



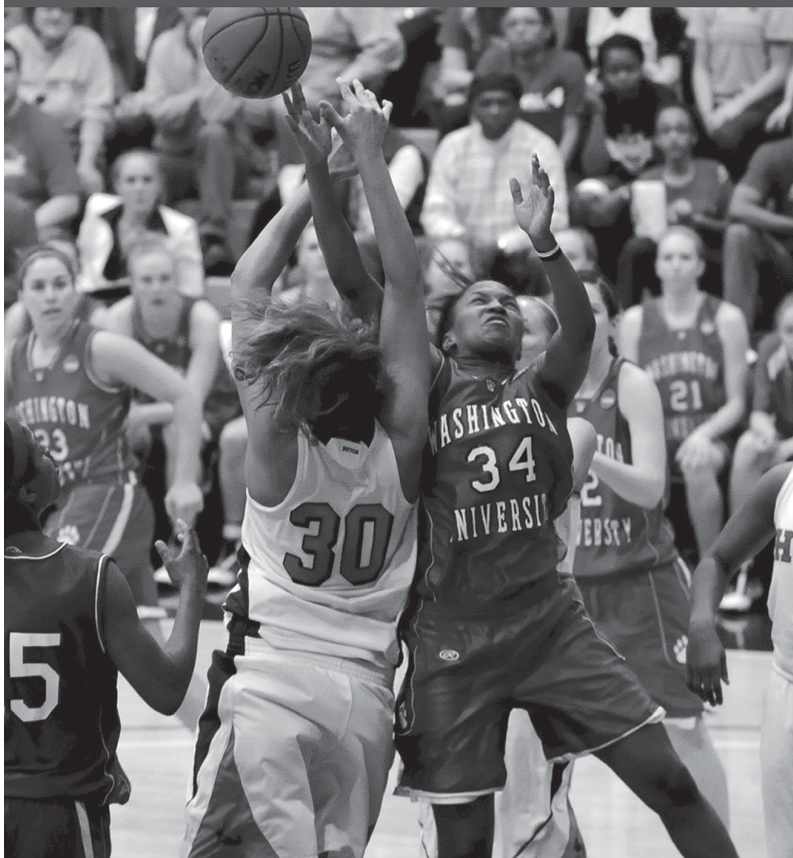
BASKETBALL

2025-26

WOMEN'S CASE BOOK

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CONCUSSION

DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.



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2025-26 NCAA WOMEN'S BASKETBALL CASE BOOK

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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Preface

The NCAA Case Book contains rulings that have been approved by the Women's Basketball Rules Committee as a supplement to the official rules. Included are actual game-like situations that add meaning to the written code of rules and verify that there can be only one interpretation to any given rule.

The format of the book follows the official NCAA Women's Basketball Rules Book, rule-by-rule and section-by-section. Its presentation provides clear, realistic game-type plays that allow the reader to better comprehend the application and adjudication of the official written rules.

The editor hopes that the Case Book will assist officials, coaches, players, and spectators to better appreciate the rules of basketball so that the collegiate game may become an even better game than it already is.

— **Jon Levinson, secretary-rules editor**

NCAA Women's Basketball Rules Committee

Significant Editorial Changes

These changes reflect additions, clarifications, or deletions to approved interpretations that are intended to illustrate the basketball rules. Approved Rulings that illustrate new rules changes or new case plays are indicated by a shaded background.

New Approved Rulings:

[2-5](#), [4-2](#), [5-52](#), [5-53](#), [9-19](#), [11-6](#), [11-14](#), [11-17](#), [11-18](#), [11-53](#), [11-54](#), and [11-55](#)

Edited Approved Rulings:

[2-4](#), [2-9](#), [2-21](#), [2-22](#), [2-41](#), [3-4](#), [4-22](#), [5-59](#), [5-60](#), [7-10](#), [9-17](#), [9-25](#), [9-38](#), [10-24](#), [10-33](#), [10-34](#), [10-42](#), [10-47](#), [11-9](#), [11-29](#), and [11-47](#)

Relocated Approved Rulings:

Several Approved Rulings were relocated to reflect the order of rules references.

Deleted Approved Rulings:

Approved rulings that no longer apply due to rule changes or other actions by the rules committee have been deleted from the case book.

Numbering System:

To assist users of the case book in conjunction with the rules book, the approved rulings found in this case book have been renumbered using a hyphenated number. The preceding number refers to the applicable rule section and the succeeding number reflects the approved ruling's place within that rule's case plays.

RULE 1

COURT AND EQUIPMENT

Pregame Warmups

A.R. 1-1. Prior to the game, one of the teams leaves the court. May the other team warm up at both baskets until the team returns?

RULING: No. Teams may only warm up at the end farthest from the bench prior to the first quarter, even if the opponent leaves the court.
(Rule 1-1.2)

The Ball

A.R. 1-2. Visiting Team B's captain notices that Team B's pregame warm-up balls are of a different type than the official game ball. Team B's coach requests that Team B be allowed to warm up using the type of ball to be used in the game.

RULING: The official shall inform Team A's game management that Team B shall be allowed to warm up with the same type of ball(s) that will be used during the game.
(Rule 1-16.10 Note)

Game Clock/Shot Clock

A.R. 1-3. During a timeout, the game clock displays:

- (1) The time remaining in a timeout; or
- (2) The time remaining in a promotional activity being conducted during the timeout.

RULING: In both (1) and (2), this is not permitted. The game clock may only display the time remaining in a quarter or overtime. This is also true for the shot clock. The timer shall use a digital stopwatch to time the length of a charged timeout, the time to replace a disqualified or injured player, a blood situation, or to remedy a lost, irritated, or displaced contact lens.

(Rules 1-18.1, 1-19.1 and 2-10.8)

A.R. 1-4. A game is being played in an arena with a game clock being displayed on the shot clock located above the basket as well as in another location in the arena. Which clock is the official game clock?

RULING: The game clock shall be the official, visible timepiece on which the time remaining in a quarter or overtime shall be displayed and shall show a tenths-of-a-second display when less than one minute remains in a quarter or overtime. The referee, per Rule 2-5.2, shall designate the official game clock. However, when there is a game-clock display located on the shot clock, it shall be the official game clock.

(Rules 1-18.2 and 2-5.2)

A.R. 1-5. Is it permitted for the shot clock to display tenths of a second?

RULING: Yes. An institution is permitted, but not required, to have shot clocks that display tenths of a second when the shot clock displays less than 5 seconds.

(Rules 1-19 and 1-18.2)

A.R. 1-6. During the pregame inspection of the shot-clock system, it is determined that the shot-clock system cannot be reset to 20 seconds during live play as required by Rule 2-11.6.d.

RULING: The officials shall assess an administrative technical foul to the home team. The opponents are awarded one free throw and play will resume with a jump ball. The administrative technical foul does not count towards the team-foul total. Additionally, the shot clock shall not be used during the game; the shot-clock operator will use an alternate-timing device (i.e., a portable shot clock or a digital stopwatch) to time all shot-clock periods. When using a digital stopwatch, the shot-clock operator will have the time remaining in the shot-clock period periodically called out over the public-address system.

(Rules 1-19 and 10-12.2.a.2)

A.R. 1-7. Before the game starts, the officials check to ensure that the shot clock functions properly. It is determined during this check that the shot clock cannot be reset to 20 seconds when there are fewer than 30 seconds, but more than 20 seconds, remaining in a quarter or overtime. How shall this situation be rectified?

RULING: The officials shall assess an administrative technical foul to the home team. The opponents are awarded one free throw and play will resume with a jump ball. The administrative technical foul does not count towards the team-foul total. The shot clock is permitted to be used during the game, but when the shot-clock display is off (due to the game clock displaying less than 30 seconds in the quarter or overtime), the shot-clock operator will use a digital stopwatch to time a 20-second shot-clock period as necessary, with the time remaining in the shot-clock period periodically called out over the public-address system.

(Rules 1-19 and 10-12.2.a.2)

A.R. 1-8. When one of the shot clocks is not functioning, shall the officials turn the functioning shot clock off?

RULING: There is no rule support to turn off an otherwise functioning shot clock. The game shall be played using the one functioning shot clock and the public-address announcer shall periodically call out the time remaining in the shot-clock period for the remainder of the game. (Rule 1-19)

Team Benches-Scorers' and Timers' Table

A.R. 1-9. The visiting team is advised that its team bench is located:

- (1) Farther from the division line than the home team's; or
- (2) On the opposite end line from the home team's bench.

RULING: The game shall be played with benches as located by home-team management. The referee has no authority to move either bench unless for player safety; however, mutual consent should have been obtained before the game. Every reasonable attempt shall be made by game administration to provide team benches that are equidistant from the division line.

(Rule 1-21.2)

Uniforms

A.R. 1-10. Contesting teams have uniforms of the same color.

RULING: When possible, each team should have two sets of uniforms, one of light color and the other of dark color. The light color shall be for home games; however, this rule may be altered by mutual consent of competing institutions. The team that violates this rule shall change. When there is doubt, the officials shall require the home team to change.

(Rule 1-22.4)

A.R. 1-11. Team A is wearing a patch that is not a national flag, an institution or conference official logo/mascot, or a commemorative/memorial patch. The patch is located in the area between the base of the front neckline and the shoulder seam of the jersey. Is this legal?

RULING: No. Only a national flag, an institution or conference official logo/mascot, and/or a commemorative/memorial patch meeting all other rule requirements shall be located in this area. When a national flag is used, it can only be located in this area on the left side of the game jersey.

(Rules 1-22.7.c and .d)

A.R. 1-12. Team A is wearing white uniforms as defined by the color of the jersey's neutral zone. Players A1 and A2 are wearing white undershirts with black stitching which is clearly visible.

RULING: Rule 1-23.1 states that any undershirt worn be a color similar to that of the game jersey as defined by the neutral zone. As color is in the singular, the intent of the rule is that there may be no additional colors on the undershirt.

(Rule 1-23.1)

A.R. 1-13. May a player remain in the game when they are wearing an illegal undershirt or undergarment?

RULING: No. Similar to the rule regarding jewelry, illegal undershirts or undergarments shall not be worn. A long-sleeved undershirt that is not a compression/tight-fitting shirt is considered to be an illegal undershirt. The player shall leave the game and remove the illegal apparel; however, no technical foul shall be assessed.

(Rules 1-23.1 and .2)

A.R. 1-14. What constitutes a “color contained in the game jersey”?

RULING: A color which is contained in the fabric which comprises the team’s game jersey (neutral zone and areas outside the neutral zone, such as side panels and trim) would be a permissible color for any head/wrist bands, arm sleeves, knee/leg sleeves, and/or tights. Colors contained in any logo, number, or name may not be used for this purpose.

(Rules 1-23.2 through .6)

A.R. 1-15. Substitute A6 attempts to enter the playing court with a headband or wristband that is not any color contained in the game jersey, black, white or beige.

RULING: Substitute A6 shall not be permitted to enter the game before either wearing the appropriate headband or wristband or removing the illegal ones.

(Rule 1-23.3.b)

A.R. 1-16. What is the difference between a head band and a hair-control device that goes entirely around the head compared to a hair-control device that only goes around hair?

RULING: A headband or hair-control device that goes entirely around the head is subject to the color restrictions in Rule 1-23.3.b. A hair-control device that only goes around hair, such as but not limited to, a rubber or colored elastic band, scrunchie, or prewrap, is not subject to any color restriction.

(Rule 1-23.3)

A.R. 1-17. Before the start of the game, the officials notice that A1 is wearing white knee pads, A3 is wearing a black knee sleeve and A5 is wearing a blue knee brace.

RULING: Knee/leg sleeves may be white, black, beige or any color contained in the game jersey and teammates are to wear the same color. This rule applies to anything that is worn on the leg except a knee brace. Typically, a knee brace contains hinges and/or straps and/or an opening over the kneecap, or raised material within the brace intended to support the joint. Knee braces, by this general definition, do not have to comply with this color rule. However, any other sleeve-like apparel (covers part of the leg) worn on the knee/leg does have to comply with this color rule and teammates not wearing knee braces must wear the same color. The sleeve worn under the knee brace can be either the same color as the knee brace or the same color of the knee/leg sleeves worn by teammates.

When players do not comply with this rule, officials are not to tell players to remove anything, but are to instruct them/their coach that they are not permitted to play until they comply with this rule.

(Rule 1-23.6)

Players' Equipment

A.R. 1-18. A1 is wearing prewrap which has been “rolled up” and is tied just underneath their knee cap to stabilize the knee.

RULING: When prewrap is worn in this fashion, it serves as a brace to keep the knee cap in place, the same way a commercially-produced patellar-tendon strap is worn. Since it functions as a brace, the prewrap may be any color and need not match the color of knee/leg sleeves worn by team members.

(Rule 1-25.2)

A.R. 1-19. Substitute A6 attempts to enter the playing court wearing jewelry, an illegal headpiece, headgear, or hat.

RULING: Substitute A6 shall not be permitted to enter before removing the jewelry, illegal headpiece, headgear, or hat. A6 cannot “buy” their way into the game and the right to wear the illegal jewelry, illegal headpiece, headgear, or hat by being charged with a technical foul. Religious headwear is permitted provided it is safe for competition and is not subject to color restrictions.

(Rule 1-25.7)

A.R. 1-20. Player A5 is found to be wearing jewelry.

RULING: At the first dead ball, A5 shall be required to remove the jewelry immediately or be required to leave the game and not return until after removing the jewelry. A5 cannot “buy” the right to wear the jewelry by being charged with a technical foul.

(Rule 1-25.7)

A.R. 1-21. A1 uses an ointment, salve, gloves, or any other similar substance or material to increase their ability to grip or control the ball.

RULING: Illegal, as a player is prohibited from using any equipment or substance which provides the player with an unfair advantage.

(Rule 1-25.8)

A.R. 1-22. A (1) player, (2) team member, or (3) head coach is wearing a microphone to provide audio sounds from the game.

RULING: In (1) and (2), this is prohibited. In (3), a head coach may wear a microphone in order to provide a media entity with the coach's comments; however, the head coach may not wear an earwig or other device that permits the coach to receive audio transmissions from outside the bench area.

(Rule 1-25.9)

RULE 2

OFFICIALS AND THEIR DUTIES

Misinformation

A.R. 2-1. B1's try does not strike the ring and lands untouched on the end line, causing Team A to be awarded a designated-spot throw-in. B6 replaces B1. The ball is placed at A2's disposal for the throw-in and they leave the designated spot. The center official blows the whistle and states that the thrower left the designated spot. The officials now learn that the administering official had misinformed the thrower.

RULING: Because the officials made a mistake by providing incorrect information to the thrower thereby causing the violation, the officials shall re-administer the throw-in. This is similar to the situation when the officials misinform the teams as to the number of free throws to be attempted.

(Rule 2-3)

Officials' Jurisdiction

A.R. 2-2. Team A is ahead by one point. The game-ending horn sounds with the ball loose at the division line. Clearly after playing time has expired, A1 retrieves the ball and dunks into A1's basket. The referee, before checking/approving the final score, sees this action by A1 and assesses a player/substitute technical foul. Team A's coach pushes the referee after the technical foul is ruled. The referee assesses a flagrant 2 foul to Team A's coach, ejects the coach, and awards Team B four free throws.

RULING: The referee is correct. The officials' jurisdiction does not end until the approval of the final score. Until the officials' jurisdiction ends, an official may rule a technical foul, flagrant 1, or flagrant 2 correct a correctable error (Rule 2-12), or correct a bookkeeping mistake by the official scorer.

(Rule 2-4.3)

A.R. 2-3. The officials leave the playing area at the end of the game, and while they are in the locker room, it is discovered that there is a mistake in the score or that there was a request for a correctable error (Rule 2-12).

RULING: When the officials leave the visual confines of the playing court when the final quarter or overtime are over, the score has been approved and the game is over.

(Rule 2-4.3)

A.R. 2-4. A1 sets a legal screen for teammate A2, who has the ball. B1, in trying to defend the shot, pushes through the screen of A1. When the illegal contact occurs, A2 has not started their trying motion, but when the official blows the

whistle A2's trying motion has started. They continue their trying motion and the ball enters the basket.

RULING: The goal by A2 is scored because when the whistle sounded, A2 was in the act of shooting and continuous motion applies. If Team A is not in the bonus, Team A will be awarded the ball for a throw-in using the procedures in Rule 7-3.2.a. If Team A is in the bonus, A1 will be awarded two free throws. In a game with replay, when a head coach appeals the official's ruling or the officials use replay of their own volition, the officials' determination of when the foul occurred is based on the time the illegal contact is observed. Since A2 was not in the act of shooting when the illegal contact by B1 occurred, the goal shall not count. If Team A is not in the bonus, Team A is awarded the ball for a throw-in using the procedure in Rule 7-3.2.a. If Team A is in the bonus, A1 is awarded two free throws.

Note: The only references in the rules book to when a "foul occurs" are when officials are using replay: (1) when the game clock reads zeroes at the end of a quarter or overtime to determine whether a foul (illegal contact) occurred before the reading of zeroes on the game clock, (2) when determining whether a foul occurred before a shot-clock violation, (3) when a foul is committed by or against a teammate of the shooter, and (4) when a foul is committed in close proximity to a change of team control, but only when it affects the awarding of free throws. Otherwise, the whistle normally blows so close to when the foul occurs that there is not enough of a separation to determine a difference. By rule, the whistle is sounded when a foul occurs, and the ball becomes dead when the whistle sounds, unless at the time the whistle is sounded a try is in flight or the continuous-motion rule applies.

(Rules 2-7.2, 2-7.12, 6-5.1.f, 6-6.1, 6-6.2, 11-2.1.a.3, 11-3.1.q, 11-3.1.r, and 11-3.2.c)

A.R. 2-5. During the officials' jurisdiction as the teams are warming up, the officials notice team members from Team A are wearing (1) jewelry, (2) noncompliant undershirts, (3) noncompliant sleeves and/or undergarments, or (4) illegal uniforms.

RULING: In all four scenarios, the referee must inspect all game equipment and uniforms to ensure they are legal. The referee shall immediately inform Team A's head coach, or an assistant coach when the head coach is not within the visual confines of the playing court, of any illegal item. In (1), (2), and (3), the head or assistant coach shall be told that any team member not properly attired will be prohibited from participation. In (4), the head or assistant coach shall be informed that the illegal uniform will be reported to the assigning authority (i.e., the coordinator responsible for the officials' assignment), who will, in turn, notify Team A's conference office directly, or through Team A's assigning authority when the contest is a non-conference game or is part of a multiple-team event. Team A's

conference office is responsible for requiring the illegal uniform to be immediately corrected.

(Rules 2-5.1 and 10-12.2.c.3 and Note)

A.R. 2-6. When an official is required to hand/bounce the ball to the thrower-in, is it the duty of the official to wait until both teams are ready before doing so?

RULING: No. The resumption-of-play procedure is in effect for the entire game, except to start the second half or any overtime. After the official has given the direction signal and other necessary information, teams are expected to be ready for all normal play situations. When the official inadvertently indicates the wrong team for a throw-in and discovers the error before the throw-in ends, the official should withhold the ball from play to permit the players to re-deploy. The officials should not permit unusual delays during a throw-in.

