



RECREATIONAL SERVICES

Intramural Rulebook



Basketball

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National Federation High School Rules will be used for all Intramural games for clarification and rule interpretation if not already covered in this manual.

All italicized sections are updates to this year's rules.

Rule 1. Officials and Their Duties

Section 1. Game Officials: The officials shall be a referee and an umpire or a referee and two umpires who shall be assisted by a timer/scorer.

Section 2. Referee's Pre-Game Duties: The referee shall inspect and approve all equipment, including court, baskets, ball, backboards, and timers' and scorers' signals.

Section 3. Referee's Duties During Game: The referee shall:

- Art. 1. Administer the alternating-possession throw-in to start each half.
- Art. 2. Decide whether a goal shall count if the officials disagree.
- Art. 3. Decide matters upon which the timers and scorers disagree.
- Art. 4. Confer with the scorer at halftime to determine the possession arrow is pointed in the proper direction to begin play in the third quarter.
- Art. 5. Check and approve the score at the end of each half.

Section 4. Officials' Authority: No official has the authority to set aside or question decisions made by the other official(s) within the limits of their respective outlined duties.

Section 5. Officials' General Duties: The officials shall conduct the game in accordance with the rules. This includes:

- Art. 1. Notifying the captains when play is about to begin at the start of the game.
- Art. 2. Putting the ball in play.
- Art. 3. Determining when the ball becomes dead.
- Art. 4. Prohibiting practice during a dead ball, except between halves.
- Art. 5. Administering penalties.
- Art. 6. Granting time-out.
- Art. 7. Beckoning substitutes to enter the court.
- Art. 8. Signaling a three-point goal by raising two arms extended overhead.
- Art. 9. Silently and visibly counting seconds to administer the throw-in, free throw, back-court and closely-guarded rules.
- Art. 10. Report a team warning for delay to the scorer and then to the captain.

Section 6. Officials Additional Duties: The officials shall:

- Art. 1. Penalize unsportsmanlike conduct by any player, coach, substitute, team attendant or follower.

Question: Who is responsible for behavior of spectators?

Answer: The team

- Art. 2. Penalize and disqualify the offender if flagrant misconduct occurs.
- Art. 3. Remove a player from the game who commits his/her fifth foul (personal and technical).
- Art. 4. Designate the calling official as the official who shall notify the coach and then notify the player on a disqualification.

Section 7. Signals

- Art. 1. When a foul occurs, an official shall signal the timer. The official shall then designate the offender to the scorers and indicate with finger(s) the number of free throws.
- Art. 2. When a team is entitled to throw-in, an official shall clearly signal:

- a. The act which caused the ball to become dead.
 - b. The throw-in spot unless it follows a successful goal or an awarded goal.
 - c. The team entitled to the throw-in.
- Art. 3. If the throw-in team does not make a player available, the official shall place the ball on the floor. The official shall hand or bounce pass the ball to the thrower for a throw-in unless the throw-in is from outside an end line following successful goal.

Section 8. Correctable Errors

- Art. 1. Officials may correct an error if a rule is inadvertently set aside and results in:
- a. Failure to award a merited free throw.
 - b. Awarding an unmerited free throw.
 - c. Permitting a wrong player to attempt a free throw.
 - d. Attempting a free throw at the wrong basket.
 - e. Erroneously counting or canceling a score.
- Art. 2. In order to correct any of the officials' errors listed in Article 1, such error must be recognized by an official during the first dead ball after the clock has properly started.
- Art. 3. If in Article 1e the error is made while the clock is running and ball is dead, it must be recognized by an official before the second live ball on the floor.
- Art. 4. If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw, and the activity during it, other than unsportsmanlike, flagrant, intentional, or technical fouls, shall be canceled.
- Art. 5. Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Errors because of free-throw attempts by the wrong player or at the wrong basket shall be corrected.
- Art. 6. If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free-throw attempt(s).

Section 9. Scorers' Duties: The scorers shall:

- Art. 1. Assure that all player's first and last names and player's numbers are written on the score card.
- Art. 2. Notify the nearer official when there is an infraction of the rules pertaining to submission of the roster, substitutions or numbers of players.
- Art. 3. Signal the officials by using the game horn or sounding device unlike that used by the referee and umpire(s). This may be used immediately if, or as soon as, the ball is dead or is in control of the offending team.
- Art. 4. Keep a running summary of the points scored.
- Art. 5. Record the personal and technical fouls called on each player and notify an official immediately when the fifth foul (personal and technical) is charged to any player, the second technical foul is charged to any player or a third technical is charged to a team.
- Art. 6. Record the time-outs charged by each team and notify the team whenever that team is granted its final allotted charged time-out.
- Art. 7. Keep track of the alternating-possession procedure and be responsible for the possession arrow.
- Art. 8. Signal the nearer official each time a team is granted a time-out in excess of the allotted number.
- Art. 9. Signal in each half when a player commits a common foul beginning with his/her team's 7th and 10th foul.
- Art. 10. Record the number of warnings for delay.

Section 10. Timers' Duties: The timers shall:

- Art. 1. Sound a warning signal 15 seconds before the expiration of an intermission or time-out and indicate the end of a timeout or intermission with another signal.
- Art. 2. Stop the clock at the expiration of time for each half or extra period, and when an official signals time-out, as directed in Rule 3.
- Art. 3. Indicate by signal the expiration of playing time in each half.
- Art. 4. Sound a warning signal at 15 seconds before the expiration of the 20 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game.

Section 11. Timers, Substitutes and Equipment: If the horn is not heard, the timers shall blow a whistle to immediately notify the referee. If in the meantime, a goal has been made or a foul has occurred, the referee shall consult the timers:

- Art. 1. If the timers agree that the time expired before the ball was in flight, the goal shall not count.
- Art. 2. If the timers agree that the half or extra period ended before the foul occurred, the foul shall be disregarded, unless it was intentional or flagrant.
- Art. 3. If the timers disagree, the goal shall count or the foul shall count or the foul shall be penalized, unless the referee has knowledge which alters such ruling.

Section 12. Timing Mistakes

- Art. 1. The referee may correct an obvious mistake by the timer to start or stop the clock properly only when he or she has definite information relative to the time involved. The exact time observed by the official may be placed on the clock.

Rule 2. Players, Substitutes, and Equipment

Section 1. Team Captain

- Art. 1. Each team consists of five players, one of whom is the captain. Bench personnel will not be recognized as a team spokesman.

Question - May a team play with fewer than five players?

Answer - A team must begin with five players if five players are present. A team may not start a game with less than 4 players. If it has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.

- Art. 2. The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the court.
- Art. 3. A player is one of five team members who are legally on the court at any given time, except intermission.
- Art. 4. Bench personnel are all individuals who are part of or affiliated with a team. During an intermission, all team members are bench personnel.
- Art. 5. A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of disqualification.

Section 2. Substitution

- Art. 1. A substitute who desires to enter shall report to the scorers:

- a. During a time-out the substitute must report or be in a position to report to the scorers, prior to the warning signal which is sounded 15 seconds before the end of the time-out.
 - b. During multiple free-throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.
 - c. A captain may request a defensive match-up if three or more substitutes from the same team enter during an opportunity to substitute
- Art. 2. The substitute shall remain outside the boundary until an official beckons him or her. If the ball is about to become live, the beckoning signal should be withheld. The entering player shall not replace a free thrower except for an injury.
- Art. 3. A player who has been withdrawn or directed to leave the game for injury, or for illegal equipment or apparel, etc., shall not re-enter before the next opportunity to substitute following his/her replacement. A player that is directed to leave the game due to injury may re-enter the game if a time-out is requested by his/her team and the situation can be corrected by the resumption of play.
- Art. 4. A player who is bleeding, has an open wound or has an excessive amount of blood on his/her uniform shall be directed to leave the game until the situation is corrected, unless a time-out is requested by his/her team and granted to, and the situation can be corrected by the end of the time-out.

Note: If players from both teams are directed to leave the game due to injury or blood, both teams must request and be granted a time-out in order to keep each player in the game.

- Art. 5. A player who has been determined apparently unconscious by the trainer shall not return to play in the game without written authorization from a physician.

Section 3. Jerseys

- Art. 1. Jerseys must have numbers at least three inches tall (preferably on the back). Note: Technical fouls will not be assessed for players found wearing the same number but a technical foul will be assessed for improperly recorded numbers on the score sheet.
- Art. 2. Team members must wear similarly colored jerseys NOTE: Jerseys will be provided if needed. Recreational Services reserves the right to ban any inappropriate uniform being worn during intramural basketball.
- Art. 3. A team member shall not remove the jersey and/or pants/skirt in the visual confines of the playing area during the game.

Section 4. Player's Equipment

Players shall not wear equipment which is dangerous to other players or is not appropriate.

Examples:

- Art. 1. No guards, casts or braces made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance may be worn on the elbows, hand, fingers, wrists or forearms regardless of padding. Hard and unyielding items (guards, casts, braces etc.) on the upper arm or shoulder must be padded.
- Art. 2. Knee and ankle braces are permitted but all exposed hinges must be covered. Most over-sleeves recommended by manufacturers are acceptable. These braces may be padded or unpadded.
- Art. 3. Any guards, casts, braces and compression sleeves must meet the criteria listed in Art 1 and Art 2 and be worn for medical purposes.
- Art. 3. Players may not wear jewelry of any kind. This includes but is not limited to rings, bracelets, watches, necklaces, earrings. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform top. A medical alert medal must be taped and may be visible.
- Art. 4. Shorts or pants which have belt loops or any exposed metal will not be permitted.

