, Player A2 pushes Player A3 into Player B3, causing him to lose control of the ball. What is the ruling? A loose ball foul is called on Player A3 as he made illegal contact with the opposing player.

RULE 12B - SECTION I

243. While rebounding at his own basket, Player A1 tips the ball into his basket immediately before, during or after he commits a loose ball foul. What

is the procedure?

Player A1 is charged with a personal foul and Team A with a team foul.

No points may be scored and Team B will inbound the ball at the free throw line extended if the penalty situation does not exist. If the penalty is in effect, the offended player will attempt two free throws.

RULE 12B - SECTION VIII - d

244. Player A1 is on the floor attempting to secure a loose ball. Player B1 jumps on top of Player A1 in an attempt to reach the ball. Is this legal?

No. A loose ball foul should be assessed when a player jumps on top of or 'through' an opponent to get to the basketball. If two players both have a reasonable opportunity to get a loose ball or have their hands on the ball and incidental contact occurs, no foul should be assessed.

**RULE 12B - SECTION VIII
XXXI. OFFENSIVE FOULS**

245. Player A1 fakes a field goal attempt causing Player B1 to leave his feet in an attempt to block his shot. While Player B1 is still in the air and in a vertical position above his original spot on the court, Player A1 moves into Player B1's vertical plane. When Player B1 returns to the court, contact is made

with Player A1.

Is this a personal foul against Player B1?

No. If the contact initiated by Player A1 is marginal, there is no foul on the play. If the contact is more than marginal, this is a personal foul against Player A1 and he is charged with an offensive foul. Player B1 is allowed his "air rights" so long as it is vertical to his original position and Player A1 is not allowed to move into that particular area without being guilty of causing illegal contact.

COMMENTS ON THE RULES - A - 2

246. While dribbling the ball, Player A1 notices that Player B1 is advancing from the rear. Player A1 changes his direction so that Player B1 runs into him. On whom is the personal foul called? Why?
An offensive foul is called on Player A1. No player may change his position on the floor without giving his opponent the opportunity to change his direction or come to a stop to avoid contact.

COMMENTS ON THE RULES - A - 2

247. Player B1 is guarding Player A1 in a normal position with his arms extended upward to prevent a shot. In his attempt to shoot, Player A1 causes contact with Player B1's arms which are still extended upward.

(1) Is this a personal foul against Player B1?

(2) Is this a personal foul against Player A1?

(1) No. Player B1 has established a legal guarding position. He must not be allowed to move forward or lower his arms thereby causing contact.

(2) Not necessarily. If the contact is marginal, then the action is ignored. If, however, the contact is more than marginal, an offensive foul is called.

COMMENTS ON THE RULES - A - 2

248. Player A1 has set a legal screen on Player B1. In an attempt to determine his position on the court, Player B1 touches or feels for Player A1

(the screener). Player A1 now slaps away Player B1's

hands or forearm. Is this legal or illegal?

Illegal. Player A1 will normally be given a warning to stop this sort of action. If he persists and the contact with Player B1 is anything but incidental, an offensive foul has occurred.

RULE 12B - SECTION III

249. Player A1 has possession of the ball. As he attempts to pass to Player A2, a personal foul is called on Player A3.

What type of foul has occurred?

Offensive foul. Although Player A1 is passing the ball, his team is still considered to be in control. If the pass had been deflected, control would cease and Player A3 would be charged with a loose ball foul.

RULE 4 - SECTION III - d

RULE 12B - SECTION VII

250. Player A1 has a "2 on 1" advantage in his frontcourt and the play is approaching the free throw line. Player B1 has taken a legal defensive position and is knocked down by Player A1 after a pass to Player A2.

What is the ruling?

An offensive foul shall be assessed Player A1.

The officials should make certain that Player B1 does not flop on the play or that it is not incidental contact which occurs.

RULE 12B - SECTION VII

COMMENTS ON THE RULES - C

251. Defender B1 does not establish a legal guarding position outside the restricted area prior to Player A1's upward shooting motion. However, Player A1 extends his left leg in an unnatural movement and contacts Player B1 with his foot first. What is the ruling?

An offensive foul shall be assessed against any player who initiates contact in a non-basketball manner such as leading with a foot or unnatural knee.

COMMENTS ON THE RULES - C

252. Offensive Player A1 pump fakes a 3-point field goal attempt and Defender B1 clearly jumps/runs to the side of A1 and would

not make any contact. Player A1 jumps sideways and initiates contact with Defender B1. How is this handled? Since Defender B1 was not going to contact Player A1, a foul cannot be called on him assuming he did not reach over and hit his opponent. If the contact by A1 is marginal, meaning it did not affect B1's ability to continue play, no foul has occurred. If the contact initiated by A1 is more than marginal, an offensive foul shall be assessed.

RULE 12B - SECTION VII

253. Offensive Player A1 pump fakes Defender B1 on the perimeter. B1 jumps towards A1 and lands prior to contact when A1 naturally jumps forward. Is this an offensive foul?

If Defender B1 lands and his forward movement stops, an offensive foul should be assessed if the contact initiated by A1 is more than marginal. If the contact is marginal, no foul has been committed. If there is contact prior to B1 landing or if B1's momentum is still going forward after landing, a defensive foul has occurred.

RULE 12B - SECTION VII XXXII. OFFICIALS

254. What are the specific requirements of the crew chief during a timeout in the final minute of any period? He will meet briefly with the referees to discuss a timing scenario if one exists, personal fouls being taken if either team is under the penalty limit, 3-point field goal assistance, rotation requirements and score or no-score responsibilities. In the final period he will also include the possibility of an away-from-the-play personal foul and remaining number of regular and 20-second time-outs by either team. He will also brief the timer if necessary.

OFFICIAL'S MANUAL

255. Player A1 has possession of the ball in his frontcourt. In an attempt to pass the ball to Player A2, the ball strikes an official who is

standing out-of-bounds. What is the ruling?

Violation by Player A1. The ball is awarded to Team B out-of-bounds.

The official is considered part of the playing court and anytime the ball strikes his person, it is considered the same as touching the floor.

RULE 8 - SECTION II - a

256. As Player A1 is passing the ball to Player A2 in his frontcourt, the ball touches an official and goes into the backcourt. What happens if:

- (1) Player B2 obtains possession, or
- (2) Player A3 obtains possession?

(1) Ball remains in play.
(2) Backcourt violation by Team A. The ball has broken the plane of the midcourt line while not in player possession, and the official is considered part of the frontcourt.

RULE 4 - SECTION V - e

RULE 10 - SECTION IX - a

257. Following a successful field goal by Team B, Player A1 attempts a throw-in to Player A2. The pass hits an official who is:

- (1) standing out-of-bounds, or
- (2) standing in-bounds.

What is the ruling?

(1) Violation. The ball is awarded to Team B because of Player A1's failure to pass the ball directly in-bounds. Team B will be awarded the ball at the original spot of the throw-in.
(2) Ball remains in play.

RULE 8 - SECTION III - f

XXXIII. OPTION TO ADVANCE THE BALL

258. With 1:51 remaining in the fourth period, Player A1 is called for a traveling violation in his frontcourt. Following a timeout by Team A, does Team B have the option of putting the ball into play at the 28' hash mark? No. Team B must be charged with the timeout for the option to be available.

RULE 5 - SECTION VI - d

259. With :44.8 remaining in the fourth period and

the ball in Team A's backcourt, Player B1 causes the ball to go out-of-bounds with 17 seconds remaining on the 24-second clock. Team A is granted a timeout and, upon resumption of play, wishes to exercise its option to move the ball to the 28' hash mark.

(1) Is this option allowed?

(2) What is the 'magic' number if the ball is advanced and then inbounded into backcourt?

(1) Yes.

(2) The 'magic' number is 9.

RULE 4 - SECTION V - c

RULE 5 - SECTION VI - d

RULE 10 - SECTION VIII

260. Team A is granted a 20-second timeout with 16 seconds remaining in the game and the ball in Team A's backcourt after having advanced the ball. Following the 20-second timeout, Team A is granted a regular timeout. Upon resumption of play Team A wishes to exercise its option to move the ball to the 28' hash mark. Is this option allowed?

Yes. After having advanced the ball, if Team A is granted two consecutive timeouts, the option is available.

RULE 5 - SECTION VI - d

261. Team B is called for a backcourt violation with :02.1 remaining in the fourth period. Following a timeout by Team A, may the ball be advanced to the 28' hash mark?

No, the ball must be out-of-bounds in the backcourt in order for Team A to advance the ball.

RULE 5 - SECTION VI - g (1)

RULE 5 - SECTION VII - e (1)

262. The clock shows exactly 2:01 left to play in the fourth period. Team A has the ball in the backcourt, out-of-bounds, and requests a timeout. Upon resumption of play, they wish to move the ball to the 28' hash mark. Is this legal?

No. All rules of play that apply to the last two minutes of the fourth

period or overtime do not go into effect until the game clock shows 2:00 or less to play.

RULE 4 - SECTION XIII

RULE 5 - SECTION VI - d

263. Following a successful field goal by Player A1 with :25.8 remaining in overtime, Player B1 advances the ball into his frontcourt. Player A3 blocks a field goal attempt by Player B1 and bats the ball into Team B's backcourt where it is retrieved by Player B2 with :07.8 remaining. Player B2 then requests a regular timeout prior to advancing the ball. Does Team B have the option of moving the ball to the 28' hash mark?

No. Player A3's bat of the ball does not constitute new possession.

Therefore, the ball must be awarded to Team B at the nearest sideline.

The game clock and the 24 second clock shall remain at :07.8 and 6 respectively. If the ball goes out-of-bounds in the backcourt or if Team B is granted consecutive timeouts, then it would have the option to advance the ball to the 28' hash mark.

RULE 5 - SECTION VI - d

264. Both Team A and B have been charged with full timeouts in the fourth period.

Player A1 is called for a traveling violation in his frontcourt at 1:59 and the media timeout is granted. Does Team B have the option to advance the ball into the frontcourt?

No. The offensive team must be charged with a timeout in order to advance the ball.

RULE 5 - SECTION VI - d

265. Team A is granted an excessive timeout at 1:23 of overtime following a successful basket by B1. Is the option to advance available? No. Team A loses possession of the ball on the excessive timeout and Team B is awarded possession on the baseline.

RULE 5 - SECTION VII - j

266. At 1:23 of the 4th period, Player B5 re-

bounds a missed field goal attempt by Player A1 in the lane but on the right side of the rim. May Team B advance the ball to either side of the court following a timeout? Yes. Anytime the ball is in the middle of the court the team has the option to advance the ball to either side. For the purposes of this rule, the middle of the court is the 16' lane extended.

RULE 6 - SECTION I - j
XXXIV. PENALTY FREE THROW SITUATIONS

267. The game is in the second overtime. Team A accumulated only two team fouls in the first overtime. When does the penalty go into effect?

On the fourth team foul or the second team foul committed in last two minutes. There is no carry-over from any previous period.

RULE 12B - SECTION V - a (4)

268. Player A1 taps an unsuccessful field goal attempt into the basket and is fouled by Player B1. How is the play administered if it is Team B's:

- (1) first team foul of the period, or
- (2) fifth team foul of the period?

In both cases, Player B1 is charged with a personal foul and Team B is charged with a team foul. Player A1 is awarded one free throw attempt.