(Rules 2-7.13 and 4-26)

Duties of Scorers

A.R. 2-7. B1 commits a fifth foul [any combination of personal fouls, flagrant 1 fouls, and all technical fouls], which results in two free throws for A1. The official scorer and official timer fail to notify any of the game officials that B1 has been disqualified. When the scorers realize the mistake, they inform the official timer to sound the game-clock horn. The official timer sounds the device as the first of two free throws is made or missed. The referee asks the scorers' table personnel to explain the problem. The referee is advised that B1 has committed five fouls, after which the referee advises the coach and player of Team B that B1 has five fouls. The coach replaces B1.

RULING: Play shall be resumed with the second free throw by A1. There is no additional penalty assessed for the official scorer's and/or timer's mistake in failing to notify the officials of B1's fifth foul.

(Rules 2-9.4 and 3-6.2.b)

A.R. 2-8. A player who has committed a fifth foul [any combination of personal fouls, flagrant 1 fouls, and all technical fouls] continues to play because the scorers have failed to notify the officials.

RULING: As soon as the scorers discover the irregularity, they should sound the game-clock horn as soon as the ball is in control of the offending team or is dead. The disqualified player shall be removed immediately. Any points that may have been scored while such a player was illegally in the game shall count.

(Rule 2-9.4)

A.R. 2-9. At halftime, the official scorer, who is a member of the home-team faculty, removes the scorebook from the scorers' table:

- (1) Of their own volition; or
- (2) At the request of the home-team coach.

RULING: (1) When the scorebook is not taken to the home team's locker room, there should be no penalty. When there is evidence that the official scorer removed the scorebook to take it to the home-team locker room, an administrative technical foul shall be assessed. This

administrative technical foul does not count toward the team-foul count.

(2) When the home-team coach instructs the official scorer to remove the scorebook, the head coach shall be directly assessed a bench technical foul.

(Rules 2-9.11, 10-12.2.d and 10-12.5.c)

A.R. 2-10. When may a scorer signal the officials by sounding the horn?

RULING: When the scorer desires to call attention to a player who is illegally in the game, the scorer may signal the official when the ball is in control of that player's team or when the ball becomes dead. When it is for an illegal substitution, the scorer may signal when the next dead ball occurs or when the offending team has team control. When it is for conferring with an official, the scorer may signal when the ball is dead. When the scorer signals while the ball is live, the official shall ignore the signal when a scoring play is in progress. Otherwise, the official may signal for the game clock to be stopped to determine the reason for the signal.

(Rule 2-9.14)

A.R. 2-11. The game-clock horn sounds while the ball is live.

RULING: Players should ignore the game-clock horn since it does not cause a dead ball. The officials shall use their judgment in blowing the ball dead to consult with the scorers and timers. When the players on both teams do not ignore the game-clock horn and stop playing, the officials shall stop play and award the ball to the team in control at a designated spot nearest to where the ball was located when the stoppage occurred.

(Rule 2-9.14)

A.R. 2-12. The official scorer fails to record two points awarded to Team A by an official during the first half as a result of basket interference by B2.

RULING: The scorer's mistake shall be rectified at any time until the referee approves the final score.

(Rule 2-9.16)

A.R. 2-13. After two minutes of the first overtime, it is discovered that during the fourth quarter the official scorer failed to record one point as a result of a made free throw by Team A.

RULING: The score shall be recorded and play shall be continued at a designated spot from the point of interruption.

(Rule 2-9.16)

Duties of Timer

A.R. 2-14. In a game with no official replay system, the red light or LED lights that signal the end of the last quarter cannot be seen nor can the game-clock horn be heard. The officials disagree whether the ball was in flight during a try for field goal or whether a foul occurred before time expired.

RULING: The final decision shall be made by the referee. The official timer shall indicate if the ball was in flight before the red light or LED lights signal was activated or before the game-clock horn sounded only when requested to do so by the referee. The referee shall use their best judgment, but when the evidence for counting or not counting the goal and/or foul is equal, the referee shall rule that the goal counts and/or that the foul shall be charged. In a game with replay and a game clock with a tenth-of-a-second display, the status of the try for goal and the committed foul shall be ascertained with the use of replay using first, zeroes on the game clock, then the red or LED lights when the game clock is not visible, and the horn when neither is available. (Rules 2-10.15.c, 2-6.3, 11-2.1.a.1 and .3 Administration and 5-7.2)

Duties of Shot-Clock Operator

A.R. 2-15. A1 touches the ball that was thrown in by A2. The ball strikes the playing court and bounces until A3 gains control by dribbling. The shot-clock operator started the shot clock when A1 touched the ball.

RULING: The operator was correct. When play is resumed by a throw-in, the game clock and shot clock shall be started when the ball is legally touched by or touches a player on the playing court.

(Rule 2-11.5)

A.R. 2-16. A1 releases the ball on a try for goal and then B1 partially blocks the shot. The ball:

- (1) Hits the ring or flange; or
- (2) Goes through the basket; or
- (3) Goes out of bounds.

RULING: (1) and (2) The play is legal and the action shall continue. (3) The official shall blow the whistle to stop play and the shot-clock operator shall stop but not reset the shot clock. On the ensuing throw-in by Team A, the game clock and shot clock shall start when the throw-in legally touches, or is touched by, any player on the playing court.

(Rule 2-11.6.a.1)

A.R. 2-17. While A1 is dribbling the ball in their backcourt, A2 and B2, who are located near the free throw line in Team A's frontcourt, foul each other and the official stops play for the fouls. The fouls committed by A2 and B2 are:

- (1) Personal fouls; or
- (2) Technical fouls.

RULING: In (1), A2 and B2 have committed a double foul. Play will resume at the point of interruption with a throw-in to Team A at the out-of-bounds spot nearest to where the ball was located when the official stopped play for the fouls. The shot clock shall not be reset.

In (2), A2 and B2 have committed fouls of equal gravity. No free throws are awarded, and play shall resume at the point of interruption with a throw-in to Team A at the out-of-bounds spot nearest to where

the ball was located when the official stopped play for the fouls. The shot clock shall not be reset.

(Rule 2-11.6.a.5)

A.R. 2-18. Player B1 deflects A1's pass toward the sideline. Player B2 chases the ball and while airborne and before landing out of bounds, throws the ball backward onto the playing court where it is recovered by Team A. The shot-clock operator resets the shot clock. Is the shot-clock operator correct?

RULING: Yes. The act of throwing the ball backwards and onto the court demonstrates team control by Team B; therefore, the shot clock is reset.

(Rules 2-11.6.b.1 and 4-8.1)

A.R. 2-19. A1 attempts a try which strikes the ring or flange and is unsuccessful. The ball is batted multiple times by players of both teams. A2 secures the rebound in their team's backcourt.

RULING: The shot clock is set to 30 seconds when the shooting team is first to control the ball in their backcourt.

(Rule 2-11.6.b.2)

A.R. 2-20. Team A is in control of the ball when A1 and B1 commit a double foul. While reporting the foul, the official assesses a technical foul against the coach of:

- (1) Team A; or
- (2) Team B.

RULING: Charge the fouls to A1 and B1, but no free throws are awarded. In (1) and (2), any player from the offended team shall attempt the two free throws for the technical foul. In (1), Team B will be awarded the ball for a designated-spot throw-in at the division line opposite the scorers' table. In (2), Team A will be awarded the ball for a designated spot throw-in at the division line opposite the scorers' table. In both (1) and (2), the shot clock will be reset to 30 seconds.

(Rules 2-11.6.b.7 and 10-11)

A.R. 2-21. A1 attempts a try which strikes the ring and is unsuccessful. The ball rebounds into Team A's backcourt where (1) A2 or (2) B1 intentionally kicks or fists the ball.

RULING: There is no team control when the violation occurs in both (1) and (2). In (1), Team B is awarded the ball for a throw-in at the out-of-bounds spot nearest to where the violation occurred. The shot clock is set to 20 seconds. In (2), Team A is awarded the ball at the out-of-bounds spot nearest to where the violation occurred. The shot clock is set to 30 seconds.

(Rules 2-11.6.b.9 and 2-11.6.d.6)

A.R. 2-22. A1's try is released and fails to hit the ring. Before any player can control the ball in Team A's frontcourt, (1) there is an inadvertent whistle or (2) A1 and B2 commit a double personal foul. There are 15 seconds on the shot clock.

RULING: There is no team control in either (1) or (2); play resumes using the alternating-possession procedure. In (1) and (2), when the arrow favors Team B, the shot clock resets to 30 seconds. When the alternating-possession arrow favors Team A, they will have the unexpired time on the shot clock (15 seconds).

(Rules 2-11.6.a.6, 2-11.6.b.3 and 2-11.6.a.8)

A.R. 2-23. A1's try hits the ring and is unsuccessful. Before any player can control the loose ball in Team A's frontcourt, (1) there is an inadvertent whistle or (2) A1 and B2 commit a double personal foul.

RULING: There is no team control in either (1) or (2); play resumes using the alternating-possession procedure. In (1) and (2), when the arrow favors Team B, the shot clock resets to 30 seconds. When the alternating-possession arrow favors Team A, the shot clock resets to 20 seconds.

(Rules 2-11.6.b.3 and 2-11.6.d.4)

A.R. 2-24. While A1 is dribbling the ball in their frontcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (1) 23 seconds or (2) 18 seconds.

RULING: In (1), the shot clock will remain at 23 seconds. In (2), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

(Rule 2-11.6.c.1)

A.R. 2-25. While A1 is dribbling the ball in their team's backcourt, B1 fouls A2 in Team A's frontcourt. Team A is not in the bonus. The shot clock shows (1) 23 seconds or (2) 18 seconds.

RULING: In (1), the shot clock will remain at 23 seconds. In (2), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

Note: The determining factor is the location of the foul, not the location of the ball.

(Rule 2-11.6.c.1)

A.R. 2-26. While A1 is dribbling the ball in their team's backcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (1) 23 seconds or (2) 18 seconds.

RULING: In both (1) and (2), the shot clock will be reset to 30 seconds because the foul was committed in Team A's backcourt.

(Rule 2-11.6.c.1)

A.R. 2-27. A1 is dribbling the ball in their team's frontcourt when B1 knocks the ball away. While the ball is loose, B1 fouls A1. Team A is not in the bonus. The shot clock shows (1) 23 seconds or (2) 18 seconds.

RULING: Even though the ball is loose, Team A retains control of the ball when B1 knocked it away. In (1), the shot clock will remain at 23 seconds. In (2), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

(Rules 2-11.6.c.1 and 4-8.3)

A.R. 2-28. A1's try for goal fails to strike the ring or flange. While the ball is loose, B1 intentionally kicks the ball either in Team A's frontcourt or backcourt. The shot clock shows (1) 23 seconds or (2) 18 seconds.

RULING: In (1), the shot clock will remain at 23 seconds. In (2), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

Note: When a try does not strike the ring or flange, the shot clock continues to run.

(Rule 2-11.6.c.2)

A.R. 2-29. Team A inbounds the ball with 29.3 seconds remaining on the game clock. A1 attempts a try which strikes the ring or flange and is unsuccessful. A2 is first to control the rebound in their frontcourt with 24.7 seconds on the game clock.

RULING: The shot-clock operator shall set the shot clock to 20 seconds once A2 secures control of the ball.

(Rule 2-11.6.d.1)

A.R. 2-30. A1 attempts a try which strikes the ring or flange and is unsuccessful. (1) A2 or (2) B1 is first to control the rebound in Team A's frontcourt.

RULING: In (1), the shot clock is set to 20 seconds. In (2), the shot clock is set to 30 seconds.

(Rules 2-11.6.d.1 and b.1)

A.R. 2-31. A1 attempts a try which strikes the ring or flange and is unsuccessful. Before team control is established:

- (1) B1 bats the ball out of bounds;
- (2) B1 fouls A2;
- (3) B2 and A2 simultaneously control the ball and the alternating-possession arrow favors Team A; or
- (4) B2 intentionally kicks or fists the ball.

In (1) through (4), the infraction occurs in the shooting team's frontcourt.

RULING: Since the shooting team will be first to control the ball after their unsuccessful try contacted the ring or flange, in (1), (2), (3), and (4), the shot clock will be set to 20 seconds.

(Rules 2-11.6.d.2 through .5)

A.R. 2-32. B1 travels with 29.0 seconds left in the first quarter. Team A inbounds the ball and A1 shoots the ball. The shot hits the rim and A2 secures the rebound in their team's frontcourt with 23.7 seconds on the game clock.

RULING: The shot clock operator will reset the shot clock to 20 seconds, as there is more time on the game clock than in a shot-clock period.

(Rules 2-11.6.d.2.a and 2-11.8)

A.R. 2-33. With the alternating-possession arrow favoring Team A and 20 seconds remaining on the shot clock, A1's try for goal lodges between the backboard and the ring/flange.

RULING: Team A shall be awarded possession for a throw-in and the shot clock shall be reset to 20 seconds.

(Rule 2-11.6.d.4)

A.R. 2-34. There are 29.8 seconds left in the quarter when Team A inbounds the ball following a violation by Team B. Dribbler A1 is fouled by B1 with 24.3 seconds on the game clock. Team A (1) is not or (2) is in the bonus.

RULING: In (1), the shot clock remains off. This is not a situation when the shot clock is reset to 20 seconds. When there would normally be two clocks running and this foul is committed in Team A's backcourt, the shot clock would be set to 30 seconds; but because there is less time on the game clock than in the shot-clock period, the shot clock remains off; when there would normally be two clocks running and this foul is committed in Team A's frontcourt, the shot clock would either be set to 20 seconds when there are 19 or less seconds remaining on the shot clock or would remain as is when there are 20 or more seconds on the shot clock.

In (2), the shot clock will remain off during the free throws, but when the last free throw is unsuccessful, if Team A is first to gain control of the ball in their frontcourt, or is first to be awarded the ball due to a personal foul or violation by Team B in Team A's frontcourt, or simultaneous held ball or inadvertent whistle in Team A's frontcourt, and the game clock shows more than 20 seconds, the shot clock will be set to 20 seconds.

(Rules 2-11.8, 2-11.6.d.1, 2-11.6.d.2.a, 2-11.6.d.2.c, 2-11.6.d.3, .4, and .5)

Correctable Errors

A.R. 2-35. After the bonus is in effect, B1 is penalized for holding A1. A1 erroneously is not awarded their free throws. A1 is awarded the ball out of bounds and completes the throw-in to A2. The coach of Team A notifies the official scorer that the coach wants to meet with the official concerning a correctable error. When Team A scores a field goal, the official scorer sounds the game-clock horn and advises the official of the coach's request for the conference. The official recognizes the correctable error after talking with the coach and official scorer.

RULING: The field goal by Team A shall count. This error is correctable because it happened within the prescribed time limit of Rule 2-12. A1 shall be awarded their merited free throws and play shall be resumed with a throw-in by Team B, who is entitled to run the end line.

(Rules 2-12.1.a, 2-12.5, 2-12.2 and 2-10.13.a)

A.R. 2-36. B1 pushes A1 during an unsuccessful try. A1 is awarded two free throws. The first free throw by A1 is successful, after which B2 takes the ball out of bounds under Team A's basket and passes to B3, who passes to B4 for an uncontested field goal in Team B's basket. The captain of Team A then calls to the attention of an official that A1 did not receive a second free throw.

RULING: The goal by B4 shall count. A1 shall be permitted to attempt the second free throw with no players lined up along the free-throw lane. The ball shall then be awarded to Team A out of bounds at the end line nearer Team B's basket and the thrower-in shall be permitted to run the end line. This was the point where the game was stopped to correct the error.

(Rules 2-12-1.a and 2-12.2)

A.R. 2-37. Before the bonus rule is in effect, B1 fouls A1. The official errs by awarding A1 two free throws.

- (1) A1 makes the first free-throw, and the error is then discovered; or
- (2) A1 is successful in both free throws and then the official detects the error; or
- (3) A1 is successful in the first free throw attempt but misses the second free throw and, as a result, the game clock starts and B1 scores a field goal.

In each of the three situations, the error shall be called to the attention of the official before or during the first dead ball after the game clock has been properly started.

RULING: Each of the three situations is a correctable error.

(1) and (2): Team A shall be awarded the ball at a designated spot using the procedures in Rule 7-3.2. The free throws and activity during it, other than any technical foul, flagrant 1 foul, or flagrant 2 foul, shall be canceled. Any points scored, time consumed and additional activity that may occur before the recognition of the error, shall not be nullified.

(3) Team A shall be awarded the ball out of bounds at Team B's end line, which was the point of interruption, to correct the error. The free throws and activity during it, other than any technical foul, flagrant 1 foul, or flagrant 2 foul, shall be canceled. Any points scored, time consumed and additional activity that may occur before the recognition of the error, shall not be nullified.

(Rules 2-12-1.b, 2-12.5 and 2-12.2)

A.R. 2-38. A1 is fouled by B1 during a field-goal attempt and the try is successful. A2 erroneously is awarded the free throw. While A2's successful attempt is in the air:

- (1) B3 fouls A3; or
- (2) B3 commits a flagrant 1 foul against A3.

After the successful free throw by A2 and before the ball becomes live on the throw-in, the coach of Team B properly asks the referee to correct the error of awarding the free throw to the wrong player.

RULING: The free throw by A2 shall be canceled, and A1 shall properly attempt the free throw. The personal foul by B3 in (1) shall be canceled. The flagrant 1 foul in (2) cannot be canceled. The error shall be corrected when A1 is given the free throw to which A1 was entitled as a result of the original foul. In (2), the game shall continue with the administration of the two free throws to any member of Team

A resulting from the flagrant 1 foul by B3. Team A shall be awarded the ball at a designated spot at the division line opposite the scorers' table.

(Rules 2-12-1.c and 2-12.5)

A.R. 2-39. The official rules (1) A1 or (2) B1 is called for basket interference at Team A's basket. In (1), the official erroneously counts the score or, in (2), erroneously fails to count the score. In each case, the error is discovered during the first dead ball after the game clock has started.

RULING: In (1) and (2), the official made a judgment that basket interference occurred. However, after the judgment was made, the official erred, in (1) by erroneously counting the score and in (2) by failing to count the goal. The official's error in (1) and (2) shall be correctable because the error was recognized within the proper time limit.

(Rules 2-12.1.e and 2-12.3)

A.R. 2-40. In a game without a replay system, Team A has the ball and is working for a shot. The shot-clock horn sounds and then A1 shoots and scores an apparent field goal. The shot-clock horn is not heard by the officials on the playing court. Play continues with Team B inbound the ball. With 20 seconds remaining on the shot clock, the official rules traveling on B1. At that time, the official timer calls the referee to the scorers' table to explain that the shot clock had sounded before A1 released the ball for the try.

RULING: Officials are permitted to use information from table officials to make corrections. Since it is within the correctable-error timeframe, the error can be corrected. When it is determined, in the official's judgment, that the try was released after the shot-clock horn sounded, the goal shall be canceled. Since the clock was running in this case, the official has until the second live ball after the error to make the correction. The error shall be correctable until the ball is put in play after the traveling ruling.

(Rules 2-12.1.e, 2-12.3, 2-7.6 and 11-3.1.h)

A.R. 2-41. A2 is shooting the second of two free-throws. After the ball is released the official blows the whistle for a foul against A3 for pushing B2 while working to get the rebound. The ball goes in the basket. While reporting the foul the official cancels the score. Is this a correctable error?

RULING: If the official judged the free throw to still have been in A2's hands when A3 committed the foul against B2 when in fact it was not, this is not a correctable error, this is a judgment by the official. However, if the official cancelled the free throw in violation of Rule 6-6.1.c, then this is a correctable error for erroneously cancelling a score.