- Art. 5. Headgear is not permitted. Exception: A headband no wider than 2 inches and made of non-abrasive, unadorned, elastic, fiber, soft leather or rubber may be worn provided there are no loose ends. Rubber/cloth or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes and bobby pins are prohibited. Head decorations and headwear, except those specified above are prohibited unless prior approval has been received from the Assistant Director for Intramurals to wear the item in question.
- Art. 5. Eyeglasses must be tightly strapped on. NOTE: String will be provided by supervisors if needed.
- Art. 6. Footwear is limited to non-marking court shoes. A shoe that is not a court shoe or marks the floor will be deemed illegal.
- Art. 7. The intramural supervisor has final jurisdiction in determining legality of player equipment.

Section 5. Bench Area

- Art. 1. Team members will make their bench on either side of the scorer's table beyond the bench line. Players will not be allowed in the spectator areas. NOTE: Players are NOT allowed to sit on the bleachers during their game.
- Art. 2. Only one non-player will be allowed in the bench area for any team.

Rule 3. Scoring and Timing Regulations

Section 1. Goal

- Art. 1. A goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored in an untouched throw-in goes through the basket.
- Art. 2. Whether the clock is running or stopped has no influence on the counting of a goal. If a player-control foul occurs after a goal, the goal is canceled.

Section 2. Scoring

- Art. 1. A successful try or tap from the field by a player who is located behind the 19-foot, 9-inch line counts three points. Any other goal from the field counts two points for the team into whose basket the ball is thrown.
- Art. 2. A goal from a free throw counts one point for the free-thrower's team and is credited to the free thrower.
- Art. 3. The only infractions for which points are awarded are goal tending by the defense or basket interference at the opponent's basket.
- Art. 4. When play is resumed with a throw-in or free throw and 3/10 (.3) of a second or less remains on the clock, no field goal may be scored by a try for goal. In this situation a tap could score.

Section 3. Length of Periods, Beginning, End, Half or Extra Period

- Art. 1. Games will be played in 20-minute halves with a 3-minute halftime intermission.
- Art. 2. The game and each extra period shall be started by a jump ball in the center restraining circle. Note: In the absence of a restraining circle, each half or extra period will begin with an alternating possession throw-in as determined by a pre-game coin toss. Any technical fouls called before the game begins will be administered in the order they occur. The technical fouls determine the alternating possession.
- Art. 3. If a game is tied at the end of regulation, a two-minute overtime will be played. If a second overtime is needed it will be one minute in length. If a third overtime is needed it will be sudden death. One additional time out will be given for each overtime. Note: Playoff games will not have a sudden death period. One minute periods will be played if a winner has not been determined during the initial two-minute overtime until a winner is determined.

Periods end when the signal sounds indicating time has expired, except that:

- Art. 4. If the ball is in flight during a try or tap for field goal, the half or extra period ends when the try or tap ends.
- Art. 5. If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the half or extra period ends with the held ball or violation.
- Art. 6. If a foul occurs:
 - a. So near the expiration of time that the timer cannot get the clock stopped before the time expires.
 - b. After time expires, but while the ball is in flight during a try or tap for field goal. The quarter or extra period ends when the free throw(s) and all related activity have been completed. No penalty or part of a penalty carries over from one quarter or extra period to the next.

Exception: No free throw(s) shall be attempted after time has expired for the second half or any extra period, unless the point(s) would affect the outcome of the game.

- Art. 7. If a technical foul occurs after the ball has become dead to end a half or extra period, the next half or extra period is started by administering the free throws. This applies when the foul occurs after the first half has ended and after the second half has ended, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the free throws are attempted immediately, as if the foul had been part of the preceding quarter.
- Art. 8. Mercy Rule: If, at any point, with 10 minutes or less remaining in the second half a team is ahead by 30 points or more the game shall be ended and the team leading shall be declared the winner of the game.

Section 4. Running Clock, Time-Out, Stopping Play

- Art. 1. The clock will run continuously until the last minute of the first half and until the last 2 minutes of the second half except for team and injury time-outs and for the administration of technical fouls.
- Art. 2. The clock will be stopped for all dead balls in the last two minutes of the game only if the difference in team scores is 14 points or less. If one team is ahead by 15 or more points at any point in the last two minutes of the game, the clock will run continuously for the remainder of the game and will be stopped only for team and injury time-outs.
- Art. 3. Teams will receive 1 time-out per half. All timeouts will carry over into any succeeding period.

In the last two minutes, time-out occurs and the clock shall be stopped when an official signals the following:

- a. A foul
- b. A held ball.
- c. A violation.
- d. A team time-out.

Section 5. Starting the Clock

- Art. 1. After the clock has been stopped it shall be started when the official signals time-in. If the official neglects to signal, the timer is authorized to start the clock as per rule, unless an official specifically signals continued time-out.
- Art. 2. If a free throw is not successful and the ball is to remain live, the clock shall be started when the ball touches or is touched by a player on the court.
- Art. 3. If play is resumed by a throw-in, the clock shall be started when the ball touches, or is touched by, a player on the court after it is released by the thrower.

Rule 4. Definitions

Section 1. Airborne Shooter

- Art. 1. An airborne shooter is a player who has released the ball on a try for goal or has tapped the ball and has not returned to the floor.
- Art. 2. The airborne shooter is considered to be in the act of shooting.

Section 2. Alternating Possession and Arrow

- Art. 1. Alternating possession is the method of putting the ball in play by a throw-in.
- Art. 2. The possession arrow is a device located at the scorer's table which is used to indicate the direction of a team's basket for the alternating-possession procedure.

Section 3. Setting the Direction of the Initial Arrow

Alternating-possession control is established and the initial direction of the possession is set toward the opponent's basket when:

- Art. 1. After the initial coin toss during the captain's meeting.
- Art. 2. The ball is placed at the disposal of the free thrower after a common foul when the bonus free throw is in effect.
- Art. 3. The ball is placed at the disposal of the thrower after:
 - a. The free throws for a non-common foul.
 - b. A common foul before the bonus free throw is in effect

Section 4. Ball Location. At Disposal

- Art. 1. A ball which is in contact with a player or with a court is in the backcourt if either the ball or the player (either player if the ball is touching more than one) is touching the backcourt.
- Art. 2. A ball which is in contact with a player or with the court is in the frontcourt if neither the ball nor the player is touching the backcourt.
- Art. 3. A ball which is in flight retains the same location as when it was last in contact with a player or the court.
- Art. 4. A ball which touches a player or official is the same as the ball touching the floor at the individual's location.
- Art. 5. A ball which touches the front faces or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard it does not constitute a part of the dribble.
- Art. 6. During a dribble from the backcourt to the frontcourt, the ball is in the frontcourt when the ball and both feet of the dribbler touch the court entirely in the frontcourt.
- Art. 7. A ball is at the disposal of the player when it is:
 - a. Handed to the thrower or free thrower
 - b. Caught by a player after it is bounced to him/her
 - c. Placed on the floor at the spot
 - d. Available to a player after a goal

Section 5. Basket. Choice

- Art. 1. A team's own basket is the one into which its players try to throw or tap the ball.
- Art. 2. Each team's basket for practice before the game and for the first half shall be the one farther from its team bench.
- Art. 3. The teams shall change baskets for the second half.
- Art. 4. If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location.

Section 6. Basket Interference

A player shall not commit basket interference. Basket interference occurs when a player:

- Art. 1. Touches the ball or basket, (including the net), when the ball is on or within either basket.
- Art. 2. Touches the ball when it is touching the cylinder having the ring as its lower base.
- Art. 3. Touches the ball outside the cylinder while reaching through the basket from below.
- Art. 4. Pulls down a movable ring so that it contacts the ball before the ring returns to its original position.

Exception: In Articles 1 or 2, if a player has his/her hand legally in contact with the ball, it is not a violation if such contact with the ball continues after it enters a basket cylinder or if in such action, the player touches the basket. Dunking or stuffing is legal and is not basket interference.

Section 7. Blocking, Charging

- Art. 1. Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
- Art. 2. Charging is illegal personal contact caused by pushing or moving into an opponent's torso.
 - a. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
 - b. If a guard has obtained legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
 - c. There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has greater responsibility for the contact.
 - d. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

Section 8. Bonus Free Throw

- Art. 1. A bonus free throw is the second free throw awarded for a common foul (except a player-control foul or a team-control foul) as follows:
 - a. Beginning with a team's seventh foul in each half and for the eighth and ninth foul, the bonus is awarded only if the first free throw is successful.
 - b. Beginning with a team's 10th foul in each half the bonus is awarded whether or not the first free throw is successful.
- Art. 2. Player-control, team control and technical fouls are counted as team fouls to reach the bonus. When a technical foul is also charged indirectly to the head coach, it counts only as one team foul.

Section 9. Boundary Lines

- Art. 1. Boundary lines of the court consist of end lines and sidelines.
- Art. 2. The inside edges of these lines define the inbounds and out-of-bounds areas.

Section 10. Closely Guarded

A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball. The distance shall be measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler. A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.