RULE 12B - SECTION I - PENALTY (3)

269. Player A1 has secured possession of an unsuccessful field goal attempt. While still in the air, he is fouled by Player B1 as he is preparing to pass the ball or return to the floor with the ball in his possession. How is the play administered if it is Team B's:

- (1) third team foul of the period, or
 - (2) second team foul in last two minutes of the period?
- (1) Team A is awarded the ball at the free throw line extended.
 - (2) Player A1 is awarded one free throw attempt plus the penalty free throw for a total of two.

RULE 12B - SECTION V - a (1) (3)

270. Team B commits a 24-second violation with

the score tied at 97-97 and :07.2 remaining in the fourth period. Team B had committed a team foul at 1:54. The number '3', instead of '4', is incorrectly displayed on the scoreboard for the number of team fouls on Team

B. With :02.0 remaining, Player B1 intentionally commits a personal foul on Player A1, thinking that he had a personal foul to give without penalty.

The officials are now informed of the error.

What is the procedure? Player A1 shall be awarded one free throw plus a penalty free throw attempt. Instruct the scorer's table to display the number '5' for the team foul total. Play shall be resumed as after any free throw attempt, made or missed.

RULE 12B - SECTION V - a (3)
XXXV. PLAYER DISQUALIFICATION / EJECTION

271. Team A is down to its last five players due to all other players having been disqualified and is not in the penalty situation.

- (1) Player A1 commits his sixth personal foul. What is the ruling?
- (2) Player A2 is injured and cannot continue to play. What is the ruling?

(1) Player A1 must remain in the game and a technical foul, personal foul and team foul are assessed against his team. This same procedure is followed for every personal foul charged against him thereafter.

Should he become injured, the same procedure would be followed with his substitute.

(2) Player A2 is replaced by the last disqualified player on his team to leave the game, and a technical foul is awarded to the opponents.

RULE 3 - SECTION I - a and b

272. After attempting the first of two free throw attempts, Player A1 is ejected from the game for unsportsmanlike conduct when he receives his second technical foul.

How is the play administered?

Team B is awarded one free throw attempt for the technical foul. The coach of Team B will select the substitute from Team A's bench who will attempt Player A1's remaining free throw.

RULE 9 - SECTION II - a - EXCEPTION (1)

273. Player A1 must be replaced due to disqualification. Team A's coach delays in sending a substitute into the game. What ruling should be applied?

If Team A's coach fails to replace the disqualified player within 30 seconds, a delay-of-game warning shall be assessed. A technical foul shall be called if Team A had received a previous delay-of-game warning.

RULE 5 - SECTION II - e

RULE 12A - SECTION II - a (6) and PENALTY

274. With :07.8 remaining in the game, Team A calls its seventh timeout when it is unable to inbound the ball. Player A1 is then assessed a technical foul and is ejected from the game. Team

A has used all of its eligible players. How is this play administered?

Requests for an excessive timeout shall be granted and a technical foul shall be assessed. Player A1, who was assessed a technical foul and ejected, must be replaced by the last player disqualified by reason of receiving six personal fouls. Team A is assessed a technical foul for the re-entry of the disqualified player. Any player of Team B, who was in the game at the time of the above action, may attempt the three free throws. Following the timeout and free throw attempts, the ball will be awarded to Team B and play shall resume with a

throw-in nearest the spot where play was interrupted.

RULE 3 - SECTION I - b

RULE 12A - SECTION I

275. With Player A1's unsuccessful field goal attempt in the air, Player A2 and Player B2 are involved in an altercation and are ejected from the game. How is the play administered?

The officials will use instant replay to review the call made on the floor before ejecting the two players involved. Following the review, 'fighting' technical fouls are charged to Players A2 and B2. No free throws are awarded and play is resumed with a jump ball at the center circle between any two players who were in the game when the altercation occurred.

RULE 6 - SECTION V - a (9)

RULE 12A - SECTION VI - a

RULE 13 - SECTION I - a (4)

XXXVI. PLAYER POSITION

276. Team A has just lost control of the ball and it is in the air over the boundary line (never having touched out-of-bounds). Player A1 leaps from the playing court, bats the ball back into play and he then lands out-of-bounds. What is the ruling?

This is a legal play by Player A1. The ball is not out-of-bounds until it touches someone or something that is out-of-bounds. On this play, Player A1 may also be the first to touch the ball once he touches inbounds with one foot and is not touching out-of-bounds. If Player A1 threw the ball back inbounds, he is not allowed to be the first player to touch the ball.

RULE 8 - SECTION I

RULE 10 - SECTION XIII - g

277. During the course of play, Player A1 leaves the playing court and is out-of-bounds. He leaps from out-of-bounds (never establishing himself within the playing court area), touches a loose ball and then lands on the court. Is this legal or illegal?

Illegal. Player A1 must establish himself on the playing court with one foot before he is allowed to touch the ball. With Player A1 still in the air and coming from out-of-bounds, he is still considered to be out-of-bounds.

RULE 8 - SECTION I

278. In an attempt to score, Player A1 is about to cause contact with Player B1 who is in a legal defensive guarding position. However, just prior to contact, Player B1 “submarines” Player A1 in his attempt to shoot. On whom is the personal foul called?

A flagrant foul is assessed against Player B1. Although Player A1 would have been called for an offensive foul if the play had continued normally, such is not the case. In order for Player B1 to have the foul called in his favor, he must take Player A1’s forward progress in an upright position and is not allowed to “submarine” an opponent. It is legal, however, if Player B1 turns to protect himself and remains in an upright position.

RULE 12B - SECTION IV

279. Player A1 is attempting a throw-in. Player B1 deflects the ball and it then touches Player A1 who is still out-of-bounds. Which team is awarded possession?
Team B is awarded possession. The ball is out-of-bounds when it touches something or someone who is out-of-bounds. In this case, Player A1 is out-of-bounds and, therefore, he is guilty of the violation.

RULE 8 - SECTION II - c

280. Player A3 attempts to save the ball from going out-of-bounds and contacts an official, who is standing out-of-bounds, just prior to passing the ball to a teammate. Is this legal?
No. The official is considered part of the court and since he was out-of-bounds, Player A3 is considered out.

RULE 8 - SECTION II - a

281. Team A has the ball in its frontcourt and as Player A3 is advancing from the backcourt, he jumps off his right foot with the midcourt line in the middle of his foot.

What is his status?

If Player A3 rolls his foot forward and jumps off the ball/toe of his foot and no part of his sneaker is touching the backcourt, he has frontcourt status.

RULE 4 - SECTION V XXXVII. PUNCHING

282. Player A1 has been awarded two free throw attempts. During the dead ball, he punches Player B1. What is the correct ruling and how is the ball put into play?
The officials will use instant replay to review the punching foul and Player A1 is ejected. The opposing coach selects a substitute from Team A’s bench to attempt Player A1’s free throws. Player B1 is awarded two free throw attempts for the punching foul and Team B is awarded the ball out-of-bounds at the free throw line extended. A personal foul is charged to Player A1 and a team foul to Team A.

RULE 9 - SECTION II - a - (1)

RULE 12B - SECTION IX

RULE 13 - SECTION I - a (4)

283. Player A1 is about to attempt a free throw. A second unsportsmanlike technical foul is called on Player A1. Before he leaves the court, Player A1 punches Player B1. How is this treated?
Player A1 must leave the court immediately. The officials will use instant replay to rule on any other unsportsmanlike acts which may have gone unnoticed immediately prior to and/or after the punch.
Assuming no further penalties, the coach of Team B will select a substitute from Team A’s bench to attempt the remaining free throw. Any player from Team B who is in the game may attempt the free throw for Player A1’s technical foul. Player A1

cannot be assessed a punching foul since he has already been ejected from the game. However, the League Office must be notified of the entire incident.

RULE 9 - SECTION II - a (1)

RULE 12A - SECTION V - b and f

RULE 13 - SECTION I - a (4)

284. The following action occurs following a traveling violation on Player A1:

(1) Player B1 throws a punch at Player A1 and contact occurs, or

(2) Player A1 throws a punch at Player B1 and no contact occurs.

What is the ruling?

In both situations the officials will make a ruling on the floor and since

a punch was thrown, instant replay will be used to review the punch

and ejection. They also will rule on any other unsportsmanlike acts

which may have gone unnoticed immediately prior to and/or after the

punch. If the ruling on the court is upheld as stated in the question, the

following penalties will be assessed:

(1) A punching foul is assessed Player B1 and he is ejected. Following

Player A1's two free throw attempts, the ball is awarded to Team A

at the free throw line extended.

(2) A technical foul is assessed Player A1 and he is ejected. Team B is

awarded the ball out-of-bounds on the sideline nearest the spot of

the violation but no nearer the baseline than the foul line extended,

following a free throw attempt by any player in the game from

Team B.

RULE 12 B - SECTION IX

RULE 13 - SECTION I - a (6)

XXXVIII. STARTING LINE-UPS/AVAILABLE PLAYERS

285. The coaches of Team A and Team B submit their starting line-ups to the official scorer as required. Upon seeing who is starting for Team B, the coach of Team A

submits a new line-up. The coach of Team B now

withdraws his previous line-up and refuses to provide a new one. What is the procedure?

The Official Scorer will list the players who participate in the opening

jump ball as being the starting line-up. The entire incident will be

reported to the League Office and recorded by the Crew Chief on the game report.

RULE 3 - SECTION II

286. After a team has submitted its starting line-up to the Official Scorer, are they

allowed to make any changes prior to the start of the game?

Yes. The rule states that each team must submit its starting line-up

10 minutes prior to the start of the ball game to the official scorer. This

is for P.A. announcement purposes. Free substitution is allowed in NBA

games and changes may be made without penalty.

RULE 3 - SECTION V

287. Team A begins the game with less than eight players in uniform. What is the correct procedure?

Play the game as scheduled. The crew chief shall notify the League

Office immediately following the game.

RULE 2 - SECTION II - I

288. While the Crew Chief is reviewing the Active List, Player A13 is not listed but is

warming up with the team. What is the procedure?

Player A13 will be told he must immediately leave the court. Only players on the Active List are allowed to be in uniform on the court and/or bench.

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289. Player A13 enters the game and at the next dead ball the officials are informed that

he is not on the Active List. What is the procedure?

Player A13 will be removed immediately and a technical foul assessed.

If the officials were informed prior to him entering the game, he would

not be an eligible substitute and be asked to return to the locker room.

In this situation, no technical foul would be assessed.

RULE 12A - SECTION V - I (8)

XXXIX. STRIKING BALL - FIST/KICKING

290. Player B1 extends his leg to block a pass and causes contact with the ball. Is this a violation?

Yes. Extending the leg is considered a deliberate act and, therefore, a kicking violation has occurred.

RULE 10 - SECTION IV - b

291. During a loose ball, Player A1 deliberately strikes the ball with his fist. Is this legal or illegal?

Illegal. Team B is awarded the ball out-of-bounds on the sideline, nearest the point of the violation but no nearer to the baseline than the free throw line extended.

RULE 6 - SECTION I - g (3)

RULE 10 - SECTION IV - a - PENALTY

292. During a throw-in by Player A1, Player B1 deliberately kicks or punches the ball.

What is the ruling?

Team A will retain possession at the spot of the original throw-in with all privileges, if any, remaining. The 24-second clock will remain the same or reset to 14, whichever is greater, if the new throw-in is in the frontcourt. If the throw-in is in the backcourt, the clock will be reset to 24.

RULE 7 - SECTION IV

RULE 10 - SECTION IV - PENALTY (3)

293. Player A1 is lying on the floor trying to secure a loose ball when he squeezes the ball between his feet to control it. Is this a violation?

Yes. It is a violation to intentionally use any part of the leg to move or secure the ball.