In this situation, it is appropriate to afford the officials the time provided in Rule 2-12.2 to correct the error. The error shall be recognized and corrected by an official during the first dead ball after the game clock has been properly started. In a game with replay, officials are permitted to use replay following the foul to determine

whether the goal shall count, since the foul was committed by a teammate of the shooter.

(Rules 2-12.2, 6-6.1.c, and 11-3.1.r)

A.R. 2-42. B1 fouls A1 after the bonus is in effect. A1 is not awarded the bonus free throws; Team A is awarded the ball for a throw-in. Team A controls the ball inbounds, and A3 eventually asks for and receives a timeout. During the timeout, an official recognizes the correctable error or it is called to their attention that A1 should have been awarded two free throws.

RULING: A1 shall be awarded two free throws and play shall be resumed as after any normal free throw. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

(Rules 2-12.5 and 2.12.1.a)

RULE 3

PLAYERS AND SUBSTITUTES

The Team

A.R. 3-1. Teams A and B each have co-captains. At the pregame conference, one of the co-captains requests permission from the referee to allow both co-captains to confer with officials on interpretations.

RULING: Co-captains may participate in the pregame conference, but only one co-captain of each team may confer with the officials during the game. During the pregame conference, the referee shall be informed which co-captain of each team shall be the speaking co-captain during the game.

(Rule 3-2.1)

A.R. 3-2. Team A properly submits its team list and designates its five starters in compliance with the rule before the 10-minute mark is reached on the game clock that is counting down the time before the start of the game. However, the uniform number for each team member is erroneously indicated. The mistake is not detected until approximately 1½ minutes have been played.

RULING: An administrative technical foul shall be charged to Team A. A player shall wear the uniform number indicated in the scorebook or the scorebook number shall be changed to that which they are wearing. When the team member, before participating, changes the uniform number they are wearing to that indicated in the scorebook, there shall be no penalty. When the number in the scorebook for a player(s) must be changed for reasons other than those permitted by rule, one administrative technical foul shall be assessed regardless of how many changes are made. These administrative technical fouls do not count toward the team-foul count.

(Rules 3-4.2 and 10-12.2.b Penalty)

A.R. 3-3. A1, who is designated as a starter 10 minutes before the scheduled starting time of the game, becomes ill one minute before the game is to start.

RULING: A1 may be replaced without an administrative technical foul being assessed. Illness or injury is considered to be an extenuating and unavoidable circumstance that permits a substitution without penalty. A1 shall be permitted to enter the game later, if able.

(Rule 3-4.2)

A.R. 3-4. A1, who is a designated starter, is wearing an illegal undershirt which is covered by their warm-up. The officials notice A1's undershirt just before the opening tip. May Team A replace starter A1 without penalty?

RULING: No. Team members are expected to be properly attired before the start of the contest. The replacement of A1 as a designated

starter results in the assessment of an administrative technical foul to Team A.

(Rules 3-4.2 and 10-12.2.b.2)

Substitutions

A.R. 3-5. After a successful free throw, A1 enters the playing court before the throw-in. A1's illegal entry is not detected until after the ball becomes live.

RULING: A1 became a legal player when the ball became live. Because discovery of the illegal substitution came after the ball became live, the infraction by A1 shall be ignored.

(Rule 3-6.1.d)

A.R. 3-6. A6 and A7 have reported to the scorers and are waiting to enter the game. Team A commits a violation, and during the dead-ball period, Team B requests a timeout. The coach from Team A changes their mind and wants A8 and A9 to report and enter the game rather than A6 and A7.

RULING: A8's and A9's substitutions are legal when they have reported to the official scorer before the warning signal.

(Rule 3-6.1.g)

A.R. 3-7. After the second signal sounds indicating the expiration of a timeout, A1 goes to the free-throw line to attempt two free throws. Before the first free throw, A6 reports to the official scorer and tries to enter the game as a substitute.

RULING: A6 cannot enter the game because they did not report before the warning signal and there has been no live ball.

(Rules 3-6.1.g and 3-6.2.b)

A.R. 3-8. A1 scores a field goal and the clock is stopped with 36.0 seconds remaining in the game.

- (1) Before the throw-in ends and the clock is started, the official notices blood on A3.
- (2) The throw-in ends and the clock is properly started when the official notices blood on A3.

There are substitutes who have reported to the scorer's table.

RULING: The officials shall stop play and present the head coach with the following three options: (a) Keep the player in the game when the issue can be resolved in 20 seconds; (b) Substitute the player immediately or substitute when the issue cannot be resolved in 20 seconds; (c) Request a timeout immediately or request a timeout when the issue cannot be resolved in 20 seconds so that the bleeding player can remain in the game.

(1) After any of these options, play shall be resumed with a throw-in by Team B anywhere along the end line. No substitutes shall be permitted in (a) and (b) since play was stopped after a successful field goal and before the clock was properly started. However, when the coach chooses not to take a timeout and instead, replaces the bleeding player, the opponent is permitted to counter with a substitution. In this case, the substitute for the bleeding player and the counter

substitute are the only substitutes permitted in this situation since play was stopped for blood after a successful field goal in the last 59.9 seconds of the game and before the clock was properly started. In (c), substitutes are permitted since a timeout was granted.

(2) After any of these options, play shall be resumed with a throw-in by Team B at a designated spot nearest to where play was stopped for the blood issue and substitutes shall be permitted as they would be in any other dead-ball period since the game clock was properly started on the throw-in.

(Rules 3-6.1.h.1 and 3-6.3.a)

A.R. 3-9. After a successful field goal with 48 seconds left in the game, the timer sounds the game-clock horn for substitute A6 to enter the game.

RULING: A6 shall not be permitted to enter. While the game clock is stopped after successful field goals in the last 59.9 seconds of the game, only those substitutions permitted by rule are allowed. A team may request a timeout and then make substitutions anytime the ball is dead and the game clock is stopped.

(Rule 3-6.1.h.1)

A.R. 3-10. Team A scores with 59.9 seconds left to play in the fourth quarter.

- (1) The timer fails to stop the game clock. The official blows their whistle to stop the clock to correct the mistake. During this stoppage, Team A requests a timeout; or
- (2) The official inadvertently blows their whistle to recognize a timeout request by Team A when the ball is at Team B's disposal for a throw-in; or
- (3) Team B is having difficulty inbound the ball because of defensive pressure and requests a timeout.

May these timeout requests be granted and when are substitutions permitted to enter the game?

RULING: In (1), the request by either team for a timeout shall be recognized and granted since the request was made during a dead ball. Substitutions are permitted during this timeout period. However, when a timeout is not requested, there shall be no substitution during the dead-ball period created by the timer's mistake.

(2) The inadvertent whistle shall be ignored. When Team A requests a timeout during this dead ball, the timeout shall be recognized and granted since the request occurred during the dead ball created by the inadvertent whistle. Substitutions are permitted during this timeout period. However, when a timeout is not requested, there shall be no substitution during the dead-ball period created by the inadvertent whistle.

(3) Team B's request for a timeout shall be recognized and granted because a player of that team is in control of the ball. Substitutions are permitted during this timeout.

(Rule 3-6.1.h.2)

A.R. 3-11. Following A1's goal with 37.8 seconds in the fourth quarter and before the clock properly starts, the official notices water on the floor. A6 and B7 are at the scorer's table waiting to enter the game.

RULING: The substitutes are not permitted to enter the game because the stoppage was not created by a timeout, violation, or foul.

(Rule 3-6.1.h)

A.R. 3-12. A1 scores a three-point field goal with 46.2 seconds remaining in the fourth quarter, and before the clock properly starts the officials, of their own volition, conduct a replay review to determine whether the goal was a three-point goal or a two-point goal.

RULING: Regardless of whether or not a correction is made to the value of the made field goal, no substitutions are permitted. Play will resume with a throw-in to Team B at the point of interruption.

(Rule 3-6.1.h)

A.R. 3-13. A1 scores a three-point field goal with 46.2 seconds remaining in the fourth quarter, and before the clock properly starts, the coach of Team B requests a correctable-error review on the grounds that the goal was erroneously counted and two points should have been awarded. The replay review determines that the goal:

- (1) Was a two-point goal; or
- (2) Is confirmed as a three-point goal.

RULING: (1) When the replay review determines that a correctable error for erroneously counting a goal occurred, no substitutions are permitted.

(2) Because there was no correctable error, Team B will be charged a timeout. Because a timeout has been charged during the dead ball caused by the made field goal and before the game clock has properly started, substitutions are permitted.

(Rules 3-6.1.h and 5-14.1.d)

A.R. 3-14. After A1's successful try, the game clock is stopped with 56.0 seconds remaining in the game:

- (1) B1 completes a throw-in to B2, but the clock was not properly started. The official stops play immediately to correct the timing mistake. Substitutes are available at the table.
- (2) B1 completes a throw-in to B2 and the clock is properly started. While the ball is in B2's control, A2 creates a held ball. The alternating-possession arrow favors Team B. Substitutes are available at the table.

RULING: (1) The officials shall correct the timing mistake by placing the correct time on the game and shot clocks, and play shall be resumed at the point of interruption. Substitutes shall not be permitted during this dead-ball period, since the timing mistake occurred with 59.9 seconds or less remaining on the game clock. Since the play was stopped to correct a timing mistake that occurred after a made field goal when there were 59.9 seconds or less remaining in

the game and before the game clock was properly started, substitutes shall not be permitted.

(2) Since play was stopped for the held ball, all substitution rules apply. Play shall be resumed with an alternating-possession throw-in to Team B at a designated spot nearest to where the held ball occurred with no reset of the shot clock.

(Rule 3-6.1.h.2)

A.R. 3-15. After a successful field goal with 45.3 seconds remaining in the fourth quarter, the game clock is properly stopped. The game clock properly starts when the throw-in is legally touched by A1, who then dribbles for three seconds when the officials realize that the shot clock did not properly start and still displays 30 seconds. The officials stop play to adjust the shot clock only. Are substitutes who are at the table permitted to enter the game?

RULING: Following a successful goal in the last 59.9 seconds of the game, when there is a timing mistake involving the game clock or shot clock and play is stopped to correct the mistake, substitutions are not permitted.

(Rule 3-6.1.h.2)

A.R. 3-16. A technical foul is assessed against Team A. B6 replaces B1 and makes both free throws. After the final attempt, B1 desires to re-enter.

RULING: Illegal. B1 may not re-enter before the next opportunity to substitute after the game clock has properly started after they were replaced.

(Rule 3-6.1.j)

A.R. 3-17. A technical foul is assessed to Team B before the start of the game. The coach from Team A wants to replace designated starter A5 with A6 so A6 can shoot the free throws. Is this permissible?

RULING: Yes. A6 is permitted to replace designated starter A5 to shoot the free throws for the technical foul. When the ball is placed at the disposal of A6 for the free throw, the game has begun and thereafter, all substitution rules apply. Any team member is eligible to become a substitute with the exception of A5, who shall not be permitted to re-enter until the game clock has been properly started after their replacement.

(Rules 3-6.1.j, 3-6.1.k, 5-7.1, 8-3.3, 10-12.3 through 10-12.4 Penalty)

A.R. 3-18. During a dead ball, A6 replaces A5. Before the ball is put into play, a technical foul is assessed against Team B. A5 is designated by the coach to enter the game and attempt the free throws resulting from Team B's technical foul.

RULING: A5 is permitted to reenter the game because Team B is assessed a technical foul prior to the game clock properly starting.

(Rule 3-6.1.j.1)

A.R. 3-19. During a dead ball, A6 replaces A1 and B6 replaces B1. While the ball is at the disposal of A2 for a throw-in, B2 commits (1) a holding foul or (2) an intentionally kicked-ball violation. A1 and B1 wish to reenter the game.

RULING: In (1) and (2), A1 may reenter the game but B1 may not. When Team B commits a foul or violation, A1 may reenter the game without the game clock properly starting and stopping.

(Rule 3-6.1.j.1)

A.R. 3-20. A1 commits a traveling violation. A1 and B1 are replaced by A6 and B6. During the ensuing throw-in and before it ends, A2 and B2 commit a double foul. (1) A1 or (2) B1 wish to re-enter the game.

RULING: Since both teams committed fouls, in (1) A1 may return and in (2), B1 may return. Play resumes at the point of interruption.

(Rule 3-6.1.j.1)

A.R. 3-21. A1 commits a personal foul against B1. Team B is not in the bonus. B2 is replaced by B6. Before the ball becomes live, the officials assess a player-substitute technical foul to A2 and a flagrant 1 foul to B3. May B2 return to the game?

RULING: Yes, since Team A committed a foul, even though the penalty is canceled (A2 and B3's fouls are of equal gravity). B2 may return to the game prior to the throw-in by Team B.

(Rule 3-6.1.j.1)

A.R. 3-22. A1 is injured during a play in which A1 was fouled. As a result, A1 cannot attempt the free throw awarded to them. The coach from Team A chooses A6 to replace A1 and A6 attempts the free throw, which is successful. The coach from Team A chooses A7 to replace A6 before the game clock starts.

RULING: The procedure is legal.

(Rule 3-6.1.k)

A.R. 3-23. After the second signal sounds indicating the expiration of a timeout, A1 goes to the free-throw line to attempt two free throws. After the first free throw is successful and before the ball is at the disposal of A1 for the second free throw, A6 reports to the official scorer to become a substitute and then tries to enter the game as a substitute.

RULING: A6 shall not be allowed to enter before the last attempt of the multiple personal-foul free throw. When the final free throw is successful, A6 may enter the game during that substitution opportunity.

(Rule 3-6.2.b)

A.R. 3-24. In a game involving the electronic-media timeout format, A1 is fouled in the act of shooting, creating the first dead ball at or below the five-minute mark. A1's try for goal is unsuccessful. B1 reported to the scorer before the foul and was waiting to enter the game. When is B1 permitted to enter the game?

RULING: B1 is permitted to enter the game after the electronic-media timeout ends and before A1 attempts the first try of the multiple free-throw sequence.

(Rule 3-6.2.b.1)

A.R. 3-25. There are no substitutes at the scorer's table when A1 is assessed their fifth foul. The official notifies the Team A coach and then A1 of the disqualification.

- (1) Before the official instructs the timer to begin the 15-second time period to replace the disqualified player, two Team A players, neither of whom are substituting for the disqualified player, report to the scorer.
- (2) During the 15-second time period to replace the disqualified player, two Team A substitutes report to the scorer just before A6 reports as the substitute to replace A1.
- (3) As soon as the coach is notified that A1 has been disqualified and before the 15-second time period to replace the disqualified player has started, the coach substitutes A6 for A1.
- (4) After A6 replaces A1, but before the ball becomes live, substitutes report to the scorer.

RULING: When a player is disqualified for committing their fifth foul, the officials will first get a substitute for the disqualified player, and then all substitutes who had legally reported before the player who had to be replaced may enter the game when the substitute for the disqualified player is beckoned onto the court and any substitutes who report after A6 entered the game may enter the game until the ball becomes live following the disqualification.

(Rule 3-6.2.d.1)

A.R. 3-26. The officials discover that A1 has blood on their uniform and they are brought to their team's trainer, who determines that the uniform is saturated. The officials instruct the timer to start the 20-second clock to get the problem resolved. After starting the 20-second clock, the officials discover A2 has blood on their uniform, and after sending that second player to the trainer, A3 is now discovered to have blood on their uniform. After sending A2 to the trainer, the horn for the first 20-second period sounds. The blood situation involving A1 is not yet resolved and the officials request a substitute for A1. How is the 20-second time period administered for A2 and A3?

RULING: When the three blood-on-the-uniform situations were recognized as separate incidents, and each player was brought to the trainer at different times, they must be adjudicated individually. In each case, once the trainer begins to deal with the individual player, the 20-second time period begins for that player. For the first player, because their uniform was determined by the trainer to be saturated with blood, the affected part of the uniform must be replaced prior to the end of the 20-second time period. If at the end of the time period the saturated part of the uniform has not been replaced, they are required to be replaced, unless Team A requests and is granted a timeout.

(Rules 3-6.3.a and .b, and A.R. 3-31)

A.R. 3-27. A1 is fouled by B1; B1 is (1) injured, (2) bleeding, or (3) has a lost, displaced, or irritated contact lens. Team A is in the bonus. Team B's head coach or trainer enters the playing court to attend to B1's injury and Team B's head coach chooses to replace B1 with B6. During A1's last free-throw attempt, a

Team A player commits a free-throw violation. B1 is at the scorers' table waiting to reenter the game:

RULING: B1 is not permitted to reenter the game until the game clock properly starts and stops. To permit B1 to reenter the game without time elapsing from the game clock would allow teams to circumvent the timeout requirement in Rules 3-6.3.a and .d.

(Rules 3-6.3.a and .d and 3-6.1.j.1)

A.R. 3-28. A1 is fouled by B1. Team A is in the bonus. A6 replaces A2. During A1's (1) first free-throw attempt or (2) second free-throw attempt, B2 commits a free-throw violation. A1's free throw is unsuccessful. A2 is at the scorers' table and wishes to reenter the game:

RULING: In (1), since A1 will be awarded a substitute free throw under the same conditions as the first free throw, A2 (and any other substitute who has reported to the scorer) may reenter the game due to B2's violation. In (2), because substitutions are not permitted between free throws, A2 is not permitted to reenter the game at this time and must wait until the next opportunity to substitute.

(Rules 3-6.3.a and .d and 3-6.1.j.1)

A.R. 3-29. A1 is fouled by B1 and their try for goal is unsuccessful. Following the first free-throw attempt, the officials:

- (1) Are notified by the scorer that B1's foul was their fifth; or
- (2) Observe that A4 is wearing illegal apparel.

RULING: In (1) and (2), the required substitute shall be permitted to enter the game before the second try of the multiple free throws. In addition, all substitutes who had legally reported to the official scorer before the ball becomes live for the second free throw may enter the game.

(Rule 3-6.3.c)

A.R. 3-30. B6 and B7 have legally reported to the official scorer when A1:

- (1) Fouls B1 during a three-point try that was unsuccessful;
- (2) Is assessed a technical foul; or
- (3) Is assessed a technical foul, which is their fifth and disqualifying foul.

When may B6 and B7 enter the game?

RULING: (1) Since multiple free throws shall be awarded, B6 and B7 are permitted to enter the game only before the first attempt or after the final try is successful.

(Rule 3-6.2.b)

(2) B6 and B7 are permitted to enter the game before the first attempt or after the final attempt for the technical foul and before play is resumed by Team B's throw-in from a designated spot at the division line opposite the scorers' table.

(Rules 3-6.2.c, 3-6.2.d.1, 4-11.1 and .5)

(3) Since B6 and B7 had legally reported to the official scorer before A1 had to be replaced, they may enter the game after A1's replacement enters the game.

(Rules 3-6.2.c, 3-6.3.c and 4-10.1 and .5)

A.R. 3-31. While A1 is dribbling, the official notices blood on A1's game jersey. The official blows the whistle to stop play. A1 goes to the bench and medical personnel:

- (1) Determine that the game jersey is not saturated with blood; or
- (2) Determine that the game jersey is saturated with blood.

RULING: (1) A1 may remain in the game without penalty.