Section 11. Continuous Motion

- Art. 1. Continuous motion applies to a try or tap for field goals and free throws, but it has no significance unless there is a foul by any defensive player during the interval which

begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

- Art. 2. If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.
- Art. 3. Continuous motion does not apply if a teammate fouls after a player has started a try for goal and before the ball is in flight. The ball becomes dead immediately.

Section 12. Control, Player and Team

- Art. 1. A player is control of the ball when he/she is holding or dribbling a live ball inbounds. There is no player control during an interrupted double.
- Art. 2. A team is in control of the ball:
- When a player of the team is in control.
 - While a live ball is being passed among teammates.
 - During an interrupted dribble.
 - When a player of the team has disposal of the ball for a throw-in.
- Art. 3. Team control continues until:
- The ball is in flight during a tap or try for goal.
 - An opponent secures control.
 - The ball becomes dead.
- Art. 4. While the ball remains live a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
- Art. 5. Team control does not exist during a jump ball or the touching of a rebound, but is established when a player secures the ball.
- Art. 6. Neither team control nor player control exists during a dead ball, throw-in, a jump ball or when the ball is in flight during a try or tap for goal.

Section 13. Court Areas

- Art. 1. The frontcourt of a team consists of that part of the court between its end line and the nearer edge of the division line, including its basket and the inbounds part of the backboard.
- Art. 2. The backcourt of a team consists of the rest of the court, including the entire division line and the opponent's basket and inbounds part of the opponent's backboard.

Section 14. Disqualified player

- Art. 1. A disqualified player is one who is barred from further participation in the game because of having committed his/her fifth foul (personal and technical), two technical fouls or a flagrant foul.
- Art. 2. A player is officially disqualified and becomes bench personnel when the player/coach is notified by an official.

Section 15. Dribble

- Art. 1. A dribble is ball movement caused by a player in control who bats (intentionally strikes the ball with the hand(s)) or pushes the ball to the floor once or several times.
- Art. 2. During a dribble the ball may be batted into the air provided it is permitted to strike the floor before the ball is touched again with the hand(s).
- Art. 3. The dribble may be started by pushing, throwing or batting the ball to the floor before a pivot foot is lifted.
- Art. 4. The dribble ends when:
- The dribbler catches or causes the ball to come to rest in one or both hands.
 - The dribbler palms/carries the ball by allowing it to come to rest in one or both hands
 - The dribbler simultaneously touches the ball with both hands.

- d. The ball touches or is touched by an opponent and causes the dribbler to lose control.
 - e. The ball becomes dead.
- Art. 5. An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble.
- Art. 6. During an interrupted dribble:
- a. A closely guarded count shall not be started or shall be terminated.
 - b. A player control foul cannot be committed.
 - c. Out-of-bounds violation does not apply on the player involved in the interrupted dribble.

Section 16. Dunking

Dunking or stuffing is the driving, forcing, pushing or attempting to force a ball through the basket with the hand(s).

Section 17. Extra Period, Overtime

An extra period or overtime period is the extension of the playing time necessary to break a tie score.

Section 18. Fighting

Fighting is a flagrant act and can occur when the ball is dead or live. Fighting includes, but is not limited to combative acts such as:

- Art. 1. An attempt to strike, punch or kick an opponent with a fist hands, arms, legs or feet regardless of whether contact is made.
- Art. 2. An attempt to instigate a fight by committing an unsporting act toward an opponent that causes an opponent to retaliate by fighting.

Section 19. Foul

A foul is an infraction of the rules which is charged and penalized.

- Art. 1. A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders and opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.

Note: Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by or on an airborne shooter.

- Art. 2. A common foul is a personal foul which is neither flagrant nor intentional nor committed against a player trying or tapping for a field goal nor part of a dribble, simultaneous or multiple foul.
- Art. 3. An intentional foul is a personal or technical foul which neutralizes an opponent's obvious advantageous position. Contact away from the ball or when not making a legitimate attempt to play the ball or a player, specifically designed to stop or keep the clock from starting, shall be intentional. Intentional fouls may or may not be premeditated and are not based solely on the severity of the act. A foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.
- Art. 4. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as striking, kicking and kneeling. If technical, it involves dead-ball contact or non-contact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.
- Art. 5. A technical foul is:

- a. A foul by a non-player.
 - b. A non-contact foul by a player.
 - c. An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.
 - d. A direct technical, charged to the head coach because of his/her actions or permitting a player to participate after having been disqualified.
- Art. 6. A player control foul is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.
- Art. 7. A team-control foul is a common foul committed by a member of the team that has team control.
- Art. 8. Double fouls:
- a. A double personal foul is a situation in which two opponents commit personal fouls against each other at approximately the same time.
 - b. A double technical foul is a situation in which two opponents commit technical fouls against each other at approximately the same time.
- Art. 9. A false double foul is a situation in which there are fouls by both teams, the second of which occurs before the clock is started following the first, and such that at least one of the attributes of a double foul is present.
- Art. 10. A simultaneous foul (personal or technical) by opponents is a situation in which there is a foul by both teams which occurs at approximately the same time, but are not committed by opponents against each other.
- Art. 11. A multiple foul is a situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time.
- Art. 12. A false multiple foul is a situation in which there are two or more fouls by the same team and the last foul is committed before the clock is started following the first, and at least one of the attributes of a multiple foul is present.
- Art. 13. A team foul is any personal foul or technical foul which is charged to either team. All team fouls are counted to reach the bonus free throw.
- Art. 14. An unsporting foul is a non-contact technical foul which consists of unfair, unethical, dishonorable conduct or any behavior not in accordance with the spirit of fair play.

Section 20. Free Throw

- Art. 1. A free throw is the opportunity given a player to score one point by an unhindered try for goal from within the free throw semicircle and behind the free throw line.
- Art. 2. The free throw starts when the ball is at the disposal of the free thrower.
- Art. 3. The free throw ends when the try is successful, when it is certain the try will not be successful, when the try touches the floor or any player, or when the ball becomes dead.

Section 21. Fumble

A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp.

Section 22. Hands and Arms, Legal and Illegal Use

- Art. 1. It is legal to extend the arms vertically above the shoulders and need not be lowered to avoid contact with an opponent when the action of the opponent causes contact. This legal use of the arms and hands usually occurs when guarding the player making a throw-in, the player with the ball in pressing tactics and a player with the ball who is maneuvering to try for goal by pivoting, jumping, etc.
- Art. 2. It is illegal use of the hands to reach to block or slap the ball controlled by a dribbler or a player throwing for goal or a player holding it and accidentally hitting the hand of the opponent when it is in contact with the ball .

- Art. 3. It is legal to hold the hands in arms in front of the face or body for protection and to absorb force from an imminent charge by an opponent. This same protective use of the arms and hands occurs when a player who has set a screen outside the opponent's visual field is about to be run into by the player being screened. The action, however, should be a recoil action rather than a pushing action.
- Art. 4. It is not legal to use the hands and arms or hips and shoulders to force his/her way through a screen or to hold the screener and then push him/her aside in order to maintain a guarding position relative to his/her opponent.
- Art. 5. It is not legal to use hands on an opponent which in any way inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping.
- Art. 6. It is not legal to extend the arms fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arm occurs. The extension of the elbows when the hands are on the hips or when the hands are held near the chest or when the arms are held more or less horizontally are examples of illegal positions used.
- Art. 7. It is not legal to use the hand and/or forearm to prevent an opponent from attacking the ball during a dribble or when throwing a goal.
- Art. 8. It is not legal to swing the arms and elbows excessively. This occurs when:
 - a. Arms and elbows are swung about while using the shoulders as pivots, and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot.
 - b. The aggressiveness in which the arms and elbows are swung could cause injury to another player if contacted.

Using this description as a basis, an official will promptly and unhesitatingly call such action with arms and elbows a violation.

- Art. 9. It is not legal to lock arms or grasp a teammate(s) in an effort to restrict the movement of an opponent.

Section 23. Held Ball

A held ball occurs when:

- Art. 1. Opponents have their hands so firmly on the ball that control cannot be obtained with undue roughness.
- Art. 2. An opponent places his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.

Section 24. Holding

Holding is illegal personal contact with an opponent which interferes with his/her freedom of movement.

Section 25. Incidental Contact

Incidental contact with an opponent which is permitted and which does not constitute a foul.

- Art. 1. The mere fact that contact occurs does not constitute a foul. When 10 players are moving rapidly in a limited area, some contact is certain to occur.
- Art. 2. Contact which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, even though contact may occur.
- Art. 3. Similarly, contact which does not hinder the opponent from participating in normal defensive or offensive movements should be considered incidental.
- Art. 4. A player who is within his/her visual field is expected to avoid contact with the screener by stopping or going around the screener. In case of screens outside the visual field,

the opponent may make inadvertent contact with the screener, and such contact is to be ruled incidental contact, provided the screener is not displaced if he/she has the ball.

- Art. 5. If, however, a player approaches an opponent from behind or from a position from which he/she has no reasonable chance to play the ball without making contact with the opponent, the responsibility is on the player in the unfavorable position.

Section 26. Multiple Throw

A multiple throw is a succession of free throws attempted by the same team.

Section 27. Pass

A pass is movement of the ball caused by a player who throws, bats or rolls the ball to another player.

Section 28. Penalty

A penalty is an action assessed by an official to a player or team for a rules infraction.

Section 29. Pivot 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 while the other foot, called the pivot foot, is kept at its point of contact with the floor.