RULE 10 - SECTION IV - c

XL. SUBSTITUTES - REPORTING PROCEDURE

294. Following a violation with 1:30 remaining in the second period, the official is prepared to award the ball to Player B1 for a throw-in. The timer sounds his horn as he notices a substitute leaving his bench to report into the game. How is this administered? With 2:00 or less remaining in any period or overtime, the official administering the throw-in will allow the coaches a reasonable amount of time to make a substitution. If he feels the coach has exceeded that allotted time, the substitution will not be allowed.

RULE 3 - SECTION V - h EXCEPTION

295. Substitutes A6 and A7 are at the scorer's table when a two shot foul is assessed.

May they enter the game at this time?

No. On shooting fouls, substitutes may only enter prior to the final free throw attempt which will remain in play unless there is a timeout or disqualification, injury or ejection requiring an immediate substitution.

RULE 3 - SECTION V - a

XLI. SUBSTITUTIONS

296. At 3:45 of the period, a 24-second violation is assessed against Team A. As the official is giving the required signal, Players B6 and A6 approach the scorer's table as substitutes.

What is the ruling?

Neither Player B6 nor Player A6 shall be allowed to enter the game at this time if the throw-in is in the backcourt. In order for this to occur, other than a timeout, the player(s) must be in the substitution box when the 24-second buzzer sounds, as is the case on any violation when the ball is to be inbounded in the backcourt. EXCEPTION: Last two minutes of each period and overtimes.

RULE 3 - SECTION V - h

297. Player A6 replaces Player A1 prior to Team A's throw-in which is then kicked by Player B1. Before the ball is handed to the thrower-in, Player A7 replaces Player A6. Is this a legal substitution?

No. Once a player enters the game, he must remain until the ball is legally touched by a player on the court unless there is a personal foul, technical foul, change of possession or administration of infection control rule. It is legal for Player A1 to re-enter the game and for Player A7 to replace anyone other than Player A6.

RULE 3 - SECTION V - e

298. Following a successful field goal by Player A1 and prior to the throw-in by Player B1, a technical foul is called on Player A4 for unsportsmanlike conduct.

Are substitutions allowed?

Yes. Substitutes may enter the game following the free throw for the technical foul. However, if there is a timeout, injury or ejection, the substitute may enter prior to the shooting of the free throw.

RULE 3 - SECTION V - a

299. A goaltending violation occurs. While the ball is dead, may either team:

(1) be granted a timeout?

(2) substitute?

(1) The new offensive team is allowed to call a timeout.

(2) Neither team may substitute.

RULE 3 - SECTION V - a

RULE 5 - SECTION VI

300. A basket interference violation occurs. While the ball is dead, may either team:

(1) be granted a timeout?

(2) substitute?

(1) Yes.

(2) Yes. The substitute must be in the substitution box when violation occurs, unless there are 2:00 or less remaining in the period or overtime.

RULE 3 - SECTION V - a and h

RULE 5 - SECTION VI

301. With the ball in the air on Player A1's successful field goal, Player B2 is called for a loose ball foul. May either team:

(1) be granted a timeout?

(2) substitute?

(1) Yes.

(2) Yes.

RULE 3 - SECTION V - a

RULE 5 - SECTION VI

302. After Player A1 is handed the ball for a throw-in at 10:11 of the period, Team A is granted a 20-second timeout. May either team substitute?

Yes. Both teams are allowed unlimited legal substitutions during all full and 20-second timeouts.

RULE 5 - SECTION VI - b

303. The official has handed the ball to Player A1 for a free throw attempt with 5:29 remaining in the period. Prior to attempting his free throw, he requests a 20-second timeout. May either team substitute?

Yes. Both teams are allowed unlimited legal substitutions during all full and 20-second timeouts.

RULE 5 - SECTION VI - b

304. With 4:00 remaining in the first period, Player A1 passes to Player A2 in his frontcourt. Player A2

fumbles the ball into the backcourt, and the official calls a backcourt violation when he attempts to retrieve it. Player A6 now leaves the bench area to report into the game. What is the ruling?

Player A6 is allowed to enter the game as the ball is being inbounded in the frontcourt.

RULE 3 - SECTION V - a

305. Following a floor violation by Team A, Team B is awarded the ball out-of-bounds in the backcourt at the free throw line extended. Following the throw-in, it is discovered that Player B2 had been injured on the previous play and is unable to participate.

Team B's coach and trainer request the officials suspend play for substitution and removal of the injured player, since Team B has used their allotted timeouts. What is the procedure?

The officials cannot suspend play at this time. Had the injured player been noticed prior to the throw-in, play could have been suspended and the injured player substituted for. Substitution cannot occur until the clock is stopped at the next dead ball.

RULE 3 - SECTION V - a

RULE 5 - SECTION VI - k

306. With the ball in play, Player A6 is in the substitution box having reported to replace Player A1, when Team A requests a timeout. During the timeout the coach of Team A decides to replace Player A6 with Player A7. Is this legal?

Yes. Following a timeout or between periods, a substitute is not considered as being in the game until he is recognized as a participant on the floor by an official, or he is beckoned into the game.

RULE 3 - SECTION V - e

307. Following an unsuccessful field goal attempt by Player A1, a loose ball foul is called on Player A2. Player B2 reacts to that foul by hitting Player A2 with an elbow, and is assessed a Flagrant Foul Penalty (2). It was also the sixth personal foul on Player A2. How is this play administered if:

- (1) Team A is in the penalty, or
- (2) Team A is not in the penalty?

Following the ruling on the floor, the officials will use instant replay to review the flagrant foul and ejection and to rule on any other unsportsmanlike acts which may have gone unnoticed immediately prior to and/or after the foul. If the play stands as written, personal fouls and team fouls are charged to Team A and Team B respectively in both situations.

(1) The coach of Team A will select a substitute from Team B's bench to shoot the free throws awarded to Player B2. No players will occupy the free throw lane lines. The coach of Team A will select an eligible substitute for Player A2, who fouled out. That

substitute will attempt the two free throws awarded for the flagrant foul and Team A will inbound the ball at the free throw line extended. (2) The coach of Team B will select an eligible substitute for Player B2.

The coach of Team A will select an eligible substitute to replace Player A2, who fouled out. That substitute will attempt the two free throws awarded for the flagrant foul and Team A will inbound the ball at the free throw line extended.

RULE 9 - SECTION II - a EXCEPTION (1) and (3)

RULE 13 - SECTION I - a (4)

308. With :03.4 remaining in the fourth period, Players A6, A7 and A8 enter the game prior to Player B1's final successful free throw attempt. Following a regular or 20-second timeout by Team A, the coach wishes to replace Players A6 and A7. Is this legal?

Yes. Both teams are allowed unlimited legal substitutions during all full and 20-second timeouts. Since there was a change of possession, it is legal to remove Players A6 and A7.

RULE 3 - SECTION V - e

309. Player A1 is fouled in the act of shooting and is unable to attempt his free throws.

The coach of Team B selects Player A6 to be the substitute from Team A's bench to attempt the free throws. On the second free throw attempt Player B1 enters the free throw lane too soon, and Player A6's free throw attempt fails to hit the basket ring.

How is this play administered? When can player A6 leave the game?

There will be a jump ball between any two opponents at the center circle as a result of the double violation. Player

A6 may be removed because there is a change in possession.

RULE 3 - SECTION V - e

RULE 9 - SECTION II - a - EXCEPTION (1)

XLII. SUSPENSION-OF-PLAY BY OFFICIALS

310. With 4:55 remaining in the first period, the ball is awarded to Team B when Player

A1 is guilty of a traveling violation in his frontcourt. Players A2 and B2 are injured simultaneously with the ball becoming dead. Is it proper for the officials to suspend play for the injured players?

Yes. Whenever two or more opponents are injured during a stoppage of play, the officials will not resume play until conditions are safe. This stoppage will be treated the same as a full timeout with all privileges.

RULE 2 - SECTION III

311. Player A1 is fouled in the act of shooting and suffers a laceration which causes bleeding. What is the ruling?

Team A will have 30 seconds to treat Player A1. If the bleeding cannot be stopped, Team A may be granted a 20 or full timeout or Player A1 may attempt his free throw(s) and play will be suspended immediately if successful or at the first pause if unsuccessful. At that time, Player A1 must be replaced and no additional 30 seconds will be allowed.

COMMENTS ON THE RULES - N

312. Player A1, who received a laceration on a personal foul by Player B1, is unable to attempt his free throw(s) due to the excessive bleeding. What is the ruling if it is interpreted to be a common foul?

The coach of Team B will select an eligible substitute from Team A's bench to attempt the free throw(s). Player A1 cannot return to the game.

RULE 9 - SECTION II - a EXCEPTION (1)

COMMENTS ON THE RULES - N

313. With 4:54 remaining in the second period and the ball in Team A's frontcourt, Player B1 attempts to save a ball from going out-of-bounds by throwing it back onto the court. Player A1 retrieves the ball but the 24-second clock is not reset on the new possession and the official suspends play to make the correction. Player B1

is injured on the play and is attended to by the trainer. What is the ruling?

Team B cannot substitute or call a timeout during an official's suspension of play. The official will correct the 24-second clock and then inform the trainer he must leave immediately. If he then doesn't leave, he can be assessed a technical foul which would then allow his team to take a timeout or substitute.

RULE 3 - SECTION V - j

RULE 5 - SECTION VI

314. Following a successful field goal by Player A1, it is discovered that Player A2 is bleeding from a laceration. May the head coach of Team A call a timeout?

The officials will suspend play at the appropriate time and allow Team A 30 seconds to treat Player A2. When play is ready to resume, Player A2 may remain in the game if treatment was successful, or the coach may substitute for Player A2 or call a 20-second or regular timeout. No mandatory timeout may be charged if the defensive team is granted a 20-second timeout. If they are granted a full timeout, it would replace the mandatory that was due.

RULE 3 - SECTION V - j EXCEPTION

RULE 5 - SECTION VI

COMMENTS ON THE RULES - N

315. With 5:58 remaining in the first period, the officials suspend play when it is discovered that offensive Player A2

is bleeding. After completion of the officials' 30-second suspension of play, the head coach is granted a 20-second timeout. Since there have been no previous timeouts by either team, may a mandatory timeout be awarded?

Yes. If the offensive team was due the mandatory, they will not be charged with a 20-second timeout. This is consistent with all other requests for a 20-second timeout.

RULE 5 - SECTION VI

316. With 2:48 remaining in the period, the officials suspend play when it is discovered that offensive Player A1 is bleeding. After completion of the officials' 30-second suspension of play, the head coach is granted a 20-second timeout. Team A has been charged with a regular timeout earlier in the period. May a mandatory timeout be awarded Team B?

Yes. Team A will be charged with a 20-second timeout and Team B will be charged with a regular timeout.

RULE 5 - SECTION VI

RULE 5 - SECTION VII - d

COMMENTS ON THE RULES - N

317. The officials suspend play when it is discovered that defensive Player B2 is bleeding.

After

completion of the officials'

30-second suspension of play,

the coach of

Team B requests and is granted a 20-second

timeout. Following the 20-second

timeout, may Player B6 replace Player B3?

Yes. Both teams are allowed unlimited legal substitutions during all full and 20-second timeouts.

RULE 5 - SECTION VI - b

COMMENTS ON THE RULES - N

318. Player A1 receives a laceration and play is suspended for 30 seconds. He remains in the game as the bleeding was stopped and the wound bandaged. As Player A1 is dribbling the ball down the court, the bandage loosens and the official sees blood again. What is the procedure?