(2) A1 shall be given 20 seconds to resolve the situation. When A1 has not resolved the situation, A1 shall be replaced or a timeout may be requested by A1's team. At the end of the timeout, the affected player must be ready to play when the final horn sounds ending the timeout. If the player is not ready to play, the coach must immediately replace the player with a substitute. In this case, the opposing team is permitted to counter with a substitute. The affected player may not re-enter the game until the next legal opportunity to substitute after the clock has started.

(Rules 3-6.3.b, 3-6.3.a and 5-11.8)

A.R. 3-32. A1 and B1 collide and both players are injured and bleeding. They are evaluated and it is determined that their uniforms are saturated with blood. The coach from Team A requests and is granted a timeout.

RULING: When a timeout is requested and granted to either team, one or both players are permitted to remain in the game after the expiration of the timeout. No bleeding can be in evidence. A uniform that is saturated with blood must be replaced.

(Rules 3-6.3.b and .e and 5-11.8)

A.R. 3-33. A1 is injured and the official beckons the coach and/or athletic trainer onto the playing court to assist the injured player. After the injured player is replaced, Team B requests and is granted a timeout. Play is about to resume and A1 is back on the playing court.

RULING: A1 shall be prohibited from staying on the playing court. Team B's timeout does not make A1 eligible to return to play. Team A must request and be granted a charged timeout in order for A1 to remain in the game.

(Rules 3-6.3.d and 5-14.12.a)

A.R. 3-34. A1 is fouled during an unsuccessful try for goal. During the try, A3 is injured or is bleeding, has blood on their body, or their uniform is saturated with blood and they cannot continue to play.

RULING: The required substitute shall be permitted to enter the game before the first try of the multiple free throws. In addition, all substitutes who had legally reported to the official scorer before the player who had to be replaced may enter the game.

A bleeding player, a player with blood on the body, or a player wearing a uniform saturated with blood has 20 seconds to resolve the issue. If the issue cannot be resolved in 20 seconds, that player is required to be replaced unless that player's coach requests and is granted a timeout. When A3 is replaced, any substitute(s) who report to the scorer before the ball becomes live may enter the game. When Team A's coach is granted a timeout in an attempt to keep A3 in the game and A3 is not ready to play after the final horn of the timeout, A3 must be replaced and Team B is permitted to counter with a substitute.

(Rules 3-6.3.a, .c and .e)

RULE 4

DEFINITIONS

Airborne Shooter

A.R. 4-1. A1 is in the air on a jump shot in the lane. A1 releases the ball on a try and is fouled by B1, who has jumped in an unsuccessful attempt to block the shot. A1's try is:

- (1) Successful; or
- (2) Unsuccessful.

RULING: A1 is an airborne shooter when the ball is released until they return to the floor. An airborne shooter is considered to be in the act of shooting. B1 has fouled A1 in the act of shooting. A1 shall be awarded one free throw in (1), and two in (2).

(Rule 4-1)

Appeal

A.R. 4-2. A1 fouls B1, and the Lead rules this illegal contact a personal foul. The Lead makes eye contact with their partners to see if either partner wishes to provide any additional information before reporting the foul to the scorer. Neither partner approaches the Lead, and the Lead then reports the foul. Team B's head coach now expresses their concern that this foul is more than a personal foul. How shall the officials proceed?

RULING: When Team B's head coach expresses concern about the type of foul ruled, the officials shall inquire as to whether the head coach wishes to appeal the officials' ruling of a personal foul, since no member of the officiating crew had expressed any concerns about the original ruling. Officials shall not now use replay of their own volition to appease the head coach; if the head coach wishes for the play to be reviewed, then they must appeal the ruling and risk being assessed a timeout if the ruling is not changed. This would also apply to any other situation that permits the head coach to appeal an official's ruling.

(Rule 4-2)

Delay of Game

A.R. 4-3. Team A is not ready to take the playing court after the second signal sounds indicating the end of the halftime intermission.

RULING: The referee should ask the timer to start the digital device used to time timeouts. When Team A is not ready to play at the expiration of one minute, Team A shall be assessed an administrative technical foul for delay of game. Team B shall be awarded two free throws and play shall be resumed at the point of interruption. When

Team A is entitled to the alternating-possession arrow, it shall not lose control of the arrow until the throw-in ends.

(Rules 4-10.1.b, 6-3.6 and 10-12.2.e)

A.R. 4-4. A1 is inbounding the ball along the end line. A1 fakes a pass to player A2, which draws B2 airborne in an attempt to intercept the ball. B2 lands out of bounds. A1 releases the ball with a pass to player A2 who is on the playing court;

- (1) B2 leaves the floor from out of bounds, breaks the boundary-line plane and while airborne, touches the pass to A2 after it crosses the boundary-line plane; or
- (2) B2, while out of bounds, touches the pass as it is released by A1 but before it crosses the boundary-line plane.

RULING: In (1) and (2), once A1's fake caused B2 to break the boundary-line plane, the official shall sound the whistle. For the first infraction of this type by Team B, a delay-of-game warning shall be issued to Team B and this warning shall be reported to the scorer and recorded in the scorebook. When B2 breaks the boundary-line plane after the warning has been issued, a team technical foul shall be issued to Team B.

(Rules 4-10.1.g, 10-12.3.a.3 and 2-9.7)

Disposal of the Ball

A.R. 4-5. Following a goal by Team A:

- (1) B1 recognizes that it is their team's ball for a throw-in but does not move to secure the ball; or
- (2) B1 secures control of the ball and takes it out of bounds for a throw-in.

RULING: In (1), the covering official must give the new throw-in team a moment or two to recognize that it is their ball for a throw-in and to get a player into the area to pick up the ball. When the throw-in team does not pick up the ball and the official determines that the ball is available, the official shall start the throw-in count. In (2), when B1 secures control of the ball after the goal and has taken it out of bounds, the ball is at the disposal of the throw-in team, regardless of whether the throw-in count has started or not.

(Rules 4-11.1.e and 6-2.1.b)

Disqualified Player

A.R. 4-6. A5 is fouled during an unsuccessful try for goal. As A5 goes to the free-throw line, A5 is assessed a player/substitute technical foul, which is A5's fifth foul. The scorer:

- (1) Informs the official that A5 has been disqualified; or
- (2) Does not inform the official that A5 has been disqualified until after A5 attempts the free throws.

RULING: (1) A5's substitute will attempt the two awarded free throws, followed by any Team B member attempting two free throws for A5's player/substitute technical foul. Following the free throws, Team B is awarded the ball for a designated-spot throw-in at the division line opposite the scorers' table.

**(2) Since A5 and A5's coach were not notified of the disqualification until after A5's free throws, the result of A5's free throws shall stand.
(Rules 4-12.4, 8-3.2.c, 2-9.4 and 4-23.1.f)**

Dribble

A.R. 4-7. Is a player considered to be dribbling while touching the ball during a jump, when a pass rebounds from the player's hand, when the player fumbles or when the player tips a rebound or pass away from other players who are attempting to get it?

**RULING: No. The player is not in control under these conditions and therefore is not dribbling.
(Rules 4-13 and 4-9.1)**

A.R. 4-8. In the frontcourt of Team A (the backcourt of Team B), A1 passes the ball to A2. B1, in an attempt to secure the ball, deflects it down the playing court toward B's basket. The ball bounces several times before B1 can recover it in B's frontcourt. B1 dribbles to B's basket and scores.

**RULING: Legal. The deflection of the ball by B1 shall not be considered part of the dribble. B1 does not have control of the ball until securing it after deflecting it.
(Rule 4-13.1)**

A.R. 4-9. A1, after:

- (1) Receiving a pass; or
- (2) Ending their dribble,

passes the ball to A2. Before receiving the pass, A2 leaves the area on a cut to the basket. A1 goes to the area vacated by A2 and recovers the ball.

RULING: In order for a pass to occur, the thrown ball must be touched by another player. This did not occur in (1) or (2).

(1) A1's attempted pass was the start of their dribble. When they recovered the ball and started another dribble, they committed a violation. (Had A1, after releasing the pass, which was the start of the dribble, not recovered the ball but rather continued to dribble, it would not have been a violation.)

(2) A1 had previously ended a dribble before their attempted pass to A2. A1's release of the ball on their attempted pass to A2 was the start of a second dribble. A1 committed a violation when they touched the ball.

(Rules 4-13.2 and 9-7.1.c)

A.R. 4-10. A1 is dribbling the ball when:

- (1) A1 bats the ball over the head of an opponent, runs around the opponent, and before the ball touches the playing court they bat the ball again and then continues to dribble; or
- (2) A1 fumbles the ball after having grasped the ball with both hands and the ball rolls out of reach so that A1 must run to recover it.

RULING: (1) Violation, because the ball is touched twice during a dribble, before the ball touches the playing court.

(2) It is illegal to continue to dribble, but A1 may recover the ball.

(Rules 4-13.3, 4-17.2 and 9-7.1.c)

A.R. 4-11. A1, while advancing the ball by dribbling, manages to keep a hand in contact with the ball until it reaches its maximum height. A1 maintains such control as the ball descends, pushing it to the playing court at the last moment; however, after six or seven bounces, A1's hands are in contact with the ball and the palm of the hand on this particular dribble is skyward.

RULING: It is a violation when the ball has come to rest on the hand while the palm and the fingers are facing upward and a player then continues to dribble, because the dribble has ended when the ball came to rest on the palm when it faced upward.

(Rule 4-13.4.a)

A.R. 4-12. A1 dribbles and comes to a stop, after which A1 throws the ball:

- (1) Against the opponent's backboard and catches the rebound; or
- (2) Against the official, immediately recovering the ball and dribbling again.

RULING: A1 has committed a violation in both (1) and (2). Throwing the ball against an opponent's backboard or an official constitutes another dribble, provided that A1 is first to touch the ball after it strikes the backboard or the official.

(Rules 4-13.4.a and 9-7.1)

A.R. 4-13. After ending a dribble, A1 jumps off both feet to attempt a try for goal. While airborne, A1 fumbles the ball and:

- (1) Recovers the fumble while airborne, returns to the floor and dribbles the ball; or
- (2) Recovers the fumble after returning to the floor and then dribbles the ball.

RULING: It is a violation in both (1) and (2), A1 is permitted to recover the ball but after recovering the ball is not allowed to start another dribble. However, if a fumble is touched by another player and then recovered by A1, while airborne or after a return to the floor, A1 is allowed to start another dribble. If A1 had not previously dribbled the ball, and while airborne fumbled and recovered the ball (while airborne or after a return to the floor), they are permitted to start a dribble.

(Rules 4-13.4.a, 4-19.2 and 9-7.1.c)

Ejection

A.R. 4-14. A1 is assessed:

- (1) A second technical foul;
- (2) A second flagrant 1 foul; or
- (3) One technical foul and one flagrant 1 foul.

RULING: In (1), (2), and (3) A1 is ejected and shall leave the playing court and floor area and report to their team's locker room.

(Rules 4-14.2.b and .c)

Faking Being Fouled

A.R. 4-15. Prior to any team warning being issued by the officials, A1 fakes being fouled while their team is on (1) offense or (2) defense. What is the procedure for issuing and reporting the warning?

RULING: In (1) and (2), the warning signal shall be issued immediately upon recognition that A1 faked being fouled. At the next stoppage of the game clock, the officials shall have the warning recorded in the scorebook.

Note: It is the responsibility of players and bench personnel to be aware that the warning signal has been given by the officials.

(Rule 4-15.2)

A.R. 4-16. Prior to any team warning for faking being issued, A1 fakes being fouled while on defense, and the officials give the faking signal. Play continues to the opposite end of the playing court where A2 fakes being fouled while attempting a try. Shall a faking technical foul be issued to Team A?

RULING: Yes, the officials shall assess a team technical foul for faking to Team A. The officials issued the warning when they signaled A1's fake. It is the responsibility of players and bench personnel to know that the warning had been issued.

(Rules 4-15.2 and 10-12.3.a.5)

A.R. 4-17. Prior to any warning and with less than one minute remaining in the game, A1 fakes being fouled during B1's drive to the basket. B1 attempts a try that is successful. Should the officials use this clock stoppage to report the faking being fouled warning to the scorer?

RULING: No. This is a mandatory clock stoppage; the intent of this rule is to have officials use a clock stoppage caused by their whistle to report the warning to the scorer. If, during this clock stoppage, an official sounds their whistle for another reason, the warning will now be reported to the scorer.

(Rule 4-15.2)

A.R. 4-18. A1 drives toward the basket defended by B1. At the end of the drive, B1 goes down to the floor. One official gives the faking being fouled signal for B1's actions while another official signals an offensive foul on A1.

RULING: When the officials signal simultaneously, they shall get together and agree to give the ruling to the official in whose primary-coverage area the play originated. When the officials disagree that the infractions occurred simultaneously, they shall determine which occurred first. Once a decision is reached, that infraction is reported to the official scorer and the appropriate penalty is assessed. When a foul is ruled on a play, a warning for faking being fouled cannot be issued.

(Rules 4-15.2 and 10-12.3.a.5)

A.R. 4-19. A1 secures a defensive rebound while being defended by B1. A1 executes an "up-and-over" move to evade B1 and their elbow swings in the vicinity of B1's face. B1 brings their hands to their face as if they were struck by

A1's elbow. The official rules there was no contact, and B1 faked being fouled, giving the signal for faking. Team B's head coach appeals the ruling and requests the officials use replay to review for a potential flagrant 1 or contact flagrant 2 foul. While at replay, the officials see that (1) a flagrant 1 foul was committed or (2) there was contact that, had it been observed during live play, would have been ruled a personal foul.

RULING: In (1), A1 shall be assessed a flagrant 1 foul and the warning to B1 is rescinded. Since a foul has been ruled on the play, a player cannot be warned/penalized for faking being fouled. In (2), even though, by rule, a personal foul cannot be ruled when officials use replay to review for a potential flagrant 1 or contact flagrant 2 foul, this contact was still illegal. The warning/penalty for faking being fouled assessed to B1 shall be rescinded.

(Rules 4-15.2, 10-12.3.a.5, and 11-3.1.1 and .m)

Inadvertent Whistle

A.R. 4–20. A1 is in the act of shooting and B1 attempts to defend the try. The official, in anticipation of a foul that was not committed, inadvertently blows their whistle:

- (1) Before the release of the ball; or
- (2) After the try for goal was released and subsequently hits the ring, but was unsuccessful.

RULING: (1) Since A1 did not release the ball and was in control of the ball when the inadvertent whistle was blown, Team A shall be awarded the ball at a designated spot nearest to where the dead ball occurred with no reset of the shot clock.

(2) The inadvertent whistle occurred when there was no team control. When the try was unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow at a spot nearest to where the try was unsuccessful. When the alternating-possession arrow favors the shooting team, the shot clock is reset to 20 seconds; when the alternating-possession arrow favors the non-shooting team, the shot clock is reset to 30 seconds.

When a try for goal is successful, the inadvertent whistle shall be ignored and the team not credited with the score shall be awarded the ball at the end line with that team being entitled to run the end line.

(Rules 4-18, 4-24.1.a, 2-11.6.b.10, 2-11.6.d.4 and 7-5.1.a and .d)

A.R. 4–21. After A1's try is released and is in flight, an official inadvertently blows the whistle and then the shot-clock horn sounds. How is play resumed when the shot:

- (1) Is successful;
- (2) Does not strike the ring or flange; or
- (3) Strikes the ring or flange but does not enter the basket?

RULING: (1) Count the goal. Ignore the inadvertent whistle, which was blown when there was no team control, and the sounding of the

shot-clock horn. The team not credited with the score shall be allowed to run the end line.

(Rule 7-4.14 and 7-4.6)

(2) Violation. Ignore the inadvertent whistle and resume play by awarding the ball to Team B at the spot nearest to where the shot-clock violation occurred. The violation takes precedence over the inadvertent whistle.

(Rules 9-11.2 and. 4 and 7-4.1)

(3) Play is resumed using the alternating-possession procedure. When the alternating-possession arrow favors the shooting team, the shot clock is reset to 20 seconds; when the alternating-possession arrow favors the non-shooting team, the shot clock is reset to 30 seconds.

(Rules 4-18, 4-24.1.a, 7-4.14, 7-5.1.c, 2-11.6.b.10 and 2-11.6.d.4)

A.R. 4-22. During the last two minutes of the game, A1 and B1 both attempt to save a ball from going out of bounds. The official rules that B1 caused the ball to go out of bounds and Team B's head coach appeals the officials' ruling that B1 caused the ball to be out of bounds. While at replay, there is clear and conclusive evidence that the ball was never out of bounds.

RULING: Rule 11-3.2.a permits the use of replay for an out-of-bounds violation only when the head coach appeals the officials' ruling awarding the ball to the opposing team or the officials used the alternating-possession procedure to award possession of the ball. When it is determined that neither player caused the ball to be out of bounds and the ball should have remained live, an inadvertent whistle has occurred. Play shall resume at the point of interruption. Team B is not charged with a timeout since their appeal is successful.

(Rules 4-18, 4-24.1.a, 7-5.1.a and .d, and 11-3.2.a)

Location of a Player

A.R. 4-23. An official is in the frontcourt when they run into a pass thrown by A1 from Team A's backcourt. After touching the official, the ball:

- (1) Goes out of bounds; or
- (2) Rebounds to the backcourt, where it is recovered by A3.

RULING: Touching the official shall be the same as touching the floor where the official is standing.

(1) The ball shall be awarded to Team B for a throw-in at a designated spot nearest to where the out-of-bounds violation occurred.

(2) Since A1 was the last player to touch the ball before it returned to the backcourt, A1 caused it to go there. This is a backcourt violation. Award a throw-in to Team B at a designated spot nearest to where the violation occurred.

(Rules 4-20.3, 9-2 and 7-3.1.a)

Point of Interruption

A.R. 4-24. A1 and B1 commit fouls against each other; A1's foul is a flagrant 1 foul and B1's foul is a flagrant 2 foul.

RULING: Although A1 and B1's fouls are different fouls, they are fouls of equal gravity as their penalties are the same (two free throws, plus an awarded throw-in to the offended team). A1 is assessed a flagrant 1 foul (one of the two flagrant 1 fouls toward ejection), B1 is assessed a flagrant 2 foul and is ejected, no free throws are awarded, and play resumes at the point of interruption.

(Rules 4-24.1.e and 7-4.9)

Restricted Area

A.R. 4-25. Dribbler A1 drives toward the basket. B1 obtains initial guarding position within the restricted area. A1 passes the ball to A2. A1 is:

- (1) Unable to avoid contact with B1; or
- (2) Able to avoid contact with B1 by stopping or changing direction.

In both (1) and (2), A1 runs into B1.

RULING: (1) This is a blocking foul on B1. B1 is prohibited from obtaining legal guarding position within the restricted area for the purpose of drawing a charge on A1. Award the ball to Team A for a throw-in using the procedures in Rule 7-3.2 if the bonus is not in effect. If the bonus is in effect, A1 will shoot free throws.

(2) This is a charging foul on A1.

(Rules 4-27, 7-3.2, and 10-10.15)

A.R. 4-26. A1 drives toward the basket and then leaves their feet to shoot the ball. B1 obtains initial guarding position inside the restricted area. A1 lands with one or both feet and is:

- (1) Unable to avoid contact with B1; or
- (2) Able to avoid contact with B1 by stopping or changing direction. In both (1) and (2), A1 runs into B1.