Section 30. Player Location

- Art. 1. The location of a player or non-player is determined by where the player is touching the floor as far as being:
- Inbounds or out of bounds.
 - In the front court or backcourt.
 - Outside (behind/beyond) or inside the three-point field-goal line.
- Art. 2. When a player is touching the backcourt, out of bounds or the three-point line, the player is located in the backcourt, out of bounds or inside the three-point line, respectively.
- Art. 3. The location of an airborne player in reference to the three factors in Article 1 is the same as at the time such a player was last in contact with the floor or an extension of the floor, such as a bleacher.

Section 31. Point of Interruption

- Art. 1. Method of resuming play due to an official's accidental whistle, an interrupted game, a correctable error, a double personal, double technical or simultaneous foul.
- Art. 2. Play shall be resumed by one of the following methods:
- A throw-in to the team that was in control at a spot nearest to where the ball was located when the interruption occurred.
 - A free throw or throw-in when the interruption occurred this activity or if a team is entitled to such.
 - An alternating-possession throw-in when neither team is involved when the game is interrupted.

Section 32. Rebounding

- Art. 1. Rebounding is an attempt by any player to secure possession of the ball following a try or tap for goal. In a rebounding situation there is no player or team control.
- Art. 2. To obtain or maintain legal rebounding position, a player may not:
- Displace, charge or push an opponent.
 - Extend shoulders, hips, knees or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
 - Bend his/her body in an abnormal position to hold or displace an opponent.
 - Violate the principle of verticality.
- Art. 3. Every player is entitled to a spot on the playing court, provided the player gets there first without illegally contacting an opponent.

Section 33. Rule

- Art. 1. A rule is one of a group of regulations that governs the game.
- Art. 2. A game regulation, commonly called a rule, sometimes states or implies that the ball is dead or that a foul or violation is involved. If it does not, it is assumed the ball is live and no foul or violation has occurred to affect the situation.
- Art. 3. A single infraction is not complicated by a second infraction unless so stated or implied.

Section 34. Screen

- Art. 1. A screen is a legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.
- Art. 2. To establish a legal screening position:
 - a. The screener may face any direction.
 - b. Time and distance are relevant.
 - c. The screener must be stationary, except when both are moving in the same path and the same direction.
 - d. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.
- Art. 3. Must meet the requirements listed in Rule 9, Section 6 -Article 3.

Section 35. Shooting, Try, Tap

- Art. 1. The act of shooting begins simultaneously with the start of the try or tap and ends when the ball is clearly in flight, and includes the airborne shooter.
- Art. 2. A try for field goal is an attempt by a player to score two or three points by throwing the ball into a team's own basket. A player is trying for goal when the player has the ball and in the official's judgement is throwing or attempting to throw for goal. It is not essential that the ball leave the player's hand as a foul could prevent the release of the ball.
- Art. 3. The try starts when the player begins the motion which habitually precedes the release of the ball.
- Art. 4. The try ends when the throw is successful, when it is certain the try is unsuccessful, when the thrown ball touches the floor or when the ball becomes dead.
- Art. 5. A tap for goal is contacting of the ball with any part of the player's hand(s) in an attempt to direct the ball into his/her basket.
- Art. 6. A tap shall be considered the same as a try for field goal except that only a tap may score with less than (3/10) .3 seconds on the clock.
- Art. 7. The tap starts when the player's hand(s) touches the ball.
- Art. 8. The tap ends in exactly the same manner as a try.

Section 36. Throw-In, Thrower, Designated Spot

- Art. 1. The thrower is the player who attempts to make a throw-in.
- Art. 2. A throw-in is a method of putting the ball in play from out of bounds.
- Art. 3. The throw-in and the throw-in count begin when the ball is at the disposal of a player of the team entitled to it.
- Art. 4. The throw-in count ends when the ball is released by the thrower so the passed ball goes directly into the court.
- Art. 5. The throw-in ends when the passed ball touches, or is legally touched by, another player who is either inbounds or out of bounds, except as in Rule 8, Section 2, Article 13.
- Art. 6. The designated throw-in spot is 3 feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal.

Note: The thrower must keep one foot on or over the spot until the ball is released. Pivot-foot restrictions and the traveling rule are not in effect for a throw-in.

Section 37. Timeout

- Art. 1. A 60-second time-out charged to a team is a maximum of one minute in length.
- Art. 2. A successive time-out is one which is granted to either team before the clock has started following a previous time-out.

Section 38. Traveling

Traveling (running with the ball) is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The limits on the foot movements are as follows:

- Art. 1. A player who catches the ball with both feet on the floor, may pivot, using either foot. When one foot is lifted, the other is the pivot foot.
- Art. 2. A player who catches the ball while moving or dribbling, may stop, and establish a pivot foot as follows:
 - a. If both feet are off the floor and the player lands:
 - 1. Simultaneously on both feet, either foot may be the pivot.
 - 2. On one foot followed by the other, the first foot to touch is the pivot.
 - 3. On one foot, the player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.
 - b. If one foot is on the floor:
 - 1. It is the pivot when the other foot touches in a step.
 - 2. The player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.
- Art. 3. After coming to a stop and establishing a pivot foot:
 - a. The pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal.
 - b. If the player jumps, neither foot may be returned to the floor before the ball is released on a pass or try for goal.
 - c. The pivot foot may not be lifted before the ball is released, to start a dribble.
- Art. 4. After coming to a stop when neither foot can be a pivot:
 - a. One or both feet may be lifted, but may not be returned to the floor before the ball is released on a pass or try for goal.
 - b. Neither foot may be lifted before the ball is released, to start a dribble.
- Art. 5. A player holding the ball:
 - a. May not touch the floor with a knee or any other part of the body other than hand or foot.
 - b. After gaining control while on the floor and touching with other than hand or foot, may not attempt to get up or stand.

Section 39. Verticality

Verticality applies to a legal position. Following the basic components of the principle of verticality:

- Art. 1. Legal guarding position must be obtained initially and movement thereafter must be legal.
- Art. 2. From this position, the defender may rise or jump vertically and occupy the space within his/her vertical plane.
- Art. 3. The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air.
- Art. 4. The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane.
- Art. 5. The offensive player whether on the floor or airborne, may not "clear out" or cause contact within the defenders vertical plane which is a foul.
- Art. 6. The defender may not "belly up" or use the lower part of the body or arms to cause contact outside his/her vertical plane which is a foul.

- Art. 7. The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

Section 40. Violation

A violation is one of the three types of rule infractions which are listed and the penalty outlined Rule 8.

- Art. 1. Type 1: Floor violations including basket interference by a teammate of the player attempting a field goal or free throw or goal-tending a field goal and other violations which are not connected with a free throw or try or tap for goal.
- Art. 2. Type 2: Basket interference or goal tending by a player at the opponent's basket.
- Art. 3. Type 3: Free-throw violations other than those involving basket interference or goal-tending.

Section 41. Warning for Delay

A warning to a team for delay is an administrative procedure by an official which is recorded by the scorer on the scoresheet and reported to each team.

- Art. 1. For throw-in plane violations as in Rule 6, Section 5, Article 3.
- Art. 2. For huddle by either team and contact with the free thrower as in Rule 8, Section 1, Article 10.
- Art. 3. For interfering with the ball following a goal as in Rule 8, Section 2, Article 11.
- Art. 4. For failing to have the court ready to play after a timeout due to water on the floor or etc.

Rule 5. Live Ball and Dead Ball

Section 1. Live Ball: The ball becomes live when:

- a. On a throw-in, it is at the disposal of the thrower.
- b. On a free-throw, it is at the disposal of the free thrower.

Section 2. Starting the Game

A jump ball in the center restraining circle will start the first half or any extra period. The second half will start with the ball being put in play by a throw-in under the alternating

Section 3. Alternating Possession

- Art. 1. In all held ball situations, the teams will alternate taking the ball out of bounds for a throw-in.
- Art. 2. To start the first and second halves, the throw-in shall be from out of bounds at the division line opposite the scorers' and timers' table.
- Art. 3. An alternating-possession throw-in shall result when:
- a. A held ball occurs.
 - b. A double free-throw violation occurs.
 - c. A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows.
 - d. The ball becomes dead when neither team is in control and no try for goal or no infraction occurs to end a quarter or extra period.
 - e. Opponents commit simultaneous goal tending or basket-interference violations.
 - f. Double personal, double technical or simultaneous occur and the point of interruption is such that neither team is in control and no goal, infraction, nor end of quarter/extra period is involved.

The throw-in, in all situations except those involving technical fouls shall be from the out-of-bounds spot nearest to where the situation occurred. When technical fouls are involved, the throw-in shall be from the division line on the side of the court opposite the scorers' and timers' table.

- Art. 4. The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends or when the throw-in team violates.

Art. 5. The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow.

Section 4. Dead Ball: The ball becomes dead, or remains dead, when:

Art. 1. A goal is made.

Art. 2. It is apparent the free throw will not be successful on a:

- a. Free throw which is to be followed by another free throw.
- b. Free throw which is to be followed by a throw-in.

Art. 3. A held ball occurs, or the ball lodges between the backboard and ring or comes to rest on the flange.

Art. 4. A player-control foul occurs.

Art. 5. An official's whistle is blown.

Art. 6. Time expires for a half or extra period.

Art. 7. A foul (other than player-control) occurs.

Art. 8. A violation occurs.