The official will stop play at the proper time and Player A1 must be

removed from the game or his team granted a timeout. They will not receive another 30 seconds unless there was additional contact causing the wound to reopen. If this was a defensive player, they would not be allowed to call a timeout and the player must be replaced immediately.

COMMENTS ON THE RULES - N

319. Player A1 mistimes his dunk attempt and lands very hard on his head. By every indication the player is unconscious and there is the possibility he is seriously injured. May the officials suspend play for the protection of the player?

Yes. The officials may suspend play at the appropriate time whenever a player is seriously injured and it is urgent to get him immediate treatment. The player must be removed from the game and the opponent will be allowed one matching substitute. Only the offensive team may be granted a timeout as per timeout rules.

RULE 3 - SECTION V - j - exception (2)

RULE 4 - SECTION XIII - exception (2)

XLIII. TECHNICAL FOULS

320. A technical foul is called against Player A1 or Team A:

(1) prior to starting line-up being named

(2) prior to opening tap

(3) prior to a timeout

(4) between the first and second periods or the third and fourth periods

(5) during halftime

When are the free throws attempted?

(1) and (2) The free throw is to be attempted prior to the opening tap.

It may be attempted by any player on the team in

(1) and must be

attempted by a member of the starting lineup in

(2). In both cases

above, the player who shoots the technical free throw must be on

the court at the start of the game.

(3) If the timeout is called before the free throw attempt, the timeout

will be taken immediately and play will resume with the free throw

attempt. The free throw must be attempted by a player who was in

the game when the technical foul was assessed.

(4) The free throw is to be attempted prior to the next period. The free

throw must be attempted by a player who was in the game when the

technical foul was assessed.

(5) The free throw is to be attempted prior to the

start of the second half and will be shot at the basket where the team will be shooting in that half. The free throw must be attempted by a player who was in the game at the conclusion of the first half.

RULE 12A - SECTION V - j

321. Defensive Player B3 grabs the net and hangs while blocking a field goal attempt by Player A2. Player A2 does not release the ball. What is the ruling?

A non-unsportsmanlike technical foul is assessed Player B3 and the ball is awarded to Team A on the sideline at the free throw line extended. The same would be true if he grabbed the rim, backboard or basket support.

RULE 12A - SECTION V - c

322. Defensive Player B1 grabs the side of the backboard in a successful attempt to touch a loose ball which has an opportunity to score. What is the ruling?

Team A is awarded a successful field goal and a non-unsportsmanlike technical foul is called against Player B1. Following the free throw attempt, Team B is awarded the ball as after any score. The same would be true if he grabbed the net, ring or basket support.

RULE 12A - SECTION IV - c

323. Player A1 wishes to discuss an interpretation of a rule during a 20-second timeout called by Team B. After being told that this is not allowed, he refuses to go to his team huddle. Can a delay of game warning be issued?

No. If you feel that disciplinary action should be taken, a technical foul must be called. There may be circumstances when a player simply does not want to join his team in the huddle. As long as he is not interfering with his opponent, there is no penalty.

RULE 3 - SECTION III - b

RULE 12A - SECTION V - e

324. Player A1 is in the act of shooting when Player B1, who has lost a shoe, throws the shoe in the direction of the ball. What is the ruling if:

- (a) the ball has been released,
- (b) the ball has not been released.

In both (a) and (b), Player A1 shall be awarded points for the type of field goal attempted and a technical foul shall be called on Player B1.

After the free throw attempt, the ball shall be awarded to Team B as after any score.

This ruling shall apply for any object thrown by any player, coach or trainer on the court or on the bench whether or not it contacts the ball or shooter.

RULE 2 - SECTION III

RULE 12A - SECTION V - a

325. Team B's trainer goes onto the court, during a live ball, to administer aid to an injured player and interferes with play. The ball is in the frontcourt in Team A's possession. Is this legal or illegal?

Illegal. A technical foul is assessed, which then makes it legal for either team to substitute. Common sense dictates that the official delay this call if Team A has an opportunity to score.

RULE 3 - SECTION IV - a

RULE 12A - SECTION V - d (5)

326. How is the ball put back into play after a technical foul has been called?

Whenever a technical foul is called, play is resumed at the point where it was suspended. If the ball was in play at the time the technical was called, the team who was in possession of the ball shall put the ball back into play, on the sideline, nearest to where play was suspended except for a technical foul as a result of an excessive timeout. The 24second clock remains the same or reset to 14, whichever is greater, unless the technical was on the offensive team in which case the clock is never reset.

RULE 7 - SECTION IV - b and d (3)

RULE 12A - SECTION I - a

RULE 12A - SECTION V - h

327. Team A inbounds the ball on the baseline following a successful field goal by Team B with :32.1 remaining in the game. Team B is guilty of a defensive 3-second violation with 15 seconds remaining on the 24-second clock.

What is the ruling?

A technical foul is called on Team B. Team A retains possession of the ball at either side of the free throw line extended and the 24-second clock remains the same.

RULE 10 - SECTION VII - PENALTY

328. Player A1 attempts a three-point field goal directly in front of Team B's bench. A coach/player/trainer of Team B, who is seated on the bench, makes physical contact with Player A1.

The official rules that the contact was:

- (1) accidental or
- (2) intentional.

What is the ruling?

In (1) and (2), an unsportsmanlike conduct technical foul shall be called. If the field goal attempt is unsuccessful, three points shall be awarded Player A1. Following the free throw attempt, the ball shall be awarded to Team B on the baseline. The same rules would apply if someone seated on the bench throws any object toward the player or ball during a field goal attempt.

RULE 2 - SECTION III

RULE 12A - SECTION V - a

329. Following a violation at 6:09 by Team B in their frontcourt, Player B6 is denied entry into the game because of not being in the substitution box. Player B5, thinking he has been replaced, goes to the bench, leaving Team B with only four players.

Player A5 is now called for an offensive 3-seconds. How is the play administered?

The 3-second violation stands. Team B is assessed a technical foul since the coach is responsible for having five players on the court when play begins. After the technical foul shot, the ball will be inbounded by Team B on

the sideline at the free throw line extended. This is not a correctable error.

RULE 10 - SECTION VI

RULE 12A - SECTION III - c

330. At 9:19 of the fourth period, Team A inbounds the ball at midcourt following a timeout. Player A1 scores a successful field goal, and it is then discovered that

Team B has four players on the court. How is the play administered?

The field goal by Player A1 shall count, and a technical foul is called on Team B for having less than five (5) players on the court when play begins. Following the free throw attempt, the ball shall be awarded to Team B on the baseline.

RULE 2 - SECTION VI - E

331. The game has ended tied at 103. The coach of Team A receives a technical arguing a no-call at the end of the game. What is the procedure?

One of the five players from Team B who was in the game at the end of the fourth period will attempt one free throw. The overtime period will continue with a jump ball at the center circle.

RULE 12A - SECTION V - b

332. During a timeout, technical fouls are called on the coaches of Teams A and B. How is this handled?

Technical fouls assessed opposing teams during the same dead ball and prior to any technical foul shots being taken are to be treated as double technical fouls.

RULE 12A - SECTION V - o

333. Player A1 is dribbling the ball in his backcourt when a technical foul is called on:

- (1) Player B2, or
- (2) Player A2, with 18 seconds remaining on the 24-second clock.

How are these plays administered?

(1) Team A receives a new 8-second count in the backcourt when the technical foul is called on the defensive team.

The 24-second clock remains at 18 and the new 'magic number' is 10.
(2) Team A does not receive a new 8-second

count when the technical foul is called on the offensive team. The 24-second clock remains at 18 and the 'magic number' remains at 15. In both cases above, Team A will inbound the ball on the sideline nearest the point of interruption.

RULE 7 - SECTION IV - b (2) and d (3)

RULE 10 - SECTION VIII - EXCEPTION (1)

RULE 12A - SECTION V - h

334. Player A1 requests a timeout with the ball in his possession. Player B6 is seated at the scorer's table ready to enter the game. Prior to the official signaling the table of a timeout, Player A1 is assessed a technical foul. Is Player B6 eligible to attempt the free throw?

No. Player B6 has not been beckoned onto the court prior to the technical foul being assessed. Any player in the substitution box when the whistle sounds is eligible to enter but not considered 'in the game' until he is beckoned or recognized by an official.

RULE 3 - SECTION V - e

RULE 12A - SECTION V - j

335. Player A1 is called for a traveling violation. Before the ball is put into play by Team B, Players A6 and B6 are beckoned onto the court. A technical is now called on Team A. May Player B6 attempt the free throw?

Yes. Player B6 was beckoned onto the court prior to the technical foul being assessed.

RULE 3 - SECTION V - e

RULE 12A - SECTION V - j

336. An offensive foul is called on Player A1 on a drive to the basket. Player B1 pushes Player A1 during the dead ball and Player A1 throws the ball at Player B1. Player A6 leaves the bench and becomes a participant in an altercation with Player B1 and punches him. What is the ruling?

The officials will make a ruling on the floor from the information they gather. They will use instant replay to review the ejection for the punch by A6 and also will assess any penalties for un-

sportsmanlike acts which went unnoticed immediately prior to and/or after the ejection. If the review confirms the sequence, Player A1 is charged with a personal and technical foul. Player B1 is assessed a technical foul. Player A6 is assessed a technical foul and ejected. Two of the technical fouls assessed opposing teams are interpreted as a double technical foul. Any player from Team B who was in the game may attempt the free throw for the remaining technical foul. The ball is awarded to Team B on the sideline at the nearest spot but no nearer the baseline than the free throw line extended. Player A6 cannot be charged with a punching foul since he was not in the game.

RULE 12A - SECTION V - b, i and o

RULE 12B - SECTION VII

RULE 13 - SECTION I - a (4)

337. Following a successful field goal by Player A1, and prior to possession by Player B2 out-of-bounds for a throw-in, Player B1 pushes Player A2. It is determined that the illegal contact cannot be ignored. What is the ruling?

Player B1 may be assessed a technical foul or a flagrant foul. If a technical foul is called, Team B will be awarded the ball out-of-bounds as after any other successful field goal. If a flagrant foul is assessed, Player A2 will be awarded two free throw attempts and possession of the ball out-of-bounds at the free throw line extended.

RULE 12A - SECTION V - i

RULE 12B - SECTION IV

338. Player A1 is fouled by Player B1 prior to the horn or buzzer sounding at the end of the third period. The nearest official to the play, who had responsibility for the last field goal attempt of the period, erroneously signals the end of the period with no personal foul being assessed Player B1. A technical foul is assessed the head coach of Team A. However, a fellow official had sounded his whistle assessing a personal foul for illegal contact on the play. How is the play administered if the clock

shows 0:00? The officials will use instant replay to confirm that the foul happened before time expired and to determine the amount of time left in the period. The technical foul which was called on the head coach will be rescinded within reason.

RULE 2 - SECTION III

RULE 13 - SECTION I - a (2)

339. Clearly after a successful field goal attempt by Player A1 has cleared the net, Player A2 throws Player B2 to the floor. How is this play administered?

The officials have the discretion to assess a technical foul or a flagrant foul to Player A2. The ball shall be put into play in accordance with the type of foul assessed.

RULE 12A - SECTION V - i

RULE 12B - SECTION IV - c

340. Following a successful field goal attempt by Team A with :03.1 remaining in the game, Team B calls a regular timeout. Team B exercises its option and advances the ball to the 28' hash mark. While Player B1 is attempting to inbound, Player A2 steps out-of-bounds. What is the procedure? Team A is assessed a technical foul since Player B1 is in a position to inbound the ball. All substitutions would be legal since a technical foul has been called.