RULING: (1) This is a blocking foul on B1. B1 is prohibited from obtaining legal guarding position within the restricted area for the purpose of drawing a charge on A1. Award the ball to Team A for a throw-in using the procedures in Rule 7-3.2 if the bonus is not in effect. If the bonus is in effect, A1 will shoot free throws.

(2) This is a charging foul on A1. Award the ball to Team B for a throw-in at the designated spot nearest to where the foul occurred if the bonus is not in effect. If the bonus is in effect, B1 will shoot free throws.

(Rules 4-27, 7-3.2, and 10-10.15)

A.R. 4-27. Player A1 attempts a try for goal which is unsuccessful and rebounded by A2. In (1) A2, located in the lane area, immediately attempts a "put back" and makes illegal contact by crashing into the torso of opponent B2, who is located within the restricted area, or (2) A2, located on the wing just inside the three-point line, gains control of the rebound and immediately drives toward the basket. A2 makes illegal contact by crashing into the torso of defender B2, who is located within the restricted area.

RULING: In (1), the official shall rule an offensive foul on A2, as B2 did not have time or distance to get out of the restricted area. In (2), this is a restricted-area blocking foul on B2 because B2 had time and distance to obtain and maintain a legal position outside the restricted area.

(Rules 4-27, 10-4.7, and 10-10.15)

Resumption of Play

A.R. 4-28. Team A is entitled to the ball for a throw-in after a timeout or the intermission following the first or third quarter after having previously received a team warning for not being ready to resume play following a timeout or the end of the intermission following the first or third quarter. The official blows the whistle indicating that the timeout or intermission has ended. When Team A is not at the designated spot ready to take the ball, the official places the ball on the floor out of bounds at the disposal of Team A. The visible count begins and:

- (1) A1 picks up the ball and releases it for the throw-in within the allotted five seconds; or
- (2) Team A does not release the ball on the throw-in within five seconds. Consequently, the ball is placed at Team B's disposal for a throw-in, but Team B does not get to the designated spot within five seconds after the official places the ball on the floor.

RULING: (1) Legal play.

(2) Violation on Team A. The official shall award Team B the ball for a throw-in and begins a five-second count when the ball is placed on the floor at Team B's disposal. When Team B does not complete the throw-in within five seconds after the official placed the ball at Team B's disposal, Team B has committed a violation. No warning is required.

Since both teams delayed the game, the official shall assess each team a team technical foul. No free throws shall be attempted by either team. Play shall be resumed at the point of interruption.

(Rules 4-28, 7-6.3 and .6, 4-24.1.e and 10-12.3.a.1)

A.R. 4-29. Team A is entitled to the ball for a throw-in after a timeout or the intermission following the first or third quarter after having previously received a team warning for not being ready to resume play following a timeout or the end of the intermission following the first or third quarter. The official timer properly sounds a warning signal 15 seconds before the charged timeout expires and then a final signal when the timeout or intermission ends. The official administering the throw-in sounds the whistle to alert the players that the game shall resume. However, neither team has left its huddle on the sideline.

RULING: The official shall resume play by placing the ball at the disposal of the player for a throw-in at a designated spot and shall start the throw-in count. The officials shall not issue a warning for delaying the throw-in by huddling. The resumption-of-play procedure shall be used after timeouts and following the first and third quarter intermissions.

(Rules 4-28 and 2-10.10)

RULE 5

SCORING AND TIMING REGULATIONS

Scoring/Try for Goal

A.R. 5-1. A1 becomes confused and shoots the ball at the wrong basket. A1 is fouled while trying to shoot and the ball goes in the basket. Is this a goal? If A1 misses, should A1 be granted two free throws for the foul by the Team B player?

RULING: No goal. The ball became dead when the foul occurred. When a player shoots at the opponent's basket, it is not a try. When Team A is in the bonus when the Team B player fouls A1, A1 shall be awarded two free throws. When Team A is not in the bonus, the ball shall be awarded to Team A using the procedures in Rule 7-3.2.

(Rules 5-1.1, 6-5.1.f, 7-3.2, and 10-1 Penalty a[1] and c[1])

A.R. 5-2. A ball passed from behind the three-point line:

- (1) Enters the basket from above and passes through;
- (2) Is deflected and enters the basket from above and passes through; or
- (3) Strikes the side of the ring or the flange.

RULING: (1) A three-point goal shall be counted.

(2) When there is no possibility of the ball entering the basket from above and the deflection causes the goal to be successful, it shall be a two-point goal. However, when a ball is passed in the direction of the basket with the possibility of entering the basket from above and the deflection does not influence its success, a three-point goal shall be counted.

(3) The ball shall remain live. When a passed ball hits the ring or flange and does not enter the basket, there is no reset of the shot clock.

(Rules 5-1.1, 5-1.2.a, 5-1.3 and .4, 4-20 and 2-11.6.d)

A.R. 5-3. A1 intercepts a pass and dribbles toward A's basket for a break-away layup. Near Team A's free-throw line, A1 legally stops and ends their dribble. A1 throws the ball against Team A's backboard and follows the throw. While airborne, A1 rebounds the ball off the backboard and dunks.

RULING: The play shall be legal since the backboard is located in A1's frontcourt, which A1 is entitled to use.

(Rules 5-1.1 and .6 and 9-12.1)

A.R. 5-4. A pass or a try for field goal by A1 comes down several feet in front of the basket. The ball strikes the playing court without touching any player and bounces into the basket.

RULING: Two points shall be counted for Team A when not complicated by the expiration of time in a quarter or overtime or by a foul occurring while the ball is in flight. The try for field goal by

A1 ends when the ball touches the playing court, but it is customary to credit the two points to A1. A field goal can sometimes be scored when it is not the result of a try. When the ball is in flight as a result of contacting the playing court without touching any player and time expires or a foul occurs, no points shall be scored. Neither the expiration of time nor a foul shall cause the ball to become dead immediately during a try for a field goal. During a pass, the ball shall become dead as a result of the foul or expiration of time.

(Rules 5-1.2 and 6-6.1)

A.R. 5-5. Immediately after a successful goal or free throw by Team A, A1 inbound the ball to A2, and A2 subsequently throws the ball through Team A's basket. Can this error be corrected?

RULING: The officials have erred in permitting the throw-in by A1 after Team A's successful goal. Team B was entitled to the ball for a throw-in following Team A's successful goal. Therefore, the ball was not live when Team A inbound the ball. The subsequent goal by Team A is not considered to be erroneously counting a basket since the error was the illegal throw-in by Team A. This error may be corrected in the following manner:

When the error of permitting Team A to complete a throw-in after its own successful goal is detected before the second live ball after the error, the officials shall cancel any activity excluding a flagrant 1 or flagrant 2 foul, or any technical foul, put consumed time back on the clock, assess a delay warning for interfering with the ball after a goal, or charge A1 with a player/substitute technical foul when their action is deemed to be misconduct.

(Rules 5-1.2.a, 4-12.1 and .2, 7-6.3 and 10-12.3.k)

A.R. 5-6. Should an official stop play during the dead-ball period that follows a made field goal to untangle the net?

RULING: No. The officials are not to stop the game to untangle the net following a successful goal. Game management shall have an individual at each end of the playing court with a device to untangle the net when play moves toward the other end of the playing court.

(Rule 5-1.2.a)

A.R. 5-7. A2 receives the tip by A1 on the jump ball to start an overtime. A2 is confused and dribbles toward the basket that Team A had during the first half and:

- (1) Dunks into Team B's basket; or
- (2) Attempts a three-point try, which is successful, at Team B's basket.

RULING: In both (1) and (2), the goal shall be legal. In both cases, two points shall be awarded to Team B. The ball shall be awarded to Team A out of bounds at the basket of Team B and Team A may put the ball in play from anywhere behind the end line as after any score by Team B (earned or awarded).

(Rules 5-1.4.a and 7-4.6.a)

A.R. 5-8. A1's throw (pass) from behind the three-point line is deflected while in flight by:

- (1) B1; or
- (2) A2, both of whom are located inside the three-point line.

RULING: (1) When a ball thrown (passed) in the direction of the basket from behind the three-point line with the possibility of entering the basket from above is deflected by a defender, a three-point goal shall be counted. However, if there is no possibility of the ball entering the basket from above and the deflection caused the goal to be successful, a two-point goal shall be counted.

(2) When a thrown (passed) ball is deflected by a teammate and the goal is successful, two points shall be awarded.

When a passed ball hits the ring and does not enter the basket, there is no reset of the shot clock.

(Rules 5-1.1, 5-1.2.a and 5-1.3 and .4)

A.R. 5-9. As the hand of A1 contacts the ball to tap it toward the basket, B1 fouls A1. The ball is not airborne from the hand of A1.

RULING: The penalty for a foul on a tap is the same as the penalty for a foul on a try. When the tap is successful, one free throw shall be awarded. When the tap is unsuccessful, two free throws shall be awarded.

(Rules 5-1.8 and 10-10 Penalty b[1] and c[1])

A.R. 5-10. A1 is dribbling the ball and while gathering the ball to end the dribble, is fouled by B1 and the official rules a foul. After the whistle, A1 begins the habitual motion which precedes the release of the ball on a try.

RULING: A1's foul is not a shooting foul and when committed prior to the bonus being in effect, Team A is awarded the ball for a throw-in using the procedures in Rule 7-3.2. When the bonus is in effect, A1 is awarded two free throws. Continuous motion does not apply when a player is fouled while ending a dribble or securing control of the ball in their hand(s).

(Rules 5-1.10, 7-3.2, and 8-3.1)

A.R. 5-11. A1 is in control of the ball and in the act of shooting when:

- (1) B2 fouls A2 before the release of the ball; or
- (2) A2 fouls B2 before the release of the ball.

RULING: (1) Assess B2 with the foul committed against A2. A1's try for goal shall count when successful. Award A2 two free throws when Team A is in the bonus or award the ball to Team A at a designated spot using the procedures in Rule 7-3.2.

(2) Assess A2 with the foul committed against B2. A1's try for field goal shall not count when successful, since the ball became dead before A1's release. Award the ball to Team B at a designated spot nearest to where the foul occurred.

(Rules 5-1.10, 10-10 Penalty a[1] and c, 6-5.1.f, and 7-3.2)

A.R. 5-12. During a try for goal but after A1 returns to the floor, B1 commits a holding foul. The foul occurs before the bonus. The attempt is:

- (1) Successful; or
- (2) Unsuccessful.

RULING: A personal foul shall be charged to B1 in both (1) and (2) but no free throw shall be awarded to A1 in either case since A1 is not an airborne shooter and Team A is not in the bonus. In both (1) and (2), the ball shall be awarded to Team A at a designated spot using the procedures in Rule 7-3.2.

(Rules 5-1.14, 10-10 Penalty a[1], 7-3.2, and 7-4.4)

A.R. 5-13. With two-tenths of a second (.2) remaining on the game clock in any quarter or overtime, Team A is awarded a throw-in at the division line. A1 passes the ball to A2 who:

- (1) Catches the ball with both hands while in the air and throws the ball into their basket; or
- (2) Does not catch the ball but taps it into the basket.

In both (1) and (2), the ball is in the air on the way to the basket when the quarter- or overtime-ending horn sounds.

RULING: (1) **Illegal.** When the game clock displays three-tenths of a second (.3) or less and play is to be resumed by a throw-in or a free throw, a player may not gain control of the ball and try for goal. When this situation occurs, the official shall blow their whistle and the quarter or overtime is over, unless a flagrant 1 or flagrant 2 foul was committed on the play. Whether the try for goal was successfully attempted before the expiration of time is inconsequential.

(2) **Legal.** When the player does not possess (catch) the ball but taps it into the basket before the quarter- or overtime-ending horn sounds, the official shall use replay equipment, videotape or television monitoring, when available and located at courtside, to ascertain whether the tap (try) was released before a reading of zeroes on the game clock.

(Rules 5-1.19 and 11-2.1.a.1)

A.R. 5-14. With 0.3 seconds remaining in the second quarter and Team A in the bonus, Team A has a throw-in on the end line near their basket. A1 makes the throw-in pass to A2 on the near block who catches the ball and quickly shoots. A2 is fouled by B1 just prior to the horn ending the quarter. The ball goes through Team A's basket.

RULING: Since A2 may not control (catch) the ball and attempt a try with 0.3 seconds or less on the game clock, A2 cannot score a goal and is not considered to be in the act of shooting. However, B1's foul cannot be ignored and is considered a personal foul. When Team A is in the bonus, A2 is awarded two free throws. In a game without a replay system, if the officials cannot determine the time to be placed on the game clock, A2's free throws will be attempted with no players in marked lane spaces, and the quarter will end following the last free

throw. In a game with a replay system, the officials must use replay to determine the time to be placed on the game clock.

(Rules 5-1.19 and 11-2.1.a.3)

A.R. 5-15. With 0.3 seconds on the shot clock, A1 inbounds the ball to A2. A2 catches the ball with both hands and throws it into their basket. Shall the goal count?

RULING: No. When 0.3 seconds or less remain in a shot-clock period, a team may only score by virtue of a tip or tap.

(Rule 5-1.19)

Quarters — Beginning and End

A.R. 5-16. In a game without an available replay system, and with the score tied near the expiration of time in the fourth quarter:

- (1) Shooter A1 is fouled in the act of shooting, but time expires before the release of the ball and the try is successful;
- (2) Shooter A1 releases the ball, time expires, A1 is fouled while the ball is in flight and the try is unsuccessful; or
- (3) Shooter A1 is fouled after time has expired and before the ball was in flight.

RULING: (1) When the official determines that the foul occurred before the sounding of the game-clock horn, and signals for the clock to stop and the timer fails to stop the clock, a timing mistake has occurred and the official shall put time back on the clock when they have definitive knowledge as to the time on the clock when the foul was ruled. The goal shall count. In this case, A1 is awarded one free throw. However, when the official does not have definitive knowledge as to the time on the clock when the foul was ruled and the timer does not stop the clock, this is not a timer's mistake and time should not be placed back on the game clock. When the official determines that the foul occurred before the sounding of the game-clock horn, the basket shall not count and A1 is awarded two free throws. A1 shall attempt both free throws, even if the first free throw is successful. When both free throws are unsuccessful, the game continues with overtime(s).

On a foul that occurs near the expiration of time, officials must determine that the clock did not stop when the whistle sounded either because a timing mistake occurred or because it was so near the expiration of time that the timer is unable to stop the clock. In the first case, time is put back on the game clock and the game has not ended; in the second case, time is not placed back on the clock and the game has ended. When both free throws are unsuccessful, the game continues with an overtime(s).

(2) Since the try was released before the expiration of time and since the foul occurred after time expired but while the ball was in flight, A1 shall attempt two free throws even if the first attempt is successful. When both free throws are unsuccessful, the game continues with an overtime(s).

(3) When the foul occurs after the fourth quarter (or any quarter or overtime) has clearly ended, the foul shall be ignored unless the foul was a flagrant 1 or contact flagrant 2 foul. When the foul was a flagrant 1 or contact flagrant 2 foul, the offended team shall be awarded two free throws to begin the overtime and the overtime shall begin with the ball awarded to the offended team at the division line opposite the scorers' table.

For games with an available replay system, see A.R. 11-5.

(Rules 5-7.3.c, 5-7.6 and 6-6.2)

A.R. 5-17. As time for the first quarter expires and while the ball is in flight during a field-goal try by A1, B2 commits a flagrant 1 foul against A2. A2 is awarded two free throws with no time on the game clock and no players occupying the marked lane spaces. After the ball has become dead and after the last free throw by A2, A3 commits a flagrant 2 foul against B3.

RULING: A3 shall be ejected. The foul by A3 was committed after the first quarter had ended so the second quarter shall begin with the free throws for this foul followed by a throw-in by Team B at the division line opposite the scorers' table. This foul shall count toward the team-foul count for the second quarter. The possession arrow is not reversed.

(Rule 5-7.6)

A.R. 5-18. Playing time has expired with the score tied, and:

- (1) A1 is assessed a player/substitute technical foul;
- (2) A1 is assessed a flagrant 2 foul; or
- (3) A1 is assessed a flagrant 1 foul.

RULING: (1) The overtime shall start by awarding any player from Team B two free throws for the player/substitute technical foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line opposite the scorers' table. The alternating-possession arrow shall be set towards Team A's basket when the ball is placed at the disposal of Team B for the throw-in.

(2) A1 shall be ejected and the overtime shall start by awarding any player from Team B two free throws for the flagrant 2 foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line opposite the scorers' table. The alternating-possession arrow shall be set towards Team A's basket when the ball is placed at the disposal of Team B for the throw-in.

(3) The overtime shall start by awarding any player from Team B two free throws for the flagrant 1 foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line opposite the scorers' table. The alternating-possession arrow shall be set towards Team A's basket when the ball is placed at the disposal of Team B for the throw-in.

These fouls shall count toward the team-foul count, disqualification, and ejection.

(Rule 5-7.6)

A.R. 5-19. After the first half has clearly ended, A1 is assessed a player/substitute technical foul. Later, B1 taunts A1 and is assessed a player/substitute technical foul.

RULING: When the technical fouls assessed against A1 and B1 occur during the same dead-ball period, they are fouls of equal gravity and offset and no free throws are awarded. Play shall resume at the point of interruption, which in this case, is the awarding of the ball to the team favored by the alternating-possession arrow to start the third quarter.

These fouls shall count toward the team-foul count for the third quarter and toward an individual's disqualification and ejection.

(Rules 5-7.6 and 10-12.4 Penalty)

A.R. 5-20. Playing time has expired with Team A leading Team B 70-69 and anyone on Team A is assessed a technical foul.

RULING: Any Team B player shall shoot the two free throws with no players in the marked lane spaces. These free throws must be administered as if the technical foul had been part of the preceding quarter because there is no way to determine whether there will be an overtime until the free throws for the technical foul are administered.

(Rule 5-7.6.a)

Starting Game and Shot Clocks

A.R. 5-21. Team A is awarded the ball for a throw-in with 56.7 seconds remaining in the first quarter. A1's throw-in is immediately batted out of bounds by B1. The game clock shows:

- (1) 56.7 seconds;
- (2) 56.5 seconds;
- (3) 56.4 seconds; or
- (4) 56.3 seconds.

RULING: In (1) and (2), the officials will instruct the timer to set the game clock to 56.4 seconds, as a minimum of 3/10 of a second (.3) must expire on the game clock when the game clock is started and an official immediately signals for the game clock to stop. In (3) and (4), since at least .3 seconds elapsed on the game clock, there will be no adjustment made to the clock.

(Rule 5-10.2.d)

A.R. 5-22. A1 has been awarded two free throws with 36.8 seconds remaining in the fourth quarter. A1's last free throw is unsuccessful and is rebounded by B1, who immediately requests a timeout. The game clock shows:

- (1) 36.6 seconds; or
- (2) 36.2 seconds remaining in the quarter.

RULING: In (1), the officials shall instruct the timer to set the game clock to 36.5 seconds, as a minimum of .3 must expire on the game clock when the clocks starts and an official immediately signals for the game clock to stop.

In (2), there shall be no adjustment made to the game clock.

(Rule 5-10.2.d)

A.R. 5-23. A1's pass is deflected out of bounds by B1 with 4.7 seconds on the shot clock. A1's throw-in is immediately batted out of bounds by B1. The shot clock displays 4.6 seconds.

RULING: The officials shall adjust the shot clock to 4.4 seconds, as a minimum of 0.3 seconds must expire on the shot clock when a visible shot clock that displays tenths of a second starts and an official immediately signals for the shot clock to stop.