Exception: Violation by non-free throwing team is not immediately called dead. Note: Wait to see if the goal is successful.

Rule 6. Out of Bounds and the Throw-in

Section 1. Out-of-Bounds - Player, Ball

Art. 1. A player is out of bounds when he or she touches the floor, or any object other than a player, on or outside a boundary. Location of a player in the air is considered to be the same as at the time when the player was last in contact with the floor

Art. 2. The ball is out of bounds when it touches:

- a. A player who is out of bounds.
- b. Any other person, the floor, or any object on or outside a boundary.
- c. The supports or back of the backboard.
- d. The ceiling, overhead equipment or supports.

Art. 3. A player shall not leave the floor for an unauthorized reason

Note: The dribbler has committed a violation if he/she steps on or outside a boundary, even though he/she is not touching the ball while he/she is out of bounds.

Penalty: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

Note: When the rectangular backboard is used, the ball is out of bounds if it passes over the top of the backboard.

Question: The ball touches or rolls along the edge of the rectangular backboard without touching the supports. Is the ball dead?

Answer: No

Section 2. Causing the Ball to Go Out of Bounds

Art. 1. The ball is caused to go out of bounds by the last player to touch or to be touched by it, before it goes out, provided it is out of bounds because of touching something other than a player.

Art. 2. If the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary line, such player causes it to go out.

Art. 3. 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 the team entitled to the ball determined by the possession arrow.

Section 3. Ball Awarded Out of Bounds: The ball is awarded out of bounds after:

- Art. 1. A violation.
- Art. 2. A free throw for a technical foul, or a flagrant or intentional personal foul.
- Art. 3. A field goal or a successful free throw for any other personal foul or an awarded goal.
- Art. 4. The ball becomes dead while a team is in control, provided no infraction or the end of a period is involved.
- Art. 5. A player-control foul.
- Art. 6. A common foul before the bonus rule is in effect.
- Art. 7. A held ball after alternating-possession procedure has been established.
- Art. 8. A team control foul.

Section 4. Throw-In, Resuming Play

- Art. 1. A specific procedure is used to prevent delay in resuming play following a time-out or the intermission between halves. The timer will sound the authorized warning signal and final signal. The administering official will then sound the whistle to indicate play will resume. In each situation:
 - a. The ball shall be put in play if Team A is ready or it shall be placed on the floor.
 - b. The throw-in count shall begin and if a violation occurs, the procedure will be for Team B.
 - c. Following a violation by one team only, if that team continues to delay when authorized to make a throw-in, it is a technical foul.
- Art. 2. When the ball is out of bounds after any violation, as in 6-4(1), the official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from the designated out-of-bounds spot nearest the violation.
- Art. 3. After goal tending or basket interference by Team B, the throw-in is not a designated spot throw-in.
- Art. 4. After a dead ball, any player of the team in control shall make the throw-in from the designated out-of-bounds spot nearest to the ball when it becomes dead.
- Art. 5. After a player-control foul, a team control foul, or after a common foul prior to the bonus rule being in effect, any player of the offended team shall make the throw-in from the designated out-of-bounds spot nearest the foul.
- Art. 6. If in Articles 2, 3, 4, or 5 the throw-in spot is behind a backboard, the throw-in shall be made from the nearer free-throw lane line extended.
- Art. 7. After a goal or awarded goal the team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line. A team retains this privilege if the scoring team commits a violation or foul (before the bonus is in effect) on the ensuing throw-in if the resulting throw-in spot would be on the end-line. Any player of the team may make a direct throw-in or he or she may pass the ball along the end line to a teammate(s) outside the boundary line.
- Art. 8. After a technical foul any player of the team to whom the free throws have been awarded shall make the throw-in from out of bounds at the division line on the side of the court opposite the scorers' and timers' table.
- Art. 9. After a double personal foul or double technical foul play shall be resumed at the point of interruption.
- Art. 10. After a double technical foul or after a simultaneous technical foul by opponents, any player of the team entitled to the ball under the alternating-possession procedure shall make the throw-in from out of bounds at the division line on the side of the court opposite the scorers' and timers' table.
- Art. 11. After an intentional personal foul or flagrant personal foul, any player of the team to whom the free throws have been awarded shall make the throw-in from the out-of-bounds spot nearest the foul.

- Art. 12. After a free-throw violation by the throwing team, provided there are no additional free-throws to be awarded, any opponent of the throwing team shall make the throw-in from the out-of-bounds spot nearest the violation.

Section 5. Throw-In Administration

- Art. 1. The throw-in starts when the ball is at the disposal of a player of the team entitled to the throw-in. The thrower shall release the ball on a pass directly into the court, except following a made basket, within five seconds after the throw-in starts. The throw-in pass shall legally touch another player (inbounds or out of bounds) on the court before going out of bounds untouched. The throw-in pass shall not touch a teammate while it is on the out-of-bounds side of the throw-in boundary plane.
- Art. 2. The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.
- Art. 3. The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary plane until the ball has been released on a throw-in pass.

Note: The thrower shall have a minimum of 3 feet horizontally. If the court is not marked accordingly, an imaginary restraining line shall be imposed by the administering official.

- Art. 4. Teammates shall not occupy adjacent positions which are parallel to and within 3 feet of the boundary line if an opponent desires one of the positions. The 3-foot restraining line is sometimes the temporary boundary line.

Rule 7. Free Throw

Section 1. Free-Throw Administration

- Art. 1. When a free throw is awarded, the administering official shall take the ball to the free-throw line of the offended team and place it at the disposal of the free thrower. A specific procedure is used to prevent delay in resuming play following a time out or intermission. The timer will sound the authorized warning signal and final signal. The administering official will then sound the whistle to indicate play will resume. In each situation:
- The ball shall be at the disposal of the free thrower if ready or it shall be placed on the floor.
 - The free-throw count shall begin and either or both teams may be charged with a violation.
 - Following a violation by one or by both teams, if that team(s) continues to delay it is a technical foul.
- Art. 2. If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy any spaces along the free-throw lane.
- Art. 3. During a free throw when lane spaces may be occupied:
- Marked lane space may be occupied by a maximum of four defensive and two offensive players.
 - The first marked lane spaces (the lane spaces adjacent to the end line) shall not be occupied.
 - The second marked lane spaces on each side shall be occupied by opponents of the free thrower unless the resumption-of-play procedure is in effect.
 - The third marked lane spaces may be occupied by teammates of the free thrower.
 - The fourth spaces (nearest the free throw line) may be occupied by opponents of the free thrower.
 - Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.

g. Not more than one player may occupy any part of a marked lane space.

Art. 4. Any player, other than the free thrower, who does not occupy a marked space must be behind the free-throw line extended and behind the three-point line.

Section 2. Attempting Personal-Foul Free Throws

The free throw(s) awarded because of a personal foul shall be attempted by the offended player. If such player must withdraw because of an injury or disqualification, his/her substitute shall attempt the throw(s) unless no substitute is available, in which case any teammate may attempt the throw(s).

Section 3. Attempting Technical-Foul Free Throws: Free throws awarded because of a technical foul may be attempted by any player of the offended team, including an entering substitute who is replacing a player or designated starter. The coach or captain shall designate the free throw(s).

Section 4. Ten-Second Limit: The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower at the free-throw line. This shall apply to each free throw.

Section 5. Resuming Play with Throw-In: After a free throw which is not followed by another free throw, the ball shall be put in play by a throw-in:

- Art. 1. As after a field goal, if the try is for a personal foul other than intentional or flagrant, and is successful.
- Art. 2. By any player of the free-thrower's team from out of bounds at the division line on the side opposite the scorers' and timers' table if the free throw is for a technical foul.
- Art. 3. By any player of a free-thrower's team from the out-of-bounds spot nearest the foul if the free throw is for an intentional personal foul or flagrant personal foul.

Section 6. Resuming Play Differences

- Art. 1. If a free throw for a personal foul, other than intentional or flagrant, is unsuccessful, or if there is a multiple throw for a personal foul(s) and the last free throw is unsuccessful, the ball remains live.
- Art. 2. If there is a multiple throw and both a personal and technical foul are involved, the tries shall be attempted in the order in which the related fouls were called, and if the last try is for a technical foul, or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

Section 7. Penalty-Admission Sequence: Penalties for fouls are administered in the order in which the fouls occurred.

Question: Two free throws are awarded to A and before the clock starts, two free throws are awarded to B for a technical foul on the coach of Team A. What is the correct procedure?

Answer: With no players lined up, A shall attempt his/her two free throws and Team B shall attempt its two free throws, after which the ball is awarded to Team B out of bounds at the division line on the side opposite the table.

Rule 8. Violations and Penalties

Section 1. Free-Throw Provisions: A player shall not violate the following provisions governing free throws:

- Art. 1. The try shall be attempted from within the free-throw semicircle and behind the free-throw line.
- Art. 2. An opponent of the free thrower shall occupy each lane space adjacent to the end line during the try, unless the resuming of play procedure is in effect and no teammate of the free thrower may occupy either of these lane spaces after the ball is placed at the disposal of a free thrower:
- Art. 3. He/She shall throw within 10 seconds, and in such a way that the ball enters the basket or touches the ring before the free throw ends.