RULE 12A - SECTION II - EXCEPTION (5)

341. Players A1 and B1 have been warned about their conduct. As they are running up the court while the ball is in play, Player A1 shoves B1 in an unsportsmanlike manner. How is this play administered? The officials have the discretion to assess a personal foul, a flagrant foul or a technical foul for a physical taunt.

RULE 12A - SECTION V - d (7)

RULE 12B - SECTION I - a

RULE 12B - SECTION IV

342. Player A3 takes a swing at Player B3 and no contact is made. How is this handled? Player A3 is assessed a technical foul and ejected. Any player who 'swings' at an opponent will be ejected. The offi-

cial will use instant replay to confirm the swing before removing the player from the court.

RULE 12A - SECTION V - d (6)

343. Player A5 is upset with Player B5, sees him over his shoulder and throws an elbow in the direction of his head but doesn't make contact. What is the ruling?

Player A5 will be assessed a technical foul and ejected. Any player who seeks out an opponent and throws an elbow towards an opponent above the shoulders will be ejected following instant replay review.

RULE 12A - SECTION V - d (6)

344. Player A1 secures possession of a rebound and swings his elbows excessively without making contact with any opposing players. This action is done with the intent

of keeping his opponents away from him. What is the ruling?

A violation is called on Player A1, and the ball is awarded to Team B out-of-bounds on the sideline but not nearer to the baseline than the free throw line extended. An opponent must be in the near vicinity for this violation to occur.

RULE 10 - SECTION X

345. Assistant Coach #5 is seated in the row immediately behind the team bench and during play is yelling at the official over what he believes was a missed call. Can a technical foul be assessed?

YES—'Coaches' in the second row have the same guidelines as those seated on the bench and they may not direct comments to an official during live or dead balls.

RULE 12A - SECTION V - a

346. Upset about a call against him, Player B2 contacts the ball with his head soccer style and the ball 'bloops' into the stands. Is this an automatic ejection?

No, the ball must enter the stands with force to be an automatic ejection.

Player B2 shall be assessed an unsportsmanlike conduct technical foul.

RULE 12A - SECTION V - I

347. Is it an automatic Technical Foul to throw the ball against the basket stanchion?

No, if a player throws the ball in resentment to a call or no-call or overtly, an unsportsmanlike technical foul shall be assessed.

RULE 12A - SECTION V - d (3)

XLIV. THREE-POINT FIELD GOAL

348. Player A1 attempts a successful three-point field goal from behind the three-point line. After the release of the ball, he steps on the three-point line. Is this a three-point field goal?

Yes. When attempting the three-point field goal, the player must originate the attempt with his feet behind the three-point line, but may step on the line after he releases the ball.

RULE 5 - SECTION I - c

349. Player A1 attempts a three-point field goal, and Player B1 is called for goaltending as the ball:

- (1) is on its downward flight,
- (2) bounces on the basket ring and is in the cylinder,
- (3) bounces away from the basket ring and cylinder and is tapped in by Player A2.

How is the play ruled?

- (1) and (2), Team A is awarded the three-point field goal.
- (3) Team A is awarded a two-point field goal.

RULE 11 - SECTION I - a, b and PENALTY

350. Player A1's pass from beyond the three-point field goal line is deflected by Player B2 in the "key" area and continues into the basket. How many points should be awarded?

Two points. If a ball, not on its upward flight toward the basket, is legally touched by any player inside the three-point line, the three-point goal provision no longer applies. If a ball on its upward flight toward the basket, is touched by a defensive player who is inside the three-point line, and continues into the basket, three points shall be awarded.

If a ball on its upward flight toward the basket, is

touched by an offensive player who is inside the three-point line, and continues into the basket, two points shall be awarded.

RULE 5 - SECTION I - c

XLV. THREE-SECOND VIOLATION (DEFENSIVE)

351. Player B1 is in the key area guarding Player A1 with the ball above the 3-point line.

What restrictions are on Player B1?

Player B1 may be in the key area with no time limit because he is guarding the player with the ball. If another defensive player actively guards Player A1 or he passes the ball, then Player B1 must vacate the key area or actively guard an opponent within 3-seconds.

RULE 10 - SECTION VII - e

352. Weakside defensive Player B1 rotates to the strongside to double-team Player A2 without the ball. Is this legal?

Yes. Defensive players may guard any opponent at any time. The only restriction on the defensive player while not actively guarding a player without the ball is he cannot be in the key area for 3-seconds.

RULE 10 - SECTION VII - c

353. Defensive Player B1 is in the key area on the count of 2 when he reacts to a ball fake. Does he get additional time?

No. Defensive players who are not guarding the ball or actively guarding an opponent are given a total of 3 seconds to become legal. If the player is about to become legal when the official reaches his 3 count, he shall hold his whistle and allow the player to become legal.

RULE 10 - SECTION VII - b and d

354. Defensive Player B1 is in the key area guarding Player A1 who is positioned outside the 3-point line without the ball. As the official reaches a count of two, cutter A2 passes within an arms length behind Player B1. Does Player B1 receive a new count?

Not necessarily. In order for Player B1 to receive a new count he must actively guard cutter A2, not

just be within an arms length. In this situation, actively guarding means being within an arms length and moving with the cutter.

RULE 10 - SECTION VIII - b

355. Player A1 is in the act of shooting a successful basket when the official whistles a defensive three second violation. What is the procedure?

The basket shall be scored and the violation ignored. The official will award the ball to Team B on the baseline with all privileges as after any score.

RULE 10 - SECTION VII - d (1)

XLVI. THREE-SECOND VIOLATION (OFFENSIVE)

356. Is it a violation if offensive Player A1 is in the "key" area for more than three seconds:

(1) when the ball is touched by Player B1 and team control no longer exists or

(2) while rebounding an unsuccessful field goal?

(1) No violation. In order for a 3-second violation to occur, Team A

must be in control of the ball in the frontcourt.

(2) No violation. A team is not in control of the ball while rebounding.

RULE 10 - SECTION VI - c

357. When does the offensive 3-second rule go into effect?

As soon as Team A gains control of the ball in its frontcourt. At this time, no player of Team A may station himself in the lane area for more than three seconds, with or without the ball. The lane lines are part of the 3-second area.

RULE 10 - SECTION VI - c

358. Player A1 receives a pass from one of his teammates near the 3-second lane. As he fumbles the ball, it enters the 3-second lane area and Player A1 attempts to recover.

He remains in the lane for more than three seconds without the ball being fully recovered.

Is this a violation?

Yes. An offensive player is not allowed in the 16 ft. key area for more than three seconds, with or without the ball. Player A1's fumbling the ball in the lane area, after team control, does not

change the rule. If, however, a player of Team B touches the ball, it becomes loose and the 3-second restriction ceases to exist.

RULE 10 - SECTION VI - c

359. Player A1 has possession of the ball in the 3-second lane for approximately two seconds. He passes the ball to Player A2 and then steps out-of-bounds in the 3-second lane extended for four seconds. What is the ruling?

Player A1 has committed an offensive 3-second violation. The 3-second lane extends four feet (imaginary) off the end of the court.

RULE 10 - SECTION VI - a

XLVII. THROW-IN

360. While attempting a throw-in, Player A1 throws the ball out-of-bounds without it having touched a player on the court. Where is the ball awarded to Team B?

At the point of the original throw-in.

RULE 8 - SECTION III - b

RULE 10 - SECTION III - a (7)

361. Player A1 has control of the ball on the right side of his frontcourt and requests a timeout. Upon resumption of play, he wishes to put the ball into play on the left side of the frontcourt. What is the correct ruling? The ball must be put into play on the sideline nearest the spot where play was interrupted. If the point of interruption is in the middle of the court, the team may inbound on either sideline.

RULE 5 - SECTION VIII - d

362. How many seconds does a player have to release the ball on a throw-in?

Five seconds. The count begins when the official places the ball at the player's disposal and stops when the ball is released on the throw-in.

RULE 8 - SECTION III - a

363. Player A1 is out-of-bounds ready to accept the ball from the official for a throw-in.

Player A1 refuses to accept the ball. What is the correct ruling?

The official places the ball on the floor where the throw-in is to be attempted and starts his 5-sec-

ond count. If Player A1 does not put the ball into play within five seconds, it is a violation.

RULE 8 - SECTION III - a

RULE 10 - SECTION III

364. Player B1, who is standing inbounds, blocks a throw-in and the ball continues into Team A's basket. Is this a legal field goal?

Yes. The points are credited to the nearest opponent. If Player B1 is outside the three-point line, three points shall be scored.

RULE 5 - SECTION I - a

365. During a throw-in from out-of-bounds, Player A1 steps over the boundary line onto the floor in his attempt to release the ball. Is this a violation?

Yes. The thrower-in may step on the line, but may not touch the floor over the line until the ball is released.

RULE 10 - SECTION III - a (6)

366. When is the ball put into play on the baseline?

- (1) after a score of any kind,
- (2) when the ball leaves the playing court at that point,
- (3) failure to properly inbound the ball from that position,
- (4) start of second, third and fourth periods,
- (5) ball hitting the vertical standard,
- (6) delay-of-game warning, by the defense, on a baseline throw-in,
- (7) kicked or punched ball violation on baseline throw-in.

RULE 6 - SECTION I - b, f and h

RULE 8 - SECTION III - c

367. A throw-in hits the basket ring or backboard before touching a player on the court.

If Player A3 receives the ball and scores a successful field goal, is it legal?

Yes. The basket ring and backboard are legal surfaces. The game clock and 24-second clock do not start until the ball is touched by Player A3.

RULE 2 - SECTION VIII - c

RULE 7 - SECTION II - b

368. Attempting a throw-in after a successful field goal/free throw, Player A1 runs along the baseline. Is this a violation?

No. Player A1's movement is not restricted. He may also pass the ball to a teammate positioned out-of-bounds. The only requirement is that the entire throw-in procedure must be completed within five seconds.

This is also true for the throw-in at the start of the second, third and fourth periods.

RULE 8 - SECTION III - c

369. While attempting a throw-in after a successful field goal with 1:50 remaining in the third period, Player A1 passes the ball to Player A2 who is also out-of-bounds.

What restrictions are placed on the:

- (1) other offensive players or
 - (2) defensive player?
- (1) It is a violation if an offensive player reaches across the boundary line and touches the ball. Team B would be awarded the ball at a spot nearest the original throw-in.
- (2) It is a delay-of-game if a defensive player reaches across the boundary line and touches the ball. Team A would be awarded the ball on the baseline with all privileges remaining.

RULE 8 - SECTION III - a

RULE 12A - SECTION II - a (5)

370. On a throw-in by Player A1, the ball goes into the basket without touching a player on the court. Is this a legal field goal?

No. The ball must be touched by a player on the court. Team B would be awarded the ball at the spot of the original throw-in. During a throw-in, you cannot have goaltending or basket interference.

RULE 8 - SECTION III - b

RULE 10 - SECTION III - a (5)

371. While Player A1 is attempting a throw-in, the ball lodges in the basket support before touching a player on the court. What is the ruling?

A jump ball at center circle between any two op-

ponents.

RULE 6 - SECTION V - a (6)

372. While attempting a throw-in following a violation, Player A1 takes more than one step, jump or stride from the original in-bounds spot before releasing the ball. Is this a violation?

Yes. On a throw-in, Player A1 is allowed no more than one step or stride as in normal passing movement.