(Rule 5-10.3.d)

Stopping Game and Shot Clocks

A.R. 5-24. When an official on their own initiative stops play to protect an injured player, should a timeout be charged to the team?

RULING: No. After stopping play, the official should ask the player if the player desires a timeout. When the player does not, play shall be resumed immediately. When the player is not ready to resume play immediately, a substitution is required or their team may request a timeout. No official has the authority to charge a timeout to themselves.

(Rules 5-11.2.b, 5-11.6 and 5-14.12.a)

Timing Mistakes and Malfunctions

A.R. 5-25. During a throw-in by Team A, the timer fails to properly start the game clock. After the clock should have started:

- (1) A1 commits a violation; or
- (2) A1 is successful with a try for goal.

RULING: (1) A1's violation caused a dead ball. The timer's mistake shall be corrected during this first dead ball and before the ball is touched inbounds or out of bounds by a player other than the thrower-in.

(2) The timer's mistake may be corrected after A1's successful try for goal and before the ball is touched inbounds or out of bounds by a player other than the thrower-in. When the mistake is not corrected during this first dead-ball period and since the game clock should have been running, the mistake must be corrected before the ball is touched inbounds or out of bounds by a player other than the thrower-in before the second live ball.

(Rules 5-12.1 and 11-3.1.i)

A.R. 5-26. With 10 seconds remaining on the game clock in the first half, A1 makes a throw-in to A2, but the game clock is not started because of an official timer's mistake. A2 dribbles into the frontcourt and misses the try. B1 recovers the rebound and dribbles the full length of the playing court. As the player passes the bench, the coach of Team A notices that the game clock has not started and calls the mistake to the attention of the official timer, who starts the game clock.

With one second remaining on the game clock in the half, A2 fouls B1. The bonus is in effect. Time expires before the official timer can stop the game clock.

RULING: The referee cannot correct this official timer's mistake unless they know relatively how much time had elapsed while the game clock was stopped. The referee shall conduct a re-enactment of the sequential occurrence of the play to determine that relative time. To assist the referee, information may be attained from the official timer, play-by-play, a digital stopwatch, other table officials, or from the use of replay, when it is available. When the referee determines that there is time remaining, the referee shall put the determined time on the game clock. A2 shall be assessed with a personal foul and play shall be resumed at the point where the ball was located when play was stopped to correct the timer's mistake. In this case, B1 shall be awarded the merited free throws for A2's personal foul and play shall be resumed from that point with the corrected time on the game clock. A correction is only permitted when it is made within the prescribed timeframe. When it is determined that there is no time left on the game clock, the first half is ended and the personal foul is not assessed, unless it is a flagrant 1 or flagrant 2 foul.

(Rules 5-12.1, 2-7.6 and 2-10.6)

A.R. 5-27. Team A scores with 58 seconds left to play in the game and, after the successful goal, the timer fails to stop the game clock. After the throw-in by Team B:

- (1) B1 commits a violation; or
- (2) B1 is successful with a try for goal.

RULING: (1) The timer's mistake shall be corrected after the violation that created the first dead-ball period. It shall be corrected before the ball touches or is legally touched by an inbounds player or is touched by a player who is located on the playing court who causes the ball to be out of bounds.

(2) The mistake may be corrected after the successful try by B1 and before the throw-in touches or is legally touched by an inbounds player or is touched by a player who is located on the playing court who causes the ball to be out of bounds. In both (1) and (2), to correct the timer's mistake, the official shall have definite information relative to the time involved.

(Rule 5-12.1)

A.R. 5-28. With four seconds left on the game clock, A1 inbounds the ball to A2. The timer incorrectly starts the game clock before the passed ball touches or is legally touched by an inbounds player. The official:

- (1) Recognizes the timer's mistake and immediately blows their whistle while the passed ball is in flight; or
- (2) Doesn't recognize the timer's mistake until the passed ball is controlled by Team A on the playing court, then blows their whistle.

RULING: Since the timer has made a mistake, the official, with definite information relative to the time involved, shall place the

correct time on the game clock. Play is resumed in (1) with a throw-in by Team A from the original throw-in spot; or in (2) with a throw-in to Team A at a spot nearest to where the ball was located when the stoppage occurred.

(Rules 5-12.1, 7-3.1.d and 7-4.3)

A.R. 5-29. With four seconds remaining on the game clock, A1 makes a throw-in to A2. The game clock does not start when the throw-in is touched by A2. The ball is passed twice, a shot is taken, and the rebound is deflected out of bounds by B1. Before placing the ball at the disposal of A1 for a throw-in, the official recognizes that there are four seconds on the game clock, indicating that the game clock was not properly started on the previous throw-in.

RULING: When an obvious timing mistake has occurred because of failure to start or stop the game clock properly, the mistake shall be corrected only when the referee has definite information relative to the time involved. The officials have definite information that the game clock did not start. When replay is available, the officials are permitted to go to replay to determine the correct time, if any time remains, to be placed on the game clock. When replay is not available, the officials shall confer with each other and/or check with the official timer to determine the correct time, if any time remains, to be placed on the game clock. By rule, the decision must be made relative to the time involved. The officials are not permitted to leave four seconds on the game clock and repeat the initial throw-in by A1.

(Rules 5-12.1 and 11-3.1.i and .j)

A.R. 5-30. As the official rules a violation, the official sounds the whistle and gives the signal to stop the game clock. The official sees five seconds remaining on the game clock. The game clock is stopped:

- (1) At five seconds;
- (2) At 3.5 seconds;
- (3) At three seconds; or
- (4) The time runs out completely.

RULING: In all cases in this approved ruling, the official has definite information that the game clock showed five seconds when they blew the whistle.

In (1), there has been no obvious timing mistake. However, in (2), (3) and (4), time has elapsed from the time that the whistle was blown and until the timing device was stopped. The official shall instruct the timer to put five seconds on the game clock.

(Rule 5-12.2)

A.R. 5-31. The time on the game clock is 5:30 and the shot clock reads 0:25. A1 shoots the ball with five seconds on the shot clock and the ball does not hit the ring or flange. Team A recovers the ball and the shot-clock operator, by mistake, resets the shot clock. No one notices the mistake by the shot-clock operator at this time. The game clock gets to 5:00 and B2 commits a foul against A2. Now the officials get together and realize the shot-clock operator's mistake.

RULING: When the officials have definite information relative to the shot-clock operator's mistake, it is permissible to rectify that mistake. In this case, since the officials have definite information relative to the time involved, they shall put five seconds back on the game clock, cancel the foul and award the ball to Team B at a designated spot nearest to where the ball became dead for the shot-clock violation.

(Rule 5-12.4)

Timeouts

A.R. 5-32. Following the (1) second quarter or (2) third quarter intermission, but before the ball has been placed at the disposal of the team favored by the alternating-possession arrow, a timeout is requested by either team. May the timeout be granted?

RULING: In (1) and (2), a timeout may not be granted to either team until the ball becomes live to begin the next quarter. Once the ball is placed at the disposal of the team awarded the throw-in, only that team may request a timeout. For games that use the electronic-media timeout format, in (1), the timeout will become the second quarter electronic-media timeout; in (2), the timeout becomes the first team-requested timeout of the second half.

(Rules 5-13 and 5-14.10.c and .d)

Timeouts Granted and Charged

A.R. 5-33. Both teams remain in their huddles after a timeout, even though the official administering the throw-in has alerted them that play shall resume:

- (1) Before; or
- (2) After the ball is placed at the designated spot, Team A or Team B indicates it desires a timeout.

RULING: (1) Either team may request and be granted a timeout.

(2) Only the team entitled to the throw-in shall be granted a timeout after the throw-in count has started.

(Rule 5-14.1.b)

A.R. 5-34. Team A is granted and charged a timeout following a ruling which may be appealed by Team A's head coach. When must the head coach make their appeal of the ruling?

RULING: The head coach must make their appeal prior to the start of the timeout. Once the timeout begins, no appeal may be made by Team A's head coach.

(Rules 5-14.1.d and .e and 11-4.1)

A.R. 5-35. When a team loses an appeal and is charged a timeout, is the team entitled to the timeout?

RULING: When any portion of that timeout remains after the review resulting from the request has been conducted, Team A shall be entitled to use that time. When the review requires the length of a timeout or longer, play shall resume immediately from the point at which it was interrupted. When a team's appeal that results in an

electronic-media timeout is not sustained, the team's charged timeout will run concurrently with the electronic-media timeout.

(Rules 5-14.1.d and .e and 5-14.15)

A.R. 5-36. A1 is disqualified after receiving their fifth foul. After the timer has started timing the 15 seconds for Team A's head coach to replace A1, either team requests a timeout.

RULING: No timeout shall be granted to either team until A1 has been replaced, unless Team A has no available substitutes.

(Rule 5-14.1.f)

Option to Advance the Ball

A.R. 5-37. With 51.2 seconds remaining in the fourth quarter, the officials rule A1 traveled in their frontcourt. (1) Team A or (2) Team B is granted a timeout. Does Team B have the option of putting the ball into play at the 28-foot frontcourt mark on either side of the playing court?

RULING: In (1), Team B does not have the option because the timeout was charged to Team A. In (2), Team B has the option to move the throw-in spot to the 28-foot frontcourt mark on either side of the playing court provided Team B's head coach informs the officials prior to the timeout being reported to the scorer.

(Rule 5-14.2.a)

A.R. 5-38. With 1:01 remaining in the fourth quarter:

- (1) A1 scores a goal and B1 secures the ball and steps out of bounds for the throw in;
- (2) B1 secures a defensive rebound and does not advance the ball; or
- (3) B1 steals the ball from A1 and does not advance the ball.

With 58.3 seconds on the game clock, Team B is granted a timeout. Does Team B have the option to move the throw-in spot to either 28-foot mark in the frontcourt?

RULING: In (1), (2) and (3), Team B has the option to advance the ball when the game clock reads 59.9 seconds or less when the timeout is granted.

(Rule 5-14.2.a)

A.R. 5-39. Following a goal by Team A with 35.8 seconds remaining in the fourth quarter, B1's throw-in is caught by B2 who begins to dribble the ball in Team B's backcourt. A1 knocks the ball away from B2 and it goes out of bounds in the backcourt. Team B is granted a timeout. Does Team B have the option to move the throw-in spot to either 28-foot mark in the frontcourt?

RULING: Yes. A1's knocking the ball out of bounds is a floor violation and when Team B is granted a timeout they have the option to advance the ball provided Team B's head coach notifies the officials prior to the timeout being reported to the scorer.

(Rule 5-14.2.a)

A.R. 5-40. Team A inbounds the ball following a goal with 23.5 seconds remaining in the fourth quarter. A1 is dribbling the ball in their backcourt when:

- (1) B1 fouls A1 before the bonus is in effect;
- (2) B1 commits a kicked-ball violation;
- (3) B1 causes a held ball and the alternating-possession arrow favors Team A;
or
- (4) Play is stopped for an injury, blood situation or a displaced or lost lens.

Team A is granted a timeout. Does Team A have the option to move the throw-in spot to either 28-foot mark in the frontcourt?

RULING: In (1) and (2), when the defense commits a foul or violation after Team A has advanced the ball and Team A is granted a timeout, they have the option to advance the ball provided Team A's head coach notifies the officials prior to the timeout being reported to the scorer. In (3) and (4), because Team A had advanced the ball prior to the stoppage in play, the option is not available to Team A.

(Rule 5-14.2.a)

A.R. 5-41. With 35 seconds remaining in the fourth quarter, Team A scores. B1's throw-in is caught by B2 at the foul line in Team B's backcourt when Team B is granted a timeout. Following the timeout, if Team B takes a second timeout, can Team B exercise the option to move the throw-in spot to either 28-foot mark in the frontcourt?

RULING: No. Once the ball has been advanced by Team B in their backcourt, the option to advance the ball is not available to Team B.

(Rule 5-14.2)

A.R. 5-42. With 23.8 seconds remaining in the fourth quarter, Team A scores. Team B is granted a timeout and informs the officials that they wish to advance the ball to the 28-foot mark tableside. Following the timeout, Team B is unable to inbound the ball and is granted a timeout. May Team B move the throw-in spot to the 28-foot mark opposite the scorers' table?

RULING: No. Once Team B advanced the ball to the 28-foot mark tableside, they may not use a timeout to move the throw-in spot to the opposite side of the playing court. With the exception of a timeout which advances the ball, following a charged timeout play is resumed at the point at which the game was stopped.

(Rule 5-14.2)

A.R. 5-43. A team is permitted to advance the ball after having been granted a timeout, but fails to inform the officials as to the side of the court from which they desire to make the throw-in. From which side of the playing court will the throw-in be made?

RULING: When the throw-in spot is not designated by the team advancing the ball, the throw-in will be made from the 28-foot mark tableside.

(Rule 5-14.2)

A.R. 5-44. Team A scores with 45.6 seconds remaining in the fourth quarter. Team B requests and is granted a timeout. Team B's head coach chooses not to advance the ball to a throw-in spot 28 feet from the end line in the frontcourt. Following the timeout, Team B has difficulty throwing the ball in and requests

a timeout. Team B's head coach now informs the officials that they wish to advance the ball to the frontcourt for a throw-in opposite the scorers' table.

RULING: Team B would be permitted to advance the ball. The second timeout was granted under the same conditions that existed when the first was granted (following a successful goal by Team A).

(Rule 5-14.2)

A.R. 5-45. Team A scores with 56.0 seconds remaining in the fourth quarter; however, the timer fails to stop the clock. Team B releases the ball on the throw-in. While the ball is in the air and has not been touched by any player on the playing court, the trail official stops play for the timing mistake. After the timing mistake is corrected, Team B requests a timeout and indicates they want to advance the ball. Shall the officials allow Team B to advance the ball?

RULING: Because the ball became dead before the throw-in ended to correct the timing mistake, when Team B is granted a timeout after the timing correction, the head coach of Team B may exercise the option to advance the ball.

(Rule 5-14.2)

A.R. 5-46. With less than one minute remaining in the fourth quarter, A1 secures a defensive rebound. Team A's coach requests a timeout; however, when the official granted the timeout, the ball was:

- (1) In flight on a pass from A1 to A2; or
- (2) Released by A1 to start a dribble.

RULING: In (1), this is an inadvertent whistle and play shall resume at the point of interruption, which is based on the location of the player when they threw the pass. The official is permitted to inquire as to whether Team A still wants the timeout, noting that the option to advance is not available. In (2), while Team A is granted the timeout, they may not advance the ball. When a player secures control of the ball in their backcourt from a rebound or change of team control, they are not permitted to advance the ball of their own volition by a pass or dribble prior to any timeout requested to advance the ball. It does not matter if the pass or dribble is completed.

(Rules 5-14.2 and 4-24.1.a)

A.R. 5-47. With less than one minute remaining in the fourth quarter, A1 secures a defensive rebound. Team A's coach requests a timeout; however, when the official granted the timeout, the ball was:

- (1) Loose following a fumble by A1; or
- (2) Batted from A1's control by B1.

RULING: This is an inadvertent whistle and play shall resume at the point of interruption, which is based on the location of the ball when the whistle sounded. The official is permitted to inquire as to whether Team A still wants the timeout, noting that the option to advance the ball to the 28-foot throw-in mark in the frontcourt on either side of the playing court is available.

(Rules 5-14.2 and 4-22.1.a)

A.R. 5-48. With less than one minute remaining in the fourth quarter, B1 scores. Team A's head coach requests a timeout; however, when the official grants the timeout, A1's throw-in pass has been released but the throw-in has not ended.

RULING: This is an inadvertent whistle and play shall resume at the point of interruption. Because the throw-in had not ended, play resumes with the re-administration of the throw-in. The official is permitted to inquire as to whether Team A still wants the timeout, noting that the option to advance the ball to the 28-foot throw-in mark in the frontcourt on either side of the playing court is available.

(Rules 5-14.2 and 7-5.1.a.1)

A.R. 5-49. With 34.9 seconds remaining in the fourth quarter, A1 is dribbling in their backcourt when B1 commits a flagrant 1 foul against A1.

RULING: Any member of Team A is awarded two free throws and Team A is awarded the ball for a throw-in at the division line opposite the scorers' table. If Team A is granted and charged a timeout, Team A may advance the ball to the 28-foot throw-in mark on either side of the playing court.

(Rule 5-14.2.a)

A.R. 5-50. There are 47.1 seconds remaining in the fourth quarter when A1 commits a noncontact flagrant 2 foul while B1 is holding the ball in their backcourt.

RULING: A1 is ejected. Any member of Team B is awarded two free throws and Team B is awarded the ball for a throw-in at the division line opposite the scorers' table. If Team B is granted and charged a timeout, Team B may advance the ball to the 28-foot throw-in mark on either side of the playing court.

(Rule 5-14.2.a)

A.R. 5-51. There are 23.8 seconds remaining in the fourth quarter when Team A's head coach requests a timeout during the dead-ball period immediately following an opponent's successful goal. The official grants the timeout. The head coach indicates they wish to advance the ball and the official reports the timeout to the table. After the timeout has been reported, B1 is assessed a flagrant 1 foul. Following the free throws, from which spot will Team A be awarded the ball for the subsequent throw-in?

RULING: In this situation, when Team B is assessed a player/substitute technical foul, a team technical foul, a bench technical foul, a flagrant 1 foul, or a flagrant 2 foul at any time before the throw-in ends, Team A's throw-in will be made from the 28-foot spot they chose. They may not switch to the other side of the playing court or move the throw-in spot to the division line opposite the scorers' table.

(Rules 5-14.2 and 2-3)

Electronic-Media Timeouts

A.R. 5-52. Near the expiration of time in the (1) first or (2) third quarter, A1 fouls B1. The officials use replay to determine whether the foul was committed

before time expired on the game clock. In (1), the first quarter electronic-media timeout had not occurred, while in (2), the second-half electronic media timeout has not occurred. The officials ruled that the illegal contact for the foul occurred with 0.2 seconds remaining in the quarter.

RULING: The officials shall set the game clock to 0.2 seconds and signal for the (1) first quarter or (2) second half electronic-media timeout to begin. The intermission/electronic-media timeout timing cannot start until it has been determined whether time will be put back on the game clock.

(Rule 5-14.10)

A.R. 5-53. Near the expiration of time in the first quarter, A1 commits a flagrant 1 foul against B1, which the officials do not observe. After time expires, Team B's head coach appeals to the officials to review for a flagrant 1 foul. The officials use replay and determined A1 committed a flagrant 1 foul.

RULING: The second quarter will begin with any member of Team B awarded two free throws for A1's flagrant 1 foul, followed by a designated-spot throw-in to Team B at the division line opposite the table. This throw-in is not an alternating-possession throw-in, and the arrow shall remain unchanged. The flagrant 1 foul counts toward A1's five fouls toward disqualification and as one of their two flagrant 1 and/or technical fouls toward ejection. It is also Team A's first team foul of the second quarter. Because time expired in the first quarter and the second quarter did not start until the free throws, there is no additional electronic-media timeout outside the one caused by the quarter intermission.

(Rule 5-14.10)

A.R. 5-54. Team A is in a game involving the electronic-media timeout format. At the 7:20 mark in the (1) first quarter or (2) third quarter, Team A's coach requests a 30-second timeout and this is the first team-requested timeout of the game. Following this timeout, at the 5-minute mark A1 commits a travel violation creating the first dead ball at or below the 5-minute mark.