- Art. 4. The free thrower shall not fake the try, nor shall any player in a marked lane space fake to cause an opponent to violate.
 - Art. 5. No opponent shall distract the free thrower.
 - Art. 6. No player shall enter a marked space or leave a marked lane space by contacting the court outside the 36-inch by 36-inch space until the ball is released.
 - Art. 7. The free thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free-throw semicircle line. Until the ball touches the ring or backboard, or until the free throw ends,
 - Art. 8. A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket. Until the ball touches the ring or backboard or until the free throw ends.
 - Art. 9. A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any lane boundary, or beyond the vertical plane of any edge of the space (2 inches by 36 inches) designated by a lane-space marks. The player shall position one foot near the outer edge of the free-throw lane. The other foot may be positioned anywhere within the designated 36-inch lane space until the ball has been released.
- Note: The restrictions in Articles 7 and 8 apply until the ball touches the ring or backboard or until the free throw ends.
- Art. 10 **Players occupying marked lane spaces may not enter the free-throw semicircle until the ball touches the ring or the free throw ends**

PENALTY: (Section 1)

1. **If the first and only violation is by the free thrower or a teammate only, the ball becomes dead when the violation occurs and no point can be scored by that throw:**
 - a. **If the violation occurs during a free throw for a personal foul, other than intentional or flagrant, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.**
 - b. **If the violation occurs during a free throw for a technical foul, the ball is awarded to the thrower's team for a throw-in at the division line on the side of the court opposite the scorers' and timers' table.**
 - c. **If the violation occurs during a free throw for a flagrant personal foul or an intentional personal foul, the ball is awarded to the thrower's team for a throw-in from the designated out-of-bounds spot nearest the foul.**
2. **If the violation is by the free-thrower's opponent only:**
 - a. **If the try is successful, the goal counts and the violation is disregarded.**
 - b. **If the try is not successful, the ball becomes dead when the free throw ends, and a substitute throw shall be attempted by the same free thrower under conditions the same as for the free throw for which it is substituted.**
3. **If there is a simultaneous violation by each team, the ball becomes dead when the violation by the free-thrower's team occurs, no point can be scored and play shall be resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.**
4. **If there is a violation first by the free thrower's opponent followed by the free thrower or a teammate:**
 - a. **If both offenders are in a marked-lane space, the second violation is ignored, as in penalty item (2).**

- b. If the second violation is by the free thrower or a teammate behind the free-throw line extended and the three-point line, both violations are penalized, as in penalty item (3).**
- c. If a violation by the free thrower follows disconcertion by an opponent, a substitute free throw shall be awarded.**
- d. If a fake by an opponent causes a teammate of the free thrower to violate, only the fake is penalized.**

Section 2. Throw-In Provisions: A player shall not violate the following provisions governing the throw-in. The thrower shall not:

- Art. 1. Leave the designated throw-in spot until the ball has been released on a throw-in pass.
- Art. 2. Fail to pass the ball directly into the court so it touches or is touched by another player (inbounds or out of bounds) on the court before going out of bounds untouched.
- Art. 3. Pass the ball so it is touched by a teammate while the ball is on the out-of-bounds side of the throw-in boundary-line plane.
- Art. 4. Consume five seconds from the time the throw-in starts until the ball is released on a pass directly into the court.
- Art. 5. Carry the ball onto the court.
- Art. 6. Touch the ball in the court before it touches or is touched by another player.
- Art. 7. Throw the ball so it enters the basket before it touches or is touched by another player.
- Art. 8. Throw the ball so it lodges between the backboard and ring or comes to rest on the flange before it touches or is touched by another player.

No player shall:

- Art. 9. Replace the thrower after the ball is at the thrower's disposal.
- Art. 10. Be out of bounds when he or she touches or is touched by the ball after it has been released on a throw-in pass.

Furthermore:

- Art. 11. The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary-line plane until the ball has been released on a throw-in pass. The opponents of the thrower shall not interfere with the ball after a goal.

Note: The thrower may penetrate the plane provided he or she does not touch the inbounds area before the ball is released on the throw-in pass. The opponent in this situation may legally touch or grasp the ball. See penalty below.

- Art. 12. No teammate of the thrower shall be out of bounds after a designated-spot throw-in begins.
- Art. 13. After a goal or awarded goal, the team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line. A team retains this privilege if the scoring commits a violation or common foul (before the bonus is in effect) and the ensuing throw-in spot would have been on the end line. Any player of the team may make a direct throw-in or he/she may pass the ball along the end line to a teammate(s) outside the boundary line.

PENALTY: (Section 2) The ball becomes dead when the violation or technical foul occurs. Following a violation, the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

(Article 11 only) The first violation of the throw-in boundary-line plane by an opponent(s) of the thrower shall result in a team warning for delay being given (one warning per team per game). The warning does not result in the loss of the opportunity to move along the end line when and if applicable.

- a. **The second or additional violations will result in a technical foul assessed to the offending team.**
- b. **If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and touches or dislodges the ball, a technical foul shall be charged to the offender. No warning for delay required.**
- c. **If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and fouls the thrower, an intentional personal foul shall be charged to the offender. No warning for delay required.**

Section 3. Out of Bounds: A player shall not cause the ball to go out of bounds.

Question: The dribbler steps on or outside a boundary, but does not touch the ball while he or she is out of bounds. Is this a violation? *Answer:* Yes.

Section 4. Travel, Kick, Fist: A player shall not run (travel) with the ball, intentionally kick the ball with any part of the leg or foot, strike it with the fist or cause it to enter and pass through the basket from below.

Note: Kicking the ball is a violation only when it is a positive act and involves any part of the leg or foot; accidentally striking the ball with the foot or leg is not a violation.

Section 5. Double Dribble: A player shall not dribble a second time after his/her first dribble has ended, unless it is after he or she has lost control because of:

Art. 1. A try for field goal.

Art. 2. A touch by an opponent.

Art. 3. A pass or fumble which has then touched, or been touched by, another player.

Section 6. Three Seconds: A player shall not remain for three seconds in that part of his/her free-throw lane between the end line and the farther edge of the free-throw line while the ball is in control of his/her team in his/her front court. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or move to try for goal. The count shall remain intact and active during an interrupted dribble.

Question: Does the three-second restriction apply to a player who has only one foot touching the lane boundary?

Answer: Yes. The line is part of the lane. All lines designating the free-throw lane, but not lane-space marks and neutral-zone marks, are part of the lane.

Section 7. Ten Seconds: A player shall not be, nor may his/her team be, in continuous control of a ball which is in his/her back court for 10 seconds.

Section 8. Back court: A player shall not be the first to touch a ball which is in team control after it has been in the front court, if he or she or a teammate last touched or was touched by the ball in the front court before it went to the back court.

Exception 1: It is not a violation when after a throw-in, a player is the first to secure control of the ball while both feet are off the floor and he or she then returns to the floor with one or both feet in the back court.

Exception 2: It is not a violation if a defensive player who jumped from front court, secures control of the ball while both feet are off the floor and he or she returns to the floor with one or both feet in back court.

Note: If a player of the team in control in its back court causes the ball to go from back court to front court and return to back court in team control without touching a player in front court, it is a violation for such player or teammate to be first to touch it there.

Section 9. Closely Guarded

Art. 1. A player shall not while closely guarded:

- a. Anywhere in his/her front court, hold the ball for five seconds or dribble the ball for five seconds while being continuously guarded by any opponent who is within 6 feet of the player that is holding or dribbling the ball.
- b. In his/her front court, control the ball for five seconds in an area enclosed by screening teammates.

Art. 2. A closely-guarded count shall not be started during an interrupted dribble.

Art. 3. A closely-guarded count shall be terminated during an interrupted dribble.

Art.4. A closely-guarded count shall be terminated when the offensive player in control of the ball gets his/her shoulders past the defensive player.

Penalty: The ball becomes dead or remains dead when the violation occurs. The ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

Section 10. Goal tending: A player shall not commit goal tending. Goal tending occurs when a player touches the ball during a field-goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.

Penalty: If the violation is at the opponent's basket, the opponents are awarded one point if during a free throw, three points if during a three-point try and two points in any other case. The crediting of the score and subsequent procedure are the same as if the awarded score had 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.

- a. If the violation is at a team's own basket, no points can be scored, and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.
- b. If the violation results from touching the ball while it is in the basket after entering from below, no points are scored and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.
- c. If there is a violation by both teams, play shall be resumed by the team entitled to the alternating-possession throw-in at the out-of-bounds spot nearest to where the simultaneous violations occurred.

Section 11. Excessive Swinging of Arm(s)/Elbow(s)

Art.1 A player shall not excessively swing his/her arm(s) or elbow(s), even without contacting and opponent.

Art. 2 A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

Art. 3 Action of the arm(s) and elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it , releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

Penalty: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. If a player in control of the basketball uses excessive swinging of the arm(s)/elbow(s) and contacts an opponent a foul shall be called. The foul may be a personal foul, an intentional flagrant foul or a flagrant technical foul depending on the severity of the contact.

Rule 9. Fouls and Penalties

* All Articles with an asterisk in Rule 9 are technical fouls charged directly to a player.

A team control foul is a common foul committed by a member of the team that has team control. An unsporting foul is a non-contact technical foul which consists of unfair, unethical, dishonorable

conduct or any behavior not in accordance with the spirit of fair play. All technical fouls (if attributed to a player) will be counted as one of a players five fouls.