RULE 10 - SECTION III - a (4)

373. On a throw-in, what determines the distance between the defensive and offensive player involved in the throw-in?

The defensive player must allow the offensive player ample room to make the throw-in when the area out-of bounds is restricted. If there is no restriction of the area out-of-bounds, the defensive player shall be allowed to come up to the edge of the line, making certain that his arms do not break the plane. The offensive player may back off to allow himself as much space as possible without leaving the surface of the court.

RULE 8 - SECTION III - a

RULE 10 - SECTION III - a (8)

374. On a baseline throw-in at Team A's basket, four players set a multiple screen. Are defensive players allowed to take position between the offensive players if the screen is:

- (1) perpendicular to the baseline, or
- (2) parallel to the baseline.

Yes. Defensive players are always allowed to take a position between the offensive players and the basket during a throw-in.

RULE 8 - SECTION III - a

COMMENTS ON THE RULES II - A - 2

375. Following an unsuccessful field goal by Player A1, the ball is deflected by Player B1 and it:

- (1) hits the horizontal backboard brace, or

- (2) hits the vertical standard support, or
- (3) passes directly behind the backboard

Where is the throw-in administered?

- (1) Free throw line extended.
- (2) Baseline outside the 3-second area.
- (3) Free throw line extended.

RULE 6 - SECTION I - f (2)

RULE 6 - SECTION I - e (10) and (12)

376. With :09.4 remaining in the fourth period, following a successful field goal by

Team A, Team B immediately calls a regular or 20-second timeout. Upon resumption of play, Team B exercises its option and has the ball advanced to the 28'

hash mark. Player B1 now commits a 5-second throw-in violation. What is the ruling and where is the ball put into play?

The ball will be inbounded by Team A at the spot of the violation and may advance the ball if they call a timeout.

RULE 10 - SECTION III - a (2)

377. Player A1, in an attempt to inbound the ball on the baseline, throws the ball in such a manner that it:

- (1) touches out-of-bounds prior to touching a player in the game,
- (2) strikes the back of the backboard,
- (3) strikes the horizontal brace which holds the backboard,
- (4) passes directly behind the backboard,
- (5) hits the scoreboard,
- (6) touches Player A2 who is out-of-bounds
- (7) touches Player B2 who is out-of-bounds

What is the procedure and where is the ball put into play?

(1) - (5) Player A1 is guilty of failing to throw the ball directly inbound; the ball is awarded to Team B on the baseline at the original throw-in spot.

(6) Player A2 caused the ball to go out-of-bounds and Team B will inbound at that spot

(7) Player B2 caused the ball to go out-of-bounds and Team A will inbound at that spot

RULE 8 - SECTION III

378. The ball has been awarded to Player A1 for a throw-in on the baseline in the backcourt with 1:36 to play in the fourth period. After two seconds, Player A1 wishes to exercise his option and move the ball to the 28' hash mark. What is the ruling?
Team A must call a regular or 20-second timeout or it has no option.

RULE 5 - SECTION VI - d

379. Player A1 hands the ball to Player A2 on a throw-in. What is the ruling?
Violation by Team A. The ball is awarded to Team B at the spot of the throw-in.

RULE 10 - SECTION III

380. Following a successful field goal by Team B, Player A1 attempts to pass to Player A2, who is also out-of-bounds. The ball hits an official, who is also out-of-bounds. What is the ruling?
The official will stop play and award the ball back to Team A for another throw-in attempt, with the option of running the baseline. The official shall be aware of this situation when a pressing defense exists, following a successful field goal/free throw.

RULE 2 - SECTION III**RULE 8 - SECTION III - c**

381. With :35.2 remaining in the second period, Player A1's baseline throw-in to Player A2 hits an official on the court. Player A1 retrieves the ball and advances upcourt. Official blew his whistle with :32.9 on the game clock. What is the ruling?
Violation. Ball is awarded to Team B at the original spot. Player A1 may not be the first player to touch the throw-in. The ball touching an official in-bounds is the same as it touching the floor. The game clock is reset to :35.2 and the 24-second clock to 24 seconds, since the ball was never legally touched.

RULE 7 - SECTION II - b**RULE 10 - SECTION III - a (3)**

382. Following a timeout, a throw-in is being administered by Team A at the 28' hash mark. The ball is handed to Player A1 for the throw-in. Before the ball is released on the throw-in, an official blows his whistle when it is discovered that Team A has six players on the court. What is the ruling?
The sixth player is removed and play is resumed at the same spot. Since the ball has not been released on the throw-in, no violation has occurred.

RULE 6 - SECTION III - a (2)**RULE 12A - SECTION III - c****RULE 12A - SECTION V - c (4)**

383. Following the release of the ball on a throw-in by Player A1, it is discovered that Team B has six players on the floor. What is the ruling?
A technical foul will be assessed Team B. The ball became alive when the throw-in was released.

RULE 6 - SECTION III - a (2)**RULE 12A - SECTION III - c**

384. Following a regular or 20-second timeout, Team A exercises its option and moves the ball to the 28' hash mark. On the throw-in Player A1 passes the ball to Player A2 who is positioned in the backcourt. What is the ruling?
During the last two minutes of the fourth period and/or overtime, any throw-in may be passed anywhere on the playing court. Frontcourt/backcourt status is established when a player with the ball secures a positive position on the court.

RULE 4 - SECTION V - g**RULE 8 - SECTION III - e (EXCEPTION)**

385. With :20.0 remaining in the fourth period, Team A is granted a regular or 20-second timeout. Upon resumption of play, Team A exercises its option and moves the ball to the 28' hash mark. On the throw-in by Player A1, Player A2 pushes Player

B2, (1) before the ball is released, or (2) after the ball is released. What is the ruling?

(1) Player A2 is assessed an offensive foul and Team B is awarded the ball at the spot of the original throw-in.

(2) Player A2 is assessed an offensive foul and Team B is awarded the ball on the sideline nearest to where the ball was when the foul was called but no nearer to the baseline than the free throw line extended.

RULE 12B - SECTION I - d

386. Player A1 is attempting a throw-in near Team B's bench. Are there any restrictions on Team B's bench personnel?

Yes. All bench personnel must stay back from the sideline so they do not interfere with play. Following a warning by an official, a delay-ofgame shall be assessed if repeated.

RULE 12-A - SECTION II - a (6)

XLVIII. TIMEOUT

387. Team A calls a regular or 20-second timeout to inquire about a scorer's error or a rule interpretation. It is discovered that a rule has mistakenly been set aside. Is Team A charged for the timeout?

No. A timeout is not charged if it is called to question an interpretation and the correction is sustained. Of course, if the correction is not sustained, then the timeout is charged to Team A.

RULE 5 - SECTION VI - c

388. How many regular timeouts is a team permitted to call:

- (1) In the game?
- (2) In the fourth period?
- (3) In the last two minutes of regulation play?
- (4) In an overtime?

(1) Six.
(2) Three.
(3) One. If a team has two (2) or three (3) full timeouts remaining when the fourth period reaches the 2:00 mark, one (1) of the timeouts will be changed to a 20-second timeout and the team

will retain only one

(1) full timeout. Therefore, if the team has not yet used its allotted

20-second timeout for the second half, it shall have two 20-second timeouts at its disposal.

(4) Two and a 20-second.

RULE 5 - SECTION VI

389. Team A calls a regular timeout. After substituting Player A2 for Player A1 they request to start play immediately. Is this request granted?

No. Once a team calls a regular timeout, 100/60 seconds must be consumed before play is resumed.

RULE 5 - SECTION VII - d

390. Team A calls a 20-second timeout. Is Team B then allowed to call a regular timeout?

Yes. If Team A had the ball in play or not, the ball is dead. Team B does not gain an advantage by calling a timeout and it is granted.

RULE 5 - SECTION VI

391. A regular timeout is called by Team A. The official is notified that the team is over their allotted number of regular and 20-second timeouts. What is the correct ruling?

A request for timeout in excess of the authorized number shall be granted and a technical foul shall be assessed. Following the timeout, Team B will attempt the free throw for the technical foul. The ball will be awarded to Team B and play shall resume with a throw-in nearest the spot where play was interrupted.

RULE 5 - SECTION VI - j

RULE 12A - SECTION I - a

392. What is the correct procedure that the scoring table must follow in the calling of a mandatory timeout?

There must be two 100-second timeouts in the first and third periods and three 100-second timeouts in the second and fourth periods. If neither team has called a timeout prior to 5:59 of the first or third period, it shall be mandatory for the Official Scorer to take it at the first dead ball and charge it to the home team. If

no subsequent timeouts are taken prior to 2:59, it shall be mandatory for the Official Scorer to take it and charge it to the team not previously charged. If neither team has taken a timeout prior to 8:59 of the second or fourth period, a mandatory timeout will be called by the Official Scorer and charged to neither team. If there are no subsequent timeouts taken prior to 5:59, it shall be mandatory for the Official Scorer to take it and charge it to the home team. If no subsequent timeouts are taken prior to 2:59, it shall be mandatory for the Official Scorer to take it and charge it to the team not previously charged. The Official Scorer shall notify a team when it has been charged with a mandatory timeout. Any additional timeouts in a period beyond those which are mandatory shall be 60 seconds. No regular or mandatory timeout shall be granted to the defensive team during an official's suspension-of-play for (1) a delay-of-game warning, (2) retrieving an errant ball, (3) an inadvertent whistle, or (4) any other unusual circumstance. EXCEPTION: Suspension-of-play for Infection Control. See Comments on the Rules - N.

RULE 5 - SECTION VI

393. With 2:50 remaining in the second period following a successful field goal by Player B1, Player A1 calls a 20-second timeout. Immediately, the scoring table alerts the officials that a mandatory timeout is required. Is this correct? Yes. The ball is dead and a mandatory timeout must be called if there were only two previous regular timeouts in the period. If the regular timeout is charged to Team A, it retains its 20-second timeout. If the regular timeout is charged to Team B or neither team, Team A loses its 20-second timeout and the full timeout will follow the conclusion of the 20-second timeout.

RULE 5 - SECTION VI - h

RULE 5 - SECTION VII - d

394. Team A has called five regular timeouts dur-

ing regulation play. How many timeouts are they allowed to call in overtime? Each team is permitted two regular timeouts and one twenty-second timeout in each overtime period.

RULE 5 - SECTION VII - c

395. Team A has already used up six timeouts starting the fourth period. They are then charged with a mandatory timeout that is called by the scorer's table at 5:40. What is the ruling?

Team A is charged with a seventh timeout and assessed a technical foul.

Following the timeout the ball will be awarded to Team B and play shall resume with a throw-in nearest the spot where play was interrupted. A 20-second timeout cannot be used as a mandatory timeout. The scorer will notify the officials when a team has used its final timeout and the official will in-turn notify the team.

RULE 5 - SECTION VII - d

RULE 12A - SECTION I

396. Team A has attempted a successful field goal and requests a timeout. Should the timeout be granted?

No. If the scoring team calls time it should be ignored by the officials.

However, if the official inadvertently blows his whistle, play shall be suspended and the team in possession shall put the ball in play immediately.

RULE 5 - SECTION VII

397. The scorer's table is unable to call a mandatory timeout because the ball does not become dead in the last 2:59 of the period. Does the team who did not have a charged timeout in the period lose one from its total?

No.

RULE 5 - SECTION VI

398. Player A1 is attempting a free throw which is going to remain in play. Player B1 informs the nearest official that he desires a timeout whether the basket is made or missed. The free throw attempt is unsuccessful and Player B2 secures possession of the rebound in the air and Player B1 immediately requests a timeout. Following

the request, the ball is stolen by Player A2. What is the ruling?