RULING: (1) This coach-requested timeout replaces the media timeout at or below the 5-minute mark, so when A1 travels and creates the first dead ball at or below the 5-minute mark there will not be a media timeout. Team A is charged a 30-second timeout because this is the timeout length requested.

Following the travel violation, play will resume with a throw-in to Team B at the designated spot nearest to where the travel violation occurred immediately following this violation.

(2) Since this is the first team-requested timeout of the second half, it shall become the length of a media timeout. Team A is charged a 30-second timeout because this is the timeout length requested.

When A1 travels at the 5-minute mark and creates the first dead ball at or below the 5-minute mark, this shall become the third quarter's media timeout.

(Rule 5-14.10.c)

A.R. 5-55. When a replay review triggers an electronic-media timeout, how should the situation be handled by officials?

RULING: The replay review will be conducted simultaneously with the electronic-media timeout and the timer/timeout coordinator (TOC) will begin timing the length of the electronic-media timeout. Normally, when a replay review is conducted, once it is completed the officials inform both coaches followed by the scorer/timer, of the results. When the replay review is completed before the end of the electronic-media timeout, substitutes must report prior to the first warning horn. When the replay review is completed after the end of the electronic-media timeout, once the officials have finished any communication with the scorer/timer, the timer shall be instructed to sound the horn followed by a second horn 15 seconds later. Any substitute permitted to enter the game by rule must report prior to the final horn.

(Rules 5-14.10.c and .d, 3-6.1.g and 3-6.1.i)

Timeouts Requested Following the End of Regulation

A.R. 5-56. After the fourth quarter expires with the score tied, A1 is charged with a flagrant 2 foul. Either Team A or Team B then requests and is granted a timeout. At the expiration of the timeout, B1 attempts the first free throw, which is either successful or unsuccessful. After the free throw, either Team A or Team B requests and is granted a timeout.

RULING: Illegal. The second timeout is a successive timeout and considered to have occurred immediately after the first timeout, since the quarter has ended. This successive timeout should not be granted by the official.

(Rule 5-14.13.b)

A.R. 5-57. After the fourth quarter expires with the score tied, Team A requests a 30-second timeout. The official grants and reports the timeout to the official scorer. After this timeout, Team A requests a full timeout.

RULING: Because the first timeout was granted and reported to the official scorer, the second timeout request would be a successive timeout and should not be granted by the official.

(Rule 5-14.13.b)

Timeouts Requested for a Correctable Error

A.R. 5-58. Team A's coach requests a timeout for an official to assess whether a correctable error has occurred. The error is:

- (1) Correctable; or
- (2) Not correctable.

RULING: (1) When the error is correctable, no timeout shall be charged to Team A.

(2) When the error is not correctable, a timeout shall be charged to Team A. When any portion of that timeout remains after the review of the request has been conducted, Team A shall be entitled to use that

time. When the review requires the length of a timeout or longer, play shall resume immediately from the point at which it was interrupted. (Rule 5-14.15)

Excessive Timeouts

A.R. 5–59. A1's first of two free throws is successful. Team B then requests and is granted an excessive timeout.

RULING: Team B is granted the timeout and charged with a team technical foul for an excessive timeout. A1 will attempt their final free throw with no players along the free-throw lane lines. Team A may have any player or eligible substitute attempt the free throws for the technical foul. Team A will be awarded a designated-spot throw-in at the division line opposite the scorers' table.

(Rules 10-12.1, 5-17.1, 7-4.11, 8-6.5 and 10-12.3.a.7 Penalty)

A.R. 5–60. Must a coach have a timeout left to ask for a review for a possible flagrant 1 or contact flagrant 2 foul?

RULING: No. A coach may always request a review for a possible flagrant 1 or contact flagrant 2 foul, a review as to whether a goal was counted or canceled correctly when a foul was committed by or on a teammate of the shooter, a correctable error, a scoring, alternating-possession, or timing mistake, a change to the team being awarded the ball for a ruled out-of-bounds violation, rescinding the ruling of a backcourt violation, the awarding or not awarding free throws when a foul is committed in close proximity to a change of team control, or a change to whom a foul was charged. If the review does not result in one of those fouls being charged or the official's ruling for the error or mistake is not reversed, the team is charged with a timeout. When a team has no timeouts remaining, the team is assessed a team technical foul for an excessive timeout.

(Rules 5-14.1.d and .e, 5-17.1, and 10-12.3.a.7)

No Timeout Granted

A.R. 5–61. Player A1 is airborne and their momentum is carrying them out of bounds. A1, while airborne and in control of the ball, requests a timeout. The official:

- (1) Inadvertently blows the whistle; or
- (2) Blows the whistle and immediately grants a timeout.

RULING: In both (1) and (2), the officials shall not recognize this request. The official's whistle is an inadvertent whistle that caused the ball to become dead. Play will be resumed at the point of interruption by awarding the ball to Team A, the team in control, at a designated spot nearest to where the ball was located. Before placing the ball at Team A's disposal for a throw-in, the official is permitted to inquire as to whether Team A still wants a timeout.

(Rules 5-15.1.c, 4-17, 4-24.1.a and 7-4.14)

A.R. 5-62. A1 requests a timeout while airborne and in control of the ball; A1's momentum is carrying them out of bounds. A1 realizes that a timeout cannot be granted and attempts to throw the ball to a teammate who is standing inbounds. While the ball is in the air on this pass, the official inadvertently blows the whistle.

RULING: The inadvertent whistle caused the ball to become dead. Team A is still in control of the ball on this pass and therefore, the ball goes back to Team A at a designated spot where the ball was last in contact with the passer.

(Rules 5-15.1.c, 4-17, 4-24.1.a and 7-4.14)

A.R. 5-63. A1, who is in control of the ball, requests a timeout while they are airborne and close to the division line. B1 bumps A1 and causes A1 to land in the backcourt.

RULING: The officials shall determine whether the contact by B1 was incidental or illegal. When the contact was determined to be incidental, and it was A1's own momentum that carried them into the backcourt, a timeout shall not be granted. When the contact is determined to be illegal, a foul shall be ruled.

(Rules 5-15.1.c, 4-17, 10-2, 4-24.1.a and 7-4.14)

RULE 6

LIVE BALL AND DEAD BALL

Live Ball

A.R. 6-1. On a jump ball, the ball shall become live when it leaves the official's hand, but the game clock shall not start until the ball is legally touched.

RULING: Most jump-ball violations occur after the ball leaves the official's hand. If the ball did not become live until touched, these would be acts committed during a dead ball and, therefore, be different from most other violations.

(Rule 6-1.2.a)

Alternating-Possession Procedure

A.R. 6-2. During an alternating-possession throw-in by Team A:

- (1) A3 fouls B3 after the throw-in pass is touched by A2; or
- (2) A3 fouls B3 when the ball is at the disposal of A1 for a throw-in.

RULING: (1) The alternating-possession arrow shall be reversed immediately when the throw-in pass was legally touched by A2. A3 has committed an offensive foul and the ball shall be awarded to Team B at a designated spot using the procedures in Rule 7-3.2.

(2) A3 has committed an offensive foul and the ball shall be awarded to Team B at a designated spot nearest to the location of the foul. Team A retains the arrow since the throw-in did not touch or was not legally touched by an inbounds player and therefore did not end.

(Rules 6-3.2, 7-3.1.f, 4-11.1.c and .d, and 7-4.5)

A.R. 6-3. Thrower-in A1 breaks the plane of the boundary line by extending the ball over the playing court during an alternating-possession throw-in. B1 creates a held ball. The official awards the ball to Team A since the alternating-possession throw-in did not end. Was the official correct?

RULING: The official was correct. An alternating-possession throw-in ends when the throw-in ends or when the throw-in team violates provisions of the throw-in. Breaking the boundary plane with the ball by extending the ball over the playing court is not a violation of the throw-in provisions, but the act does cause the ball to come into play.

(Rules 6-3.2 and 7-6.5 through .7)

A.R. 6-4. During the opening jump ball, jumper A1 illegally catches the tossed ball. An official blows the whistle and awards the ball to B1 at a designated spot nearest to where the violation occurred. How is the alternating-possession arrow established?

RULING: Team control is first established when the ball is placed at B1's disposal for the throw-in following A1's violation. When the official places the ball at B1's disposal, the alternating-possession arrow shall be set for Team A.

(Rules 6-3.4 and 9-8.1.b)

A.R. 6-5. An official tosses the ball for the opening jump ball. Immediately after the ball is touched by the jumpers, A2 and B2 tie up the ball.

RULING: Since team control has never been established, the official cannot use the alternating-possession arrow to award control of the ball. An official shall conduct another jump ball. Any two opposing players shall jump.

(Rule 6-3.5)

Alternating-Possession Situations

A.R. 6-6. During the alternating-possession procedure, thrower-in A1 violates the throw-in provisions by:

- (1) Leaving a designated spot;
- (2) Failing to pass the ball directly into the playing court so that after it crosses the boundary-line plane it touches or is legally touched by an inbounds player or touched by a player who is on the playing court and causes the ball to be out of bounds;
- (3) Consuming more than five seconds before the ball is released;
- (4) Carrying the ball onto the playing court;
- (5) Touching it in the playing court before it has touched another player; or
- (6) Throwing the ball so that it enters the basket before touching a player.

RULING: When Team A violates these throw-in provisions, it shall lose its turn for a throw-in under the alternating-possession procedure. The ball shall be awarded to Team B. Also, Team B shall make the throw-in on the next alternating possession.

(Rules 6-3.7, 6-3.2 and 9-4)

A.R. 6-7. During an alternating-possession throw-in by A1, B1 breaks the boundary plane. The officials issue a delay-of-game warning to Team B. Under what circumstances is Team A's subsequent throw-in administered?

RULING: When an opponent of the thrower-in has part of their person beyond the plane of the inside edge of any boundary line, they have not committed a violation as this is not one of the listed violations of a throw-in as per Rule 9-4. They have committed a delay infraction per Rule 4-10.1.g. Following the issuance of the warning and its being notated in the scorebook, the throw-in is re-administered under the original conditions (alternating-possession throw-in). Once Team A completes the throw-in or commits a throw-in violation, the alternating-possession arrow will be switched towards Team B's basket.

(Rules 6-3.7, 4-10.1.g, and 9-4)

A.R. 6–8. Team A is entitled to a throw-in under the alternating-possession procedure. Before the throw-in by Team A is completed, a foul is ruled on either Team A or Team B.

RULING: The alternating-possession procedure shall not be affected by the ruling of any fouls during an alternating-possession throw-in. The foul shall be charged and penalized. Team A shall not lose its throw-in opportunity under the alternating-possession procedure as a result of the foul.

(Rule 6-3.8)

Held Ball

A.R. 6–9. A1 is dribbling the ball and falls to the floor while continuing to dribble. While seated on the floor, A1 loses the ball and it is rolling away. As B1 comes in to try to get the ball, A1 reaches out with their legs, clamps the loose ball between their feet and brings it toward their body. A1 never places their hands on the ball. The ball is between A1's legs as B1 gets both hands on the ball.

RULING: A held ball cannot be ruled because A1 does not have their hands on the ball. A1 is intentionally using their feet to play the ball. This is illegal and a kicking violation shall be ruled on A1.

(Rules 6-4.2 and 9-6)

A.R. 6–10. A1 jumps for a try for field goal. B1 jumps to defend against the try and:

- (1) Touches the ball before it leaves A1's hand and causes the ball to remain in the hands of the shooter. The shooter returns to the floor with the ball and the ball never loses contact with A1's hand(s); or
- (2) Touches the ball and causes the ball to lose contact with A1's hand(s), A1 retrieves the ball while in the air and returns to the floor in possession of the ball and begins to dribble; or
- (3) Touches the ball and causes the ball to lose contact with A1's hand(s), the ball touches the floor and A1 recovers the ball and begins to dribble.

RULING: (1) The official shall rule a held ball. Anytime a defender touches and causes the ball to remain in the hands of the shooter and the shooter returns to the floor with the ball still in their possession, it is a held ball. When the defender momentarily touches the ball then removes their hands but does not cause the ball to remain in the shooter's hand and the shooter, who has maintained control of the ball, returns to the floor with the ball still in their hands; it is a traveling violation.

(2) and (3) The play is legal. A1 has gained a new possession in both instances. In (2), when the ball was knocked free by the defensive player, the offensive player has lost control and may recover the ball, without penalty. This begins a new possession. In (3), B1 touches the ball and causes the ball to lose contact with A1's hand(s) so A1 may be the first to touch the ball.

(Rules 6-4.2, and 4-9.1 and .3 and .5)

A.R. 6-11. A1 jumps to throw the ball. B1 prevents the throw by placing one or both hands on the ball and:

- (1) A1; or
- (2) A1 and B1 both return to the playing court holding the ball.

RULING: Held ball. However, when A1 voluntarily drops the ball before returning to the playing court and then touches the ball before it is touched by another player, A1 has committed a traveling violation since the pivot foot was lifted before the ball was released to start a dribble.

(Rules 6-4.2 and 9-5.5.b)

A.R. 6-12. Team A has been awarded a throw-in after a violation. A1, during the throw-in, breaks the boundary plane with the ball and extends the ball over the playing court. B1 causes a held ball. The possession arrow favors Team A.

RULING: A1's breaking the boundary plane and extending the ball over the playing court does not violate throw-in provisions. B1 legally grabbed a live ball and caused a held ball. The ball shall be awarded to Team A for an alternating-possession procedure.

(Rules 6-4.2 and 6-4.1.a)

Dead Ball

A.R. 6-13. A1 jumps and grabs the rebound clearly outside of the cylinder and, while airborne, dunks. Both hands are on the ball and in the basket when the red light or LED lights are activated, or when the light(s) are not functioning or present, the game-clock horn sounds to signify the end of the quarter or overtime.

RULING: This shall be ruled no goal; however, when the ball leaves the hands of A1 before the red light or LED lights are activated, or when the light(s) are not functioning or present, the game-clock horn sounds to signify the end of the quarter or overtime, the dunk shall be considered the same as a try in flight; and the goal shall count.

(Rules 6-5.1.e, 5-1.1, .6 and .11 and 6-6.1.b)

A.R. 6-14. The ball is deflected or tapped by B1 in the direction of Team A's basket:

- (1) After an unsuccessful try for goal by Team A; or
- (2) After a throw-in by Team A with three-tenths-of-a-second or less on the game clock.

In both cases, the signal to end the quarter or overtime is activated while the ball is in flight. The ball enters the basket from above and passes through the net. Does the goal count?

RULING: No. The activation of the signal caused the ball to become dead while in flight because the deflection (tap) was not a legal try since it occurred at the wrong basket. The goal shall not count.

(Rules 6-5.1.e and 5-1.1)

A.R. 6-15. The ball is in flight during a try for field goal by A1 when time in a quarter or overtime expires. As time expires, the ball is on the ring or in the basket, or is touching the cylinder when it is touched by:

- (1) A2; or
- (2) B1.

The ball then goes through the basket or does not go through.

RULING: In (1) or (2), the ball shall become dead when touched by anyone. In (1), disallow the goal for A2's basket interference. In (2), however, when the illegal touch is by B1, two points shall be awarded to A1 (three points shall be awarded to A1 when it is a three-point try). Whether the ball goes through the basket shall have no effect upon the ruling.

(Rules 6-5.1.g, 9-15 Penalty a.2 and .3 and .c)

RULE 7

OUT OF BOUNDS AND THE THROW-IN

Out-of-Bounds Player, Ball

A.R. 7-1. A1 deflects a pass near the end line. The ball falls to the floor inbounds but A1, who is off balance, falls outside the end line. A1 returns to the playing court, secures control of the ball, and dribbles.

RULING: Legal. A1 has not left the playing court voluntarily and was not in control of the ball when leaving the playing court. The same is true when A1 attempts a try from under the basket and momentum carries A1 off the playing court. It is legal when the try is unsuccessful, and A1 comes onto the playing court and regains control of the ball.
(Rules 7-1.1, 4-26.1.a and 9-3)

A.R. 7-2. The ball rebounds from the edge of the backboard and across a boundary line. Before the ball touches the floor or any obstruction out of bounds, it is caught by a player who is inbounds.

RULING: The ball is inbounds.
(Rules 7-1.2 and 7-2.1)

A.R. 7-3. The ball touches or rolls along the edge of the backboard without touching the supports.

RULING: The ball is inbounds.
(Rule 7-1.2)

A.R. 7-4. A throw-in by A1 strikes B1 who is inbounds, rebounds from B1 directly into the air, then strikes A1 who is still out of bounds.

RULING: A1 shall be considered to have caused the ball to go out of bounds. The ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.
(Rule 7-2.2)

Ball Caused to Go Out of Bounds

A.R. 7-5. A1, while dribbling, touches a nearby chair or the scorers' table while A1's feet are inbounds.

RULING: A1 is out of bounds because A1 touched an object that is out of bounds; hence, the ball shall be considered to be out of bounds.
(Rules 7-2.1 and 7-1.1 and .2)

A.R. 7-6. A ball passed by Team A touches an official and goes out of bounds.

RULING: Out-of-bounds violation. Team B's ball.
(Rule 7-2.1)

A.R. 7-7. (1) A1, while dribbling, touches B1, who is standing on a sideline; or (2) A1 is dribbling when the ball touches B1 who is standing out of bounds.

RULING: (1) Legal, A1 is inbounds. Touching an individual who is standing on the sideline is not an out-of-bounds violation.

(2) When the ball in control of A1 touches B1, the ball is out of bounds and shall be awarded to Team A at a designated spot nearest to where the violation occurred.

(Rules 7-2.2 and 7-1.1)

Out of bounds, Ball in Play from

A.R. 7-8. Team B has scored a field goal, and A1 has the ball along the end line for a throw-in. Team A is not in the bonus. Before the throw-in ends:

- (1) B1 fouls A2 inbounds, near thrower-in A1;
- (2) B1 fouls A2 at the division line; or
- (3) B1 fouls A2 beyond the division line.

RULING: (1) Team A, the team not credited with the score, may make a throw-in from the end of the court where the goal was made and from any point outside the end line since that was where the foul occurred.

(Rule 7-4.6.a.1)

In (2) and (3), the ball shall be awarded to Team A at a designated spot using the procedures in Rule 7-3.2.

(Rules 7-3.1.g, 7-3.2, and 7-4.4)

A.R. 7-9. Prior to the bonus being in effect, A1 is dribbling the ball in their backcourt when (1) B1 commits a personal foul in Team A's frontcourt or (2) A2 and B2 commit a double foul in Team A's frontcourt.

RULING: In (1), Team A will be awarded the ball for a throw-in using the procedure in Rule 7-3.2.a. When the shot clock is at less than 20 seconds, it shall be set to 20 seconds. When the shot clock is at 20 or more seconds, the shot clock shall not be reset. In (2), play will resume with a throw-in by Team A at the point of interruption, the out-of-bounds spot nearest to where the ball was located when the double foul occurred. The shot clock is not reset. Team A will receive a new 10 seconds to advance the ball into their frontcourt.

(Rules 7-3.2.a, 4-24.1.d, 9-10, 2-11.6.c.1, and 2-11.6.a.5)

A.R. 7-10. A1 commits an offensive foul in their team's backcourt. Where will Team B be awarded the ball for the ensuing throw-in?

RULING: Team B will be awarded the ball at the out-of-bounds spot nearest to where the foul occurred. The shot clock will be set to 20 seconds.