Section 1. Warning for Delay

A warning to a team for delay is an administrative procedure by an official which is recorded by the scorer on the score sheet and reported to the team captain:

- Art. 1. For throw-in plane violations, as in 8-2-11
- Art. 2. For huddle by either team and contact with the free thrower, as in 8-1-10
- Art. 3. For interfering with a ball following a goal as in 9-4-5a
- Art. 4. For failure to have the court ready for play as in 9-2-5

Penalty: After one delay warning for any of the above occurrences, any other delay warning will result in a technical foul charged to the offending team.

Section 2. Team Technical

- Art. 1. Have more than five squad members participating simultaneously.
- Art. 2. Request an excess time-out.
- Art. 3. Commit an unsportsmanlike foul.
- Art. 4. Following the team warning for delay on the throw-in, commit a violation of the throw-in boundary-line plane.
- Art. 5. Not having the court ready for play following any time-out after any team warning for delay.

Penalty: Two free throws plus the ball for division-line throw-in. (Art. 1) Penalized if discovered while being violated.

Section 3. Substitute Technical: A substitute shall not enter the court:

- *Art. 1. Without reporting to the scorers.
- *Art. 2. Without being beckoned by an official, except between quarters or after properly checking in with the scorer during a timeout.

Penalty: Two free throws plus ball for division-line throw-in. One foul for either or both requirements. Penalized if discovered before the ball becomes live.

Section 4. Player Technical: A player shall not:

- Art. 1. Participate after changing his/her number without reporting it to the scorers and an official.
- Art 2. Participate after having been disqualified.
- *Art. 3. Grasp either basket during the time of the officials' jurisdiction, dunk or stuff, or attempt to dunk or stuff a dead ball prior to or during the game or during any intermission until jurisdiction of the officials has ended. This item applies to all squad members.

Exception: A player may grasp the basket to prevent injury.

- *Art. 4. Intentionally slap or strike either backboard or cause either ring or backboard to vibrate while the ball is in flight during a try or tap or is touching the backboard or is on or in the basket or in the cylinder above the basket to gain an advantage.
- *Art. 5. Delay of game by acts such as:
 - a. Preventing the ball from being made live promptly or from being put in play.
 - b. Failing when in control, to immediately pass the ball to the nearer official when a violation or foul is called.
 - c. The free thrower fails to be in the free-throw semicircle when the official is ready to administer the free throw unless the resuming-play procedure is in effect following a time-out or intermission.
 - d. Repeated violations of the throw-in.
- *Art. 6. Commit an unsportsmanlike foul. This includes, but is not limited to, acts or conduct such as:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profane or inappropriate language or obscene gestures.
- c. Baiting or taunting an opponent.
- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near his/her eyes.

Note: Purposely diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that he or she cannot catch the ball.

- e. Climbing on or lifting a teammate to secure greater height.
- f. Knowingly attempting a free throw or accepting a foul to which the player was not entitled.

*Art. 7. Be charged with fighting.

*Art. 8. Goal tend during a free throw.

*Art. 9. Reach through the throw-in boundary-line plane and touch or dislodge the ball.

*Art. 10. Purposely or deceitfully delay returning after being legally out of bounds.

*Art. 11. Removing jersey and/or pants/skirt within the visual confines of the playing area.

Penalty: (All Articles) Two free throws plus ball for division-line throw-in. (Arts. 1, 2, 7) Are flagrant. (Arts. 1, 2) Penalized only if discovered while being violated.

Note: A single flagrant technical foul or the second technical foul (any type) charged to a player results in disqualification of the offender to the team bench and possible expulsion from the building during intramural play. If a team commits three unsportsmanlike technical fouls during the course of the game the contest will be forfeited by the team committing the unsportsmanlike technical fouls.

Section 5. Bench Technical: Bench personnel shall not:

*Art. 1. Commit an unsportsmanlike foul. This includes, but is not limited to, acts or conduct such as:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profane or inappropriate language or obscene gestures.
- d. Disrespectfully addressing, baiting or taunting an opponent.
- e. Objecting to an official's decision by leaving the bench area or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Being charged with fighting.

*Art. 2. Enter the court unless by permission of an official to attend an injured player.

*Art. 3. Leave the confines of the bench during a fight or when a fight may break out.

Art. 4. The captain is responsible for the conduct and behavior of substitutes, disqualified squad members and all other bench personnel.

*Art. 5. Removing jersey and/or pants/skirt within the visual confines of the playing area.

Penalty: (Arts. 1, 2) Two free throws plus ball for division-line throw-in. If deemed a flagrant foul, the offender is disqualified. (Arts. 1g, 3) Flagrant foul, disqualification of individual offender, but only one technical-foul penalty is administered regardless of the number of offenders. When a simultaneous technical foul(s) by opponents occurs, the free throws are not awarded when the penalties offset.

Section 6. Contact

Art. 1. A player shall not: hold, push, charge, trip; nor impede the progress of an opponent by extending an arm, shoulder hip or knee, or by bending the body into other than a normal position; nor use any rough tactics. He or she shall not contact an opponent with his/her hand unless such contact is only with the opponent's hand while it is on the ball and is

incidental to an attempt to play the ball. The use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping is not legal. Extending the arms fully or partially other than vertically so that freedom of movement of the opponent is hindered when contact with the arms occurs is not legal. These positions are employed when rebounding, screening or in various aspects of post play. A player may not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when throwing for goal. A player may hold the hands and arms in front of his/her face or body for protection and to absorb force from an imminent charge by an opponent. It is a form of pushing when the player holding the ball is contacted by a defensive player who approaches from behind. Contact that is caused by the momentum of a player who has thrown for goal is a form of charging.

Art. 2. A dribbler shall not charge into nor contact an opponent in his or her path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is such as to provide a reasonable chance for him or her to go through without contact. If a dribbler, without contact, sufficiently passes an opponent to have head and shoulder in advance of that opponent, the greater responsibility for subsequent contact is on the opponent. If a dribbler in his/her progress is moving in a straight-line path, he or she may not be crowded out of that path, but if an opponent is able to legally obtain a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble. The dribbler should not be permitted additional rights in executing a jump try for goal, pivoting, feinting or in starting a dribble.

Art. 3. A player who screens shall not:

- a. When he/she is outside the visual field of a stationary opponent, take a position closer than a normal step from the opponent.
- b. When he/she assumes a position at the side or in front of a stationary opponent, make contact with that opponent. If the screen is set within the visual field of a stationary opponent, the screener may be as close to the opponent as the screener desires, short of contact.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be one to two normal steps or strides from the opponent.
- d. After assuming his/her legal screening position, move to maintain it, unless he or she moves in the same direction and path of the opponent. When both opponents are moving in exactly the same path and same direction, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns his/her opponent.

If the screener violates any of these provisions and contact results, he or she has committed a personal foul. A player who is screened within his/her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops or attempts to stop on contact and moves around the screen, and provided the screener is not displaced if he or she has the ball. A player may not use the arms, hands, hips or shoulders to force his/her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

Penalty: Personal Foul: Offender is charged with one foul, and if it is his/her fifth foul (personal and technical) or if it is flagrant, he or she is disqualified.

Rule 10. Co-Rec Rules

All rules contained in this book will apply for Co-Rec with the following adaptations:

Section 1. Players

Art. 1. Each team consists of 5 players of 3 men and 2 female, or 2 men and 3 female. A team with 4 players must consist of 2 men and 2 female. Teams may start a game with three players in either combination of two males/one female or two female/one male.

Art. 2. A team must always have one member of each sex on the court.

Effect: A team failing to have a member of each sex on the court will forfeit the game.

Section 2. Special Regulations

Art. 1. Any basket made by a female player is worth the value of the shot attempt plus one additional point.

a. Ex. A successful 3-point basket made by a female participant is worth 4 points. A successful 2-point basket made by a female participant is worth 3 points.

Art. 2. If a female is fouled in the act of shooting a shot attempt, her team will be awarded one additional point, and she will shoot the number of FT attempts equivalent to the value of the shot.

a. Ex. A female is fouled on a 3-point shot attempt. Her team is awarded 1 point, and she will shoot 3 FT's. A female is fouled on a 2-point shot attempt. Her team is awarded 1 point and she will shoot 2 FT's.

b. Note: This rule does not apply to non-shooting fouls. If a female is fouled not in the act of shooting, her team will be awarded the ball out of bounds. If a female is fouled, but her team is in the bonus (7th team foul or more), she will shoot 2 FT's.

Summary of Penalties for all Fouls

The offended player or team is awarded the following:

1. No free throws for:

- a. Each common foul before the bonus rule is in effect.
- b. A player-control foul or team control foul.
- c. A double personal foul or double technical fouls (point of interruption).
- d. For simultaneous personal or technical fouls by opponents (point of interruption).
- e. After time has expired for the fourth quarter (or extra period), unless the point(s) would affect the outcome of the game.

2. One free throw if fouled in the act of shooting and two- or three-point try or tap is successful.

3. Bonus free throw:

- a. For seventh, eighth and ninth team foul each half, if the first free throw is successful.
- b. Beginning with 10th team foul each half whether or not first free throw is successful.

4. Two free throws if intentional or flagrant, plus ball for throw-in.

5. Fouled in act of shooting and try or tap is unsuccessful:

- a. Two free throws on two-point try or tap.
 - b. Three free throws on three-point try or tap.
- Plus, ball for throw-in if intentional or flagrant.