The official shall grant Team B a timeout. Player B2 is not required to return to the floor to gain possession. The official should inform Player B1, upon his initial request, that the timeout request must be made after possession has been secured.

RULE 5 - SECTION VII - f

399. An official inadvertently signals for a timeout with the ball in the air on:

(1) a field goal attempt.

(2) a free throw attempt which is to remain in play. What is the ruling?

If the attempt is successful, the whistle is ignored, and play is resumed

as after any other score. If the attempt is unsuccessful, play is resumed

with a jump ball between any two opponents at the center circle. The

inadvertent whistle has no effect on whether the attempt was successful

or unsuccessful.

RULE 5 - SECTION VIII - c

400. An official erroneously recognizes a timeout request by an opponent after the ball has been awarded to the free throw shooter.

What is the ruling if the free throw shooter is in the act of shooting and his free throw attempt is:

(1) successful?

(2) unsuccessful?

(1) Official's signal is ignored and the successful free throw shall be scored.

(2) It shall be ruled that the request by the player and the signal by the official were disconcerting, and a substitute free throw shall be awarded. If the shooter recognizes the opponent's request and/or the official's signal by not releasing the attempt, the official shall handle the ball, ignore the request, and allow a new 10 seconds for the free throw attempt.

RULE 5 - SECTION VIII - b

401. Following a mandatory timeout charged to Team A at 1:50 in the fourth period and the ball in Team A's backcourt, Team A's coach

wishes to exercise the option and move the ball to the 28' hash mark. Is this request honored?

Yes. If the mandatory timeout was charged to Team B or neither team, the option would not be available.

RULE 5 - SECTION VI

402. Player A1 requests a timeout when he is unable to inbound the ball at the start of the fourth period. Should the official grant this request?

Yes. A timeout shall be granted anytime the team making the request is in control of the ball.

RULE 5 - SECTION VI

403. With 5:59 remaining in the first period, no previous timeouts have been called by either team. Team B is issued a delay-of-game warning. Is it permissible for the scorer's table to call a mandatory timeout?

No. This is considered a suspension of play by the officials. During a suspension of play for (1) delay-of-game warning, or (2) retrieving an errant ball, (3) an inadvertent whistle, or (4) any other unusual circumstance, there may be no substitutions, no timeout awarded to the defensive team, or mandatory timeout taken by the scorer's table. If the suspension of play in (4) above is for bleeding, substitutes are permitted consistent with substitution rules.

RULE 5 - SECTION VI - i

COMMENTS ON THE RULES - N

404. Player A1 commits his sixth personal foul and is disqualified. Team B immediately is granted a 20-second timeout. (1) When does the 30 seconds commence for replacement of a disqualified player? (2) When does the 20-second timeout commence for Team

B?

(1) The 30 seconds will commence when the official signals the timer after notifying the head coach.

(2) The 20-second timeout will commence when the official signals the

timer following the 30 seconds or when the substitute enters the game, whichever is first.

RULE 5 - SECTION II - e

RULE 5 - SECTION VI

405. Player A1 is injured and lying on the floor from a flagrant foul penalty 1 charged to Player B1. Should Team A be charged with a timeout when Player A1 cannot immediately get up?

No. A team will not be charged with a timeout when one of its players is injured and an opponent is charged with a flagrant foul or unsportsmanlike act. Play will resume when playing conditions are safe.

RULE 5 - SECTION VI - g

406. Team B has 3 regular and one 20-second timeout at its disposal entering the last 2 minutes of the fourth period. Team B is due the mandatory when a foul is called at 1:45.

How many timeouts does Team B have remaining?

Two 20-second timeouts. When the clock reached 2:00, one of the 3 regular timeouts was lost and one was changed to a 20-second. The one remaining regular timeout is used for the mandatory thus leaving them with 2 twentys.

RULE 5 - SECTION VI - a

XLIX. TIMING

407. How much time is allowed for the following? When does the clock begin? When does the first and second horn signal to indicate the stoppage is over?

- (1) Halftime,
- (2) Between periods,
- (3) Regular timeout,
- (4) 20 second timeout,
- (5) Substitution for disqualified player and infection control.

(1) 15 minutes (Clock should be set at 14:00). The clock will start when an official signals the table just before leaving the court. The initial warning horn sounds with one minute remaining

prior to the second horn which sounds when the clock reaches 0:00.

(2) 130 seconds between first and second periods, the third and fourth periods, and fourth period and/or overtimes. The initial warning

horn sounds when the clock has 15 seconds remaining prior to the second horn which sounds at 130 seconds.

(3) For all mandatory timeouts the initial warning horn sounds when the clock has 15 seconds remaining prior to the second horn which sounds at 110 seconds. For 60-second timeouts, the initial warning horn sounds when the clock has 15 seconds remaining prior to the second horn which sounds at 60 seconds.

(4) The initial warning horn sounds when the clock has 15 seconds remaining prior to the second horn which sounds at 30 seconds.

(5) 30 seconds. The countdown in all instances begins when the official signals the table. Only one horn will sound at the conclusion of the 30 seconds.

RULE 5 - SECTION II

L. TRAVELING

408. Player A1 drives to the basket, gathers the ball with his left foot on the floor, steps and, clearly jumps off his right foot and lands simultaneously with both feet (jump stop). What are his options?

Player A1 may jump to pass or shoot but is not allowed to pivot or "step through".

RULE 10 - SECTION XIII - b

409. Player A1 leaves the floor for a field goal attempt or pass. He is unable to do either because of the close guarding position of Player B1, so he drops the ball to the floor. Is this a violation?

No. He must be the first to touch the ball prior to it touching another player for a violation to occur.

RULE 10 - SECTION XVII

410. Player A1 fakes a pass and fumbles the ball out of his control. May he be the first to touch the ball?

Yes. A player may recover a fumble at any time. He may only pass or shoot after recovering the ball. If he recovers the ball without moving his pivot and the ball does not touch the floor, his status remains the same as before the fumble.

RULE 4 - SECTION VIII

411. Player A1 attempts to pass to Player A2 but tries to stop when a defender steps between them. He is unable to maintain control and the ball comes loose. May he be the first to touch the ball?

No. Player A1's late attempt to stop his pass is not considered a fumble but a bad pass. Therefore, he may not be the first to touch the ball.

RULE 10 - SECTION XIII - g

412. Player A1 ends his dribble with both feet off the floor and lands simultaneously with both feet. What are his options?

Player A1 has stopped on the count of one and may pivot with either foot. Once his pivot foot leaves the floor it may not be returned until the ball is released.

RULE 10 - SECTION XIII - b

413. Player A1 ends his dribble with his right foot touching the floor and then hops with his right foot to split two defenders. Is this legal?

No. A player may not step using the same foot from the time he ends his dribble or gains possession of the ball.

RULE 10 - SECTION XIII - h

414. Player A1 receives a pass and establishes his left foot as his pivot foot. What may he do with his pivot foot while on the floor? Once a player establishes a pivot foot he may only pivot on that foot with one axis point. The part of the pivot foot that remains on the court when he first turns shall be considered his axis

point. He may 'rock' back and forth from heel to toe as long as he does not create a new axis point.

RULE 10 - SECTION XIII

LI. TWENTY-FOUR SECOND CLOCK

415. With the ball in the air, Player B1 blocks Player A1's field goal attempt prior to the 24-second horn. Is Team B allowed to secure possession of the ball and continue play?

Yes, if Team B gains possession before the horn. If the horn and the new possession are so close that it is difficult to determine which came first, the whistle shall be withheld.

RULE 7 - SECTION II - e (2)

416. Play has been stopped and the 24-second clock reads 0. However, the buzzer hasn't sounded. What is the correct ruling? Whenever the 24-second clock reads 0 and the ball is dead for any reason other than a defensive 3-second violation, kicking violation, punched ball violation, personal foul or technical foul by the defensive team, a 24-second violation has occurred. If the offense is assessed a technical foul, or requests any type of timeout, a 24-second violation has occurred.

RULE 7 - SECTION II - k

RULE 7 - SECTION IV - b

417. Player A1 attempts to pass to Player A2 in the frontcourt. Player B1 deflects the ball causing it to touch the basket ring. Is the 24-second clock reset?

Yes. The 24-second clock is reset anytime the ball from inbounds touches the basket ring of the team which has possession.

RULE 7 - SECTION IV - c (2)

418. Team A calls a timeout in their frontcourt. There are 8 seconds showing on the 24second clock. Upon resumption of play is the 24-second clock reset to 14 seconds?

No. The 24-second clock remains exactly where it was when time was called by Team A.

RULE 7 - SECTION IV

419. On a throw-in from the backcourt, the ball is deflected by either team with no possession being secured. When does the 24-second clock start?

The 24-second clock, game clock and 8-second count start when the ball is legally touched by any player on the court.

RULE 7 - SECTION II - b

420. A pass from Player A1 to Player A2 is deflected by Player B1 into Team A's backcourt. The officials are notified that a player is bleeding and play is suspended. The 24-second clock indicates 5 seconds remaining. What is the ruling? The 24-second clock is reset to 14 seconds and Team A receives a new 8-second count.

RULE 7 - SECTION IV - d (5)

RULE 10 - SECTION VIII - EXCEPTION (2)

421. The ball is deflected by Player B1 while in possession of Player A1. As the ball is going out-of-bounds, Player B1 throws it to Player B2. When is the 24-second clock reset?

The 24-second clock shall be reset when Player B1 secures possession. A player is considered to have possession whenever he can throw the ball.

RULE 7 - SECTION II - e (2)

RULE 7 - SECTION IV - c

422. Player A1 is holding the ball inbounds near the sideline with 18 seconds remaining on the 24-second clock. Player B1, who is out-of-bounds, touches the ball. An official calls the violation and returns the ball to Team A and directs the timer to give Team A a new 24-second count. Is this correct? No. The 24-second clock remains at 18. This is treated the same way as if the defensive player caused the ball to go out of bounds.

RULE 7 - SECTION II - f and g

423. A successful field goal by Player A1 at 1:24 of the fourth period is followed by a partially blocked field goal attempt by Player B1 at 1:01, which fails to touch the basket ring. Player B2 secures possession,

scores, and is fouled by Player A2 at :55.8. The coach of Team A calls a timeout and protests that the 24-second clock was erroneously reset and therefore a violation has occurred. Upon checking the scorer's table, the official sustains the coach's protest. How is the correction administered?

All play which occurred after 1:00 on the game clock is nullified. The game clock is reset to 1:00 and the ball is awarded out-of-bounds to Team A on the sideline nearest the spot where the violation would have happened but no nearer to the baseline than the free throw line extended. Team A is not charged with a timeout. This is judgment on the part of the 24-second clock operator and the official may correct the error.

RULE 2 - SECTION III

RULE 5 - SECTION VI - c

RULE 7 - SECTION II - c - (2)

RULE 7 - SECTION II - j

424. With :36.0 remaining in the first period and seven remaining on the 24-second clock, Player B1 tips the ball away from Player A1. Player A1 retrieves the ball and the 24-second clock is erroneously reset with 2.5 seconds remaining. What is the ruling?

Play shall be halted immediately. The 24-second clock shall be reset to 2.5, and the ball is awarded to Team A on the sideline nearest the spot where play was interrupted. The game clock shall be reset to 14.5.