6. Multiple Foul:

- a. One free throw for each foul:
 1. No try involved.
 2. Successful or unsuccessful two-point try or tap.
 3. Successful three-point try or tap.
- b. Two free throws for each foul:
 1. Intentional or flagrant foul.
 2. Unsuccessful three-point try or tap.

Plus, ball for throw-in if intentional or flagrant.

7. In case of a false double foul or a false multiple foul, each foul carries its own penalty.

8. Fighting:

a. Players on the court:

1. Corresponding number from each team-double flagrant fouls, all participants are disqualified, no free throws are awarded, ball is put in play at the point of interruption.
2. Numbers of participants are not corresponding- Flagrant fouls and disqualification for all participants, two free throws are awarded for the offended team for each additional player, offended team awarded a division line throw-in

b. Bench personnel leaving the team bench during a fight or when a fight may break out:

1. Do not participate in the fight- all players leaving the bench assessed flagrant fouls and disqualified. If the number of each team's offenders is corresponding, no free throws are awarded, and the ball is put in play at the point of interruption. If the number of each team's offenders is unequal, a maximum of two free throws are awarded the offended team, followed by a division line throw-in opposite of the table.
2. Participate in the fight- all participants are assessed flagrant fouls and disqualified. If the number of each team's participants is corresponding, no free throws are awarded, and the ball is put in play at the point of interruption. If the number of each team's participants is unequal, two free throws are awarded the offended team for each additional player, followed by a division line throw-in opposite of the table.

Note: All fouls (except an indirect foul charged to the head coach) count toward the team's foul count in the half.

Question (1): A guard moves into the path of a dribbler and contact occurs. Who is responsible?

Answer: Either may be responsible, but the greater responsibility is that of the dribbler if the guard conforms to the following principles which officials use in reaching a decision. The guard is assumed to have obtained a guarding position if he or she is in the dribbler's path facing him or her. If he or she jumps into position, both feet must return to the floor after the jump before he or she has obtained a guarding position. No specific stance or distance is required. It is assumed the guard may shift to maintain his/her position in the path of the dribbler, provided he or she does not charge into the dribbler nor otherwise cause contact.

The responsibility of the dribbler for contact is not shifted merely because the guard turns or ducks to absorb shock when contact by the dribbler is imminent. The guard may not cause contact by moving under or in front of a passer or thrower after he or she is in the air with both feet off the floor.

Question (2): One or both fouls of either a multiple foul or a double personal foul are flagrant. What is the procedure:

Answer: For a multiple foul, two free throws are awarded for each flagrant foul. For a double personal foul, no free throws are awarded. In either case, any player who commits a flagrant foul is disqualified.

Question (3): Does the goal count if the ball goes into the basket after a foul?

Answer: Yes, unless the ball becomes dead before it enters the basket or the goal is canceled.

POINTS OF EMPHASIS

1. **Freedom of Movement:** Basketball is a game that is meant to be free-flowing and dynamic. While incidental contact will occur, any illegal contact that hinders the rhythm, speed, balance, or quickness of a ball-handler should be penalized. If properly and consistently adjudicated, these fouls will guide defenses to adjust and play legal defense or they will be penalized as prescribed. Fouls that should be called throughout the game on the ball-handler:

- a. **Two-hands on the dribbler**
- b. **Prolonged hand or arm contact on the dribbler, especially that which guides the dribbler away from their intended path**
- c. **Creating space with an arm-bar or push off**
- d. **Multiple points of contact**

The defense is still allowed to get a feel for distance between themselves and the dribbler, but any contact that interrupts the RSBQ or anything that falls under the aforementioned categories should be penalized.

2. Block/Charge and Verticality

A. Block/Charge: The obtaining and maintaining of a legal guarding position on a person with and without the ball has been a point of emphasis over the years.

Guarding has not changed in its interpretation for many years, yet many officials penalize legal defensive positions with a blocking call when it should have been a player-control foul or charging if the offensive player did not have possession of the ball. To correctly understand the guarding rule, officials must understand the following points:

1. To obtain an initial guarding position on a player with the ball, the defender must:
 - a) Get to the spot first without contact.
 - b) Have both feet touching the floor.
 - c) The defender must be initially facing the opponent.
2. Once the initial guarding position has been obtained, the defender may *move laterally or at an angle or backwards in order to maintain a legal guarding position*. Keep in mind that when a defender obtains an initial position with both feet touching the floor and facing his/her opponent, the defender need not be stationary but may continue to move in order to stay in front of the person with the ball. The defender must be on the playing court.
3. Once the defender obtains a legal guarding position, the defender may raise his/her hands in a normal stance or may jump vertically within his/her vertical plane.
4. A defender may turn or duck to absorb the shock of imminent contact.
5. A player is never permitted to move into the path of an opponent after the opponent has jumped into the air.
6. A player who extends an arm, shoulder, hip or leg into the path of an opponent and causes contact is not considered to be in a legal guarding position.

Points to remember when a defender is guarding a player with the ball:

1. Time and distance are of no consequence. If the defender gets to the spot first and is in a legal guarding position, the onus is on the person with the ball.
2. A defender is never permitted to move into an opponent and thus cause contact.
3. If a player with the ball gets his/her shoulders past the front of the torso of the defender and contact occurs, the defender has blocked and a foul must be called. In order for the defender to re-obtain a legal guarding position, all "guarding a person with the ball" criteria must be met.
4. When an offensive player receives a long pass with his/her back turned and places one foot on the floor and crashes into a legally set defender, it is a player-control foul. Too many officials are calling this a traveling violation which is incorrect.

Guarding a moving opponent without the ball: Time and distance is the key factor. The distance allowed depends on the speed in which the offensive player is moving with the distance never to exceed two strides regardless of how fast the offensive player is moving. Once the defender has met the criteria of both feet touching the floor, initially facing the opponent, the defender has obtained a legal guarding position and may move the same as if he/she were guarding a player with the ball.

Switching to an opponent who does not have the ball: Time and distance is a key factor and the same criteria should be applied as guarding a moving opponent.

Officials must work diligently to learn and interpret the principles and guidelines on obtaining and maintaining a legal guarding position.

B. Verticality: The term “Principle of Verticality” has become common terminology for a basic aspect of player position-especially as it relates to a guarding situation. Consider progress has been made in officials recognizing legal defensive position, however; many officials are still calling blocking when in fact the offensive player has violated the legal “airspace” that the defender has maintained and is legally entitled to.

The basic components of verticality as listed in:

1. Legal guarding position must be obtained initially and movement thereafter must be legal;
2. From the position, the defender may rise or jump vertically and occupy the space within his/her vertical plane;
3. The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air;
4. The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane;
5. The offensive player whether on the floor or airborne, may not “clear out” or cause contact within the defender’s vertical plane which is a foul;
6. The defender may not “belly up” or use the lower part of the body or arms to cause contact outside his/her vertical plane which is a foul;
7. The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

The game involves player movement in the air as well as on the floor. Misunderstanding still exists regarding a player’s right and responsibility to the vertical space above the body. No opponent may occupy the space without being responsible for the contact that occurs. If contact occurs because the shooter dislodges the arms of the defender or charges into the defender who is in legal guarding position within his/her arms straight up and then calling a foul on the defender for blocking is incorrect.

Some guidelines for making the correct call are:

1. A defensive player’s arms may not be placed above and out over the offensive player to prevent the player from assuming a normal standing position. If contact occurs, the defensive player is responsible. The defense may not occupy the offensive player’s vertical space and cause contact;
2. If the defensive player’s arm is held vertically and are maintained in a natural position, no offensive player may cause contact even if the defensive player jumps vertically to a higher position;
3. When the shooter drives into the lane and the defensive player has a legal position before the shooter is airborne, the responsibility for contact is on the shooter even if the defensive player rises vertically with arms extended upward to block the shot;
4. The responsibility for contact is on the dribbler when the dribbler drives the end line and jumps at an angle toward the free-throw line and in doing so illegally contacts a defensive player who is maintaining a legal position with arms raised straight up. This is a player-control call. It is important that officials be in the proper position and be able to see the entire play when calling verticality. Coaches teach their players to raise their hands straight up when defending a player with the ball and when officials call verticality incorrectly, this frustrates coaches in their teaching of defense.

3. Sportsmanship

Taunting, criticism of players, coaches and game officials is not acceptable at any level. Disrespectful behavior will not be tolerated. Officials will remove players, and spectators displaying unacceptable behavior from further participation.

Taunting/Self-Promotion: Players are increasingly directing their celebratory actions toward opponents, which should be interpreted as taunting and baiting, and be penalized accordingly. Further concern is for the trend of players “playing to the crowd”, attempting to increase attention and praise for their own individual accomplishments rather than toward the game itself and team achievements. While many of these actions are not specifically illegal by rule, extreme behaviors could and should be considered taunting and baiting of opponents.

Flopping: The defensive player or screener acting as though he/she has been charged by an opponent, when in fact he/she has not been, definitely has an impact on the game. It is detrimental to the best interests of basketball. The “actor” wants to create the false impression that he/she was fouled in the charging/guarding situation, or while he/she is screening when in either case there is no contact or incidental contact. The “actor” falls to the court as though he/she were knocked down by the force of the contact. Those actions are designed to have a foul charged to the opponent- a foul not deserved. The “flop” also incites spectators. The rules are in place to deal with such activity and must be enforced. A technical foul is charged to the “actor” in all cases. Officials must penalize the act.

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