RULE 7 - SECTION II - d

425. Following a successful field goal, Player A1 inbounds the ball with :44.4 remaining in the fourth period. Player A2 attempts an unsuccessful field goal which fails to touch the basket ring and was recovered by Player A3 at :22.4. The 24-second clock is erroneously turned off. How is this play administered?

Play shall be stopped unless there is an immediate field goal attempt. The official shall instruct the timers to reset the game clock to :22.4 and the 24-second clock to 2.0. Make certain that there is communication among the officials and all necessary scoring table personnel in arriving at this decision.

RULE 7 - SECTION II - c and j

426. Following an unsuccessful field goal attempt by Player A1, which does not touch the rim, Player B3 accidentally tips the ball up through Team A's basket. What is the ruling? A floor violation by the defense has occurred. The ball is awarded to Team A at the free throw line extended. Team A has the number of seconds remaining on the 24-second clock to attempt a field goal. If a 0 is showing, a 24-second violation shall be called.

RULE 7 - SECTION II - g

RULE 10 - SECTION XI

427. Following a successful field goal by Team B, the ball is inbounded to Player A2 in his backcourt by Player A1. As Player A2 attempts to pass the ball back to Player A1, the ball is deflected by Player B1 causing it to touch the basket ring.

(a) Is the 24-second clock reset?

(b) Does Team A get a new 8 seconds to advance the ball into the frontcourt?

No. The deflection by Player B1 does not constitute new possession. The 24-second clock is reset when the ball contacts the basket ring of the team, which is in possession. On this play the 24-second clock will continue to run, and the "magic" number remains 15.

RULE 4 - SECTION VI - f

RULE 7 - SECTION IV - c (2)

428. With :32.6 remaining in the fourth period, Team A attempts a throw-in following a successful field goal. The ball is caused to go out-of-bounds by Player B1 in the frontcourt with :08.8 remaining on the game clock and 0.2 on the twenty-four second clock. What is the procedure to be followed?

Both clocks are under the same control. The officials will see that each team is notified that Team A has :00.2 to attempt a 'high lob' or tap so that the ball enters the basket or hits the rim.

RULE 7 - SECTION II - b and c

429. With 7 seconds on the shot clock, the official calls a defensive 3-second violation as Player A1 is attempting an unsuccessful shot which hits the rim. What is the shot clock reset to? The shot clock should be reset to

14 since the violation technically happened before the field goal attempt. The same would be true if an off ball foul is called while a player is in the act of shooting an unsuccessful basket.

RULE 7 - SECTION IV - d (2)

430. As Player A1 is nearing the 28' mark while advancing the ball in his backcourt at 3:45 of the period, the official suspends play when it is recognized the shot clock did not start. What is the procedure?

The officials will estimate the amount of time that should be removed from the shot clock using the game clock as a guideline. The ball will be inbounded at the nearest spot on the sideline. If neither the game clock or shot clock started, both clocks should be adjusted accordingly.

OFFICIAL'S MANUAL

431. Following B1's successful basket at 34.5 of the 4th period, Player A2 allows the throw-in pass to bounce up-court prior to touching the ball. The official sounds the whistle when the ball reaches the 28' mark when the game clock is incorrectly running. What is the procedure?

The game clock will be reset to 34.5 and Team A will inbound on the baseline as after any score.

RULE 5 - SECTION VIII - a (2)

432. A held ball is whistled between Players A1 and B1 with 4.1 seconds on the shot clock. How is this handled?

The shot clock will be reset to 5 seconds and will start when possession is gained by either team following the jump.

RULE 7 - SECTION IV - e

LII. TWENTY-SECOND TIMEOUT

433. Is Team B's trainer allowed to give aid to one of his players during Team A's 20second timeout?

Yes. The same rules that govern Team A's trainer are also applicable to Team B's trainer.

RULE 3 - SECTION IV - a

434. Is Team B allowed to call a 20-second timeout while Team A has possession of the ball and Player B1 is injured?

No, unless Player B1 is bleeding and the officials have suspended play. Under conditions where no bleeding is involved, Team B may call a timeout when it secures possession or the ball becomes dead.

RULE 5 - SECTION VI - a

435. Team A calls a 20-second timeout with the ball out-of-bounds in the backcourt.

There is less than 2 minutes to play. Where is the ball put into play?

Team A has the option to move the ball to the 28' hash mark on a 20second timeout or in-bound at the spot.

RULE 5 - SECTION VI - d

436. Can a team ever have two 20-second timeouts at its disposal?

Yes. Each team is allowed one 20-second timeout per half and each overtime period. If they have two or three regular timeouts remaining when the fourth or overtime period reaches the 2:00 minute mark, one will be changed to a 20-second. Therefore, if a team did not call its 20 second timeout prior to the two minute mark, they would have two 20 second timeouts available.

RULE 5 - SECTION VI - a

437. Player A1 and Player B2 are both injured on the same play during a live ball situation with Team A in control. Should the official suspend play?

No. Team A must first request a timeout. The official may then suspend play to have the players attended to and not charge Team A with a timeout. Both teams are allowed unlimited substitutions.

RULE 2 - SECTION III

RULE 5 - SECTION VI

438. During a 20-second timeout called by Team A, may the captain of Team A request a rule interpretation from the officials?

Yes.

RULE 5 - SECTION VI - c

439. Player A1 is injured and Team A requests a 20-second timeout while the ball is in play. Due to his condition, Player A1 is unable to be moved when the 20-second

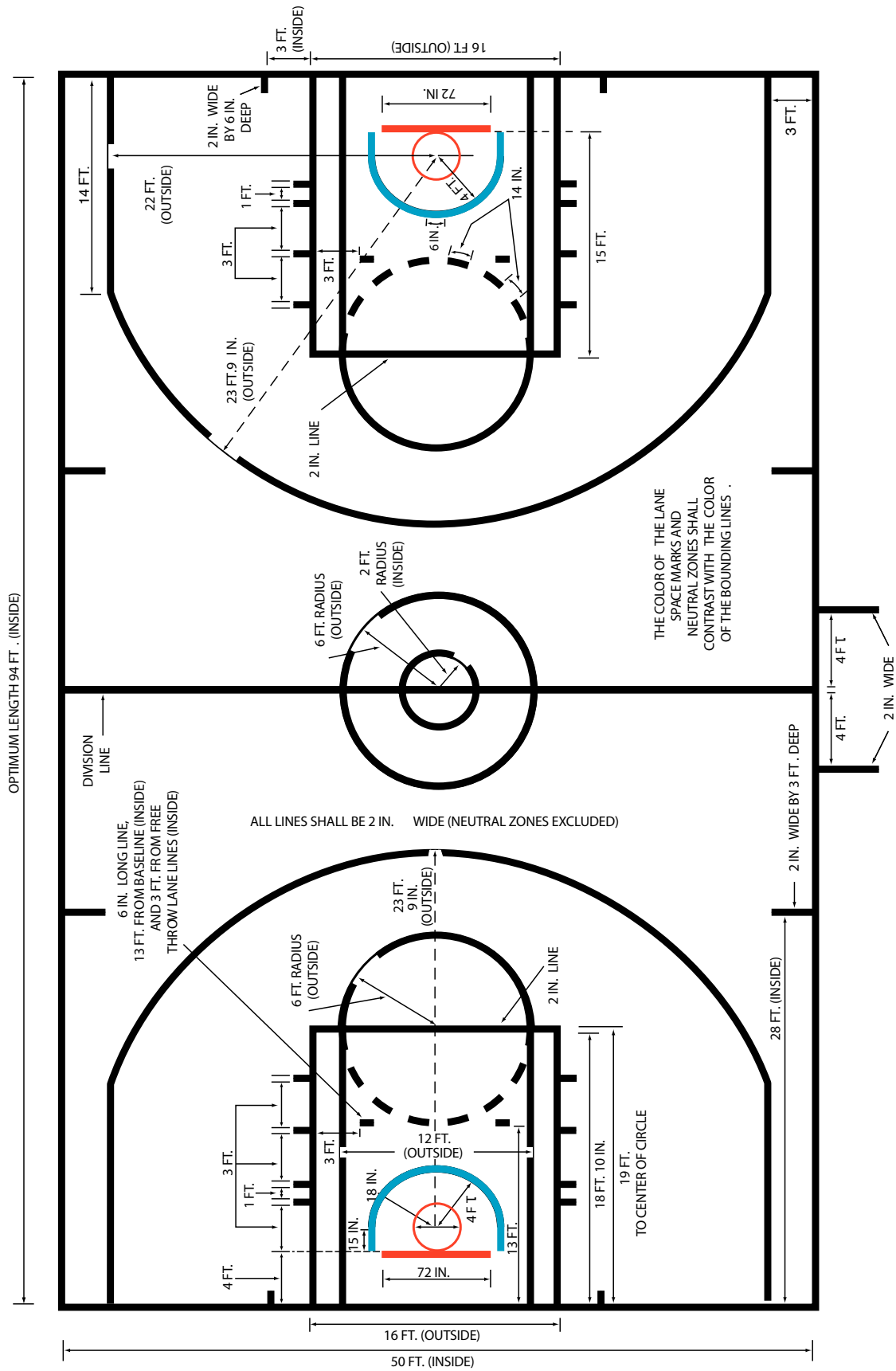
timeout expires. What is the procedure?

Since Player A1 cannot be removed from the playing surface or the immediate area, which may prohibit safe playing conditions, Team A is charged with a regular timeout and the 20-second timeout will be returned. If Team A has no regular timeouts remaining, they will only be charged with a 20-second timeout. However, under no conditions will Team A be charged with more than one timeout. Therefore, if the same type of injury occurs and Team A has neither a 20-second timeout nor a regular timeout at its disposal, at the next stoppage of play the official will suspend play until playing conditions are safe. However, if Team A is granted the timeout during play and had none remaining, it shall be treated as an excessive timeout.

RULE 2 - SECTION III

RULE 5 - SECTION VI - d

Official NBA Court Diagram



Notes

Notes

Notes

DID YOU KNOW?

- NBA referees Tom Washington, Steve Javie, Mark Wunderlich, Duke Callahan, Ed Malloy, Mark Lindsay and Joe Crawford operate an officials school called Next Level Officiating School with all the proceeds go to various charities.
- Over the last 25 years there has only been a game 7 in the finals 3 times and Joe Crawford has officiated in all three.
- Derrick Collins is the current all-time career assist leader at Xavier University (New Orleans).
- Official Marat Kogut is an amateur magician.
- Courtney Kirkland created the Kennedy Leigh Kirkland Memorial Scholarship Fund in May of 2004 to assist devoted, dedicated and hard working children in preparation for college.
- Leon Wood played professionally in the NBA with Philadelphia, Washington, New Jersey, San Antonio, Atlanta and Sacramento, averaging 6.4 points, 3.2 assists and 1.2 rebounds as a guard during his six-year NBA career.

OFFICIATING FAST FACTS

MOST SEASONS OFFICIATED

(including 2010-11 season)

Dick Bavetta	37
Joe Crawford	35
Bennett Salvatore	30
Dan Crawford	27

MOST REGULAR SEASON GAMES OFFICIATED

(entering 2011-12 season)

Dick Bavetta	2,498
Joe Crawford	2,402
Dan Crawford	1,770
Bennett Salvatore	1,684

Youngest Official:

Nick Buchert at 28 years-old
(April 17, 1983)

Oldest Official:

Dick Bavetta 71 years-old
(December 10, 1939)

Most NBA Playoffs Experience:

Joe Crawford, 278 games

Most NBA Finals Experience:

Joe Crawford, 46 games