(Rules 7-3.2.b and 2-11.6.d.6)

A.R. 7-11. A1 attempts a try which strikes the ring or flange and is unsuccessful. Before team control is established, B1 fouls A2. Team A is not in the bonus.

RULING: Team A will be awarded the ball for a throw-in at the out-of-bounds spot nearest to where the foul occurred, as the foul was committed when there was no team control by Team A. When the foul is committed in the shooting team's frontcourt, the shot clock will be set to 20 seconds. When the foul is committed in the shooting team's backcourt, the shot clock is set to 30 seconds.

(Rules 7-3.2.b, 2-11.6.d.2, and 2-11.6.b.5)

A.R. 7-12. After a goal by Team B, Team A has the ball for a throw-in from the end of the playing court at which the goal was made and attempts to pass the ball inbounds.

- (1) B1 kicks the ball along the sideline; or
- (2) B1 kicks the ball along the end line from where the throw-in was attempted.

RULING: (1) The kick is a floor violation and the ball shall be awarded to Team A using the procedures in Rule 7-3.2.

(Rules 7-4.1, 7-3.2, and 9-6)

(2) Kicking the ball is a floor violation. Consequently, Team A shall retain the privilege to the throw-in from anywhere along the end line.

In (1) and (2), the throw-in was not legally completed since the kick is not a legal touch. As a result, neither the game clock nor the shot clock shall be started because of the violation.

(Rules 7-6.5, 7-4.6.a.2 and 9-6)

A.R. 7-13. Team A scores a field goal. Team B requests and is granted a charged timeout.

RULING: When the timeout ends, Team B may make the throw-in from anywhere behind the end line. Team B's charged timeout does not negate the privilege of a throw-in from anywhere behind the end line. The same applies to a timeout after a successful free throw.

(Rule 7-4.6.a.3)

A.R. 7-14. After a score by Team B, A1 has the ball at their disposal for a throw-in. A1 starts a throw-in to A2 but notices that A2 is defensively covered. While losing their balance, A1 passes the ball along the end line. A1's forward momentum carries them onto the playing court. A1 leaves the playing court, returns out of bounds and recovers the ball along the end line. Is this legal?

RULING: No. A1 failed to pass the ball directly into the playing court or pass the ball along the end line to a teammate. When A1 touches the ball, they have violated the throw-in provisions.

(Rules 7-4.6.a and .b and 9-4.1.b)

A.R. 7-15. The head coach from Team A is directly assessed a bench technical foul:

- (1) During a try for goal while the ball is in flight;
- (2) During a throw-in by Team A; or
- (3) During a jump ball.

RULING: Any player from Team B shall attempt the two free throws for the technical foul.

(1) Regardless if the try is successful or not, any member of Team B will be awarded two free throws. Play resumes with a throw-in by Team B at a designated spot at the division line opposite the scorers' table. The shot clock shall be reset.

(Rule 7-4.8)

(2) Team B will be awarded two free throws. Play resumes with a throw-in by Team B at a designated spot at the division line opposite the scorers' table. The shot clock shall be reset.

(Rule 7-4.8)

(3) Team B will be awarded two free throws. Play resumes with a throw-in by Team B at a designated spot at the division line opposite the scorers' table. The shot clock shall be reset.

(Rule 7-4.8)

A.R. 7-16. A1 fouls B1. Team B is in the bonus. During the dead-ball period following the foul, B2 taunts A1 and is charged with a player/substitute technical foul.

RULING: B1 will be awarded two free throws due to A1's personal foul, followed by any member of Team A attempting two free throws due to B2's player/substitute technical foul. Play resumes with a throw-in by Team A from a designated spot at the division line opposite the scorers' table.

(Rule 7-4.11)

A.R. 7-17. A1 fouls B1. Team B is in the bonus. During the stopped-clock period following the foul, B2 taunts A1 and is charged with a player/substitute technical foul followed by A2 taunting B2 who is also charged with a player/substitute technical foul.

RULING: The technical fouls committed by A2 and B2 are committed during the same stopped-clock period and have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same stopped-clock period, are charged and cancelled in the order in which the fouls occur. Play resumes at the point of interruption, which is B1's two free throws for A1's personal foul with players in marked lane spaces.

(Rules 7-4.12 and 10-12.1)

A.R. 7-18. Team A scores a field goal in the last few seconds of a game. Before the ball is at the disposal of Team B for the throw-in:

- (1) A1 commits a flagrant 1 foul by grabbing and holding B1 near the end line; or
- (2) A1 commits a flagrant 2 foul by punching B1 near the end line.

RULING: (1) Any eligible player or team member from Team B may attempt the two free throws for the flagrant 1 foul and the ball is

awarded to Team B at a designated spot at the division line opposite the scorers' table.

(Rules 7-4.8 and 10-13)

(2) A1 is ejected. Any eligible player or team member from Team B may attempt the two free throws for the flagrant 2 foul and the ball is awarded to Team B at a designated spot at the division line opposite the scorers' table.

(Rules 7-4.8 and 10-14)

A.R. 7-19. A1 drives to the basket and:

- (1) The referee rules an offensive foul and an umpire rules a block; or
- (2) The referee rules a charge and an umpire rules a block.

RULING: (1) and (2) When the officials signal simultaneously, they shall get together and agree to give the ruling to the official who had the play originate in their primary coverage area. When the officials disagree that the fouls occurred simultaneously, they shall determine which foul occurred first. Once a decision is reached, that foul is reported to the official scorer and the appropriate penalty is assessed. When the foul is ruled on the defensive team in their opponent's frontcourt, the designated spot is determined using the procedures in Rule 7-3.2.

(Rules 10-7, 10-8, 10-10, 7-3.2, and 10-4.1)

A.R. 7-20. A1 shoots and while the ball is in the air, the shot-clock horn sounds to indicate the end of the shot-clock period. While the ball is in the air, the official rules a double foul on A2 and B2.

- (1) The try is successful;
- (2) The try is unsuccessful but hits the ring/flange; or
- (3) The try is unsuccessful and does not hit the ring/flange.

RULING: The official shall wait to see what happens to the try. The ball does not become dead until the try in flight ends.

(1) The goal shall count. Charge the fouls and award the ball to the team not credited with the score at the end line with that team being entitled to run the end line. The shot clock shall be reset.

(Rule 7-4.9)

(2) Charge the fouls. The alternating-possession arrow shall be used to determine control of the ball. When the alternating-possession arrow favors Team A, the throw-in will be from a designated spot per Rule 7-3.2.b and the shot clock shall be reset to 20 seconds. When the alternating-possession arrow favors Team B, the throw-in will be from a designated spot on the end line and the shot clock shall be reset to 30 seconds.

(Rules 7-4.9, 7-3.2.b, 2-11.6.b.1, 2-11.6.d.4, 4-24.1.d and 7-5.1.c)

(3) Charge the fouls. The try ends when it is certain it will not be successful, which occurs simultaneously with the shot-clock violation. Therefore, the point of interruption is the shot-clock violation. Award

the ball to Team B at a designated spot nearest to where the violation occurred with a reset of the shot clock.

(Rules 7-4.1, 9-11.4, 4-24.1.d and 2-11.6.b.8)

A.R. 7-21. A1 fouls B1. Team B is in the bonus. During the dead-ball period following the foul, B2 pushes A1 and is charged with a flagrant 1 foul.

RULING: B1 will shoot their free throws for A1's personal foul, followed by any Team A player shooting the free throws for the flagrant 1 foul charged to B2. Play resumes with a designated-spot throw-in for Team A at the division line opposite the scorers' table.

(Rules 7-4.11 and 8-6.5)

A.R. 7-22. A1 fouls B1. Team B is in the bonus. During the stopped-clock period following the foul, B2 pushes A1 and is charged with a flagrant 1 foul. A2 then pushes B2, and A2 is also charged with a flagrant 1 foul.

RULING: The flagrant 1 fouls committed by A2 and B2 occur during the same stopped-clock period and have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same stopped-clock period, are charged and cancelled in the order in which the fouls occur. Play resumes at the point of interruption, which are the free throws awarded to B1 for A1's personal foul.

(Rules 7-4.12.g and 4-23.1.e)

A.R. 7-23. While the ball is in control of Team B, A1 fouls B1 in Team B's frontcourt. Team B is not in the bonus. During the stopped-clock period following the foul, B2 pushes A1 and is charged with a flagrant 1 foul followed by A2 who taunts B2 and is charged with a player/substitute technical foul.

RULING: The flagrant 1 foul committed by B2 and the player/substitute technical foul committed by A2 occur during the same stopped-clock period and have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same stopped-clock period, are charged and cancelled in the order in which the fouls occur. Play resumes with a throw-in by Team B using the procedures in Rule 7-3.2.a. The shot clock will either reset to 20 seconds when there are 19 or less seconds remaining or will remain as is when there are 20 or more seconds remaining in the shot-clock period.

(Rules 7-4.12.f, 7-3.2.a, and 2-11.6.c.1)

A.R. 7-24. A1 fouls B1. Team B is in the bonus. During the stopped-clock period following the foul, B2 taunts A1 and is charged with a player/substitute technical foul. A2 then pushes B2 and is charged with a flagrant 1 foul.

RULING: The player/substitute technical foul committed by B2 and the flagrant 1 foul committed by A2 occur during the same dead-ball period and have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same dead-ball period, are charged and cancelled in the order in which the fouls occur. Play resumes at the

point of interruption, which are the free throws awarded to B1 for A1's personal foul.

(Rule 7-4.12.f)

A.R. 7-25. A1's try is blocked out of bounds by B1 on the endline. During the stopped-clock period following the out of bounds, B2 taunts A1 and is charged with a player/substitute technical foul. A2 then pushes B2 and is charged with a flagrant 1 foul.

RULING: The player/substitute technical foul committed by B2 and the flagrant 1 foul committed by A2 occur during the same stopped-clock period and have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same stopped-clock period, are charged and canceled in the order in which the fouls occur. Play resumes at the point of interruption, which is a throw-in by Team A due to B1's out-of-bounds violation.

(Rule 7-4.12.f)

Throw-in — Requirements

A.R. 7-26. Team A scores a field goal. B1 catches the ball as it goes toward the floor from the basket. B1 steps out of bounds, runs a short distance and throws the ball to B2, who is standing out of bounds with one foot on, but not beyond, the end line. B2 does not break the plane of the inside edge of the end line with their foot until the ball has crossed the plane on the throw-in.

RULING: Legal throw-in.

(Rules 7-6.1 and 7-4.6)

A.R. 7-27. A1, on a throw-in from a designated spot, fumbles the ball. A1 leaves the designated spot to retrieve the fumble. Is this a violation?

RULING: No. Since there was a fumble, the official shall blow their whistle, which causes the ball to become dead, and then shall re-administer the throw-in.

(Rules 7-6.8.d and 4-17.1)

A.R. 7-28. While the ball is being passed between A1 and A2, who are out of bounds, B1 makes contact with the passed ball.

RULING: A defensive player shall not interfere with a ball being passed to a teammate outside the boundary line. A player/substitute technical foul is assessed to B1. Team B shall also be issued a delay-of-game warning for reaching across the inside edge of the boundary line.

(Rules 7-6.9.b, 7-4.6.b, 4-10.1.g, 4-10.2 and 10-12.4.g)

A.R. 7-29. Team B is entitled to a throw-in under the alternating-possession procedure. An official or the official scorer makes an error, and the ball is erroneously awarded to Team A for the throw-in.

RULING: Once the ball touches or is touched by an inbounds player or touches a player who is on the playing court and causes the ball to be out of bounds, this situation cannot be corrected; however,

Team B shall make the throw-in when the next alternating-possession procedure occurs. Team B does not lose its alternating-possession throw-in opportunity as a result of the error.

(Rule 7-6.13)

RULE 8

FREE THROW

Ball Rests on Flange

A.R. 8-1. A1 is awarded two free throws. Their first free throw attempt comes to rest on the flange.

RULING: When the ball “dies” on top of the flange, the free throw has ended. The free-throw shooter is required to release the try in such a way that it either enters the basket or touches the ring or flange before the free throw ends. The free throw ends when it is certain that it will not be successful. Since there is another free throw to follow, it will be administered as usual. If this occurs during the last free throw, then play will be resumed using the alternating-possession arrow.

(Rules 8-1.4.b, 9-1.1.a, and 7-4.1.e)

Who Attempts

A.R. 8-2. A2 attempts a free throw that should have been taken by A1.

RULING: When the attempt by A2 is due to a justifiable misunderstanding, there shall be no penalty. When it is reasonable to believe that A2 knew that A1 was the designated shooter, a player/substitute technical foul shall be assessed. In such a case, the technical foul penalty shall be assessed. In both cases, when the error of permitting the wrong player to attempt a free throw is recognized during the correctable error timeframe, that error shall be corrected by canceling any successful free throw by A2 and awarding A1 their merited free throw(s). When a player/substitute technical foul is assessed, the free throws will be administered following A1’s merited free throw. Play resumes with a throw-in by Team B from a designated spot at the division line opposite the scorers’ table.

(Rules 8-3.1, 2-12.4 and .5 and 10-12.4.a.5)

A.R. 8-3. Team A is in the bonus. A1 is fouled by B1 and appears to be injured as a result. An official suspends play at the proper time. Team A indicates it desires a timeout. At the expiration of the timeout, it is apparent that a substitute for A1 is not necessary. After the warning signal and before the signal to resume play, A6 reports to replace A1 and is beckoned onto the playing court by an official.

RULING: A1 shall be required to attempt the free throw(s) unless an injury prevents A1 from doing so. A6 should not have been beckoned onto the playing court since substitutions shall not occur after the warning signal.

(Rules 8-3.2 and 3-6.1.g)

Positions During Attempt

A.R. 8-4. During the first of two free throws by A1, B2 does not occupy the third lane space and A3 takes it. Before the ball is handed to A1 for the second try, B2 requests permission to occupy the third space.

RULING: Grant B2's request.

(Rule 8-4.4.c)

A.R. 8-5. The official administering a free throw has alerted players that the game shall resume. Team B is not occupying either first marked lane spaces.

RULING: Once the ball is placed at the disposal of A1, a delayed-lane violation shall be ruled on Team B for not occupying the first marked lane space on each side. Any player from Team A may request and be granted a timeout before the expiration of the 10-second time limit for shooting the free throw. However, the timeout shall not negate the violation by Team B.

(Rules 8-4.5, 5-14.1.a, 9-1.1.k and 9-1 Penalty b)

Free Throw Requirements

A.R. 8-6. A1, at the free-throw line to attempt a free throw, receives the ball from the official, who starts a silent count. While bouncing the ball, A1 strikes the ball on their knee or leg accidentally, and the ball rolls toward the basket between the free-throw lane lines.

RULING: The official shall sound the whistle at once, causing the ball to become dead. The official should caution the free-throws, place the ball at the disposal of A1, and start a new silent and visible count.

(Rules 8-5.1.a, 6-1.2.c and 6-5.1.d)

A.R. 8-7. The official administering a free throw has alerted players that the game shall resume. A1, the free-throws, is not ready.

RULING: When A1 is in the semicircle and does not take the ball or is outside the semicircle, the ball shall be placed on the free-throw line and the official shall start the count. A violation shall result when the free throw is not attempted in 10 seconds or when the free-throws enters the semicircle. However, any player from Team A may request and be granted a timeout before the expiration of the 10-second time limit for shooting the free throw.

(Rules 8-5.1.a and .d, 5-14.1.b and 9-1.1.a and .d)

A.R. 8-8. The ball is at the disposal of free-throws A1. B1, within the visual field of A1:

- (1) Raises their arms above the head; or
- (2) After their arms have been extended above the head, alternately opens and closes both hands.

RULING: When the official judges the act in either (1) or (2) to be disconcerting, the official shall assess a penalty. The burden not to disconcert shall be that of the free-throws's opponents.

(Rules 8-5.1.f and 9-1 Penalty d)

A.R. 8-9. The ball is at the disposal of A1 for a free throw and as they attempt the try, (1) B1 or (2) bench personnel B6 disconcerts A1. The try is unsuccessful.

RULING: In (1) and (2), the officials shall rule disconcertion and award A1 a substitute free throw.

(Rules 8-5.1.f, 9-1.1.f and 9-1 Penalty d.3)

Free Throw — Next Play

A.R. 8-10. With Team B leading 50-48, A1 releases the ball for a try for a two-point goal. B1 fouls A1 in the act of shooting and while the ball is in flight, the game-clock horn sounds, indicating that time has expired for the fourth quarter. The try is unsuccessful. After time expires, A1 shoves B1 and the official assesses a flagrant 1 foul against A1.

RULING: The penalty for each foul shall be administered in the order of occurrence. A1 shall attempt two free throws for the foul committed by B1. After A1 has attempted their two free throws, then any player from Team B shall attempt the two free throws for A1's flagrant 1 foul. When the score is tied following all awarded free throws, an overtime(s) shall be played.

If overtime is necessary, play is resumed with a throw-in to Team B at the division line opposite the scorers' table. The alternating-possession arrow shall be set toward Team A's basket when the ball is placed at the disposal of Team B for the throw-in.

(Rules 8-6.2, 8-6.5, 5-7.3.c and 10-10 Penalty Exception)

A.R. 8-11. Airborne shooter A1 is fouled by B1 during a try for goal. The official blows the whistle for this foul. A1 releases the ball then illegally contacts B2 in returning to the floor after the shot. The ball goes through the basket.

RULING: Although the clock stopped when the official blew the whistle for the foul committed by B1, this did not cause the ball to become dead since A1 had started their trying motion. However, airborne shooter A1's foul against B2 shall be an offensive foul that causes the ball to become dead immediately. No goal can be scored on an offensive foul even when the ball goes through the basket before the foul occurs. The fouls shall be adjudicated in the order in which they occur. Since the try is disallowed for the offensive foul, A1 shall be awarded two free throws for the foul by B1. No players shall be allowed in the marked lane spaces since Team B shall be awarded the ball after the last free throw. When the last free throw is successful, the throw-in shall be from anywhere along the end line. When the last free throw is unsuccessful, the throw-in shall be from a designated spot; in this case, the end line.

(Rule 8-6.4)

A.R. 8-12. Before a free throw by A1 is in flight, A2 pushes B2, then A3 steps into the free-throw lane too soon. Team A is in the bonus.

RULING: The foul by A2 is an offensive foul and causes the ball to become dead immediately. Consequently, A3's violation shall be ignored. A1 shall attempt the free throw(s) with no players in the

marked lane spaces and when the last try is successful, Team B shall have the privilege to run the endline. When the last try is unsuccessful, play shall be resumed by awarding Team B the ball for a throw-in at a designated spot closest to where the offensive foul occurred.

(Rule 8-6.4)

A.R. 8-13. A1 is entitled to two free throws. Before the ball is handed to A1, Team A's head coach is assessed a bench technical foul.

RULING: Team A's head coach is assessed a bench technical foul. Following A1's two free throws, any member of Team B is awarded two free throws for the bench technical foul. Play resumes with a throw-in by Team B from a designated spot at the division line opposite the scorers' table.

(Rule 8-6.5)

A.R. 8-14. Team A is assessed a technical foul. Right after the official hands the ball to B1 at the free-throw line, B2 violently pushes A2. The referee ejects B2.

RULING: The penalties for the technical foul and flagrant 2 foul shall be administered in the order in which they occur. No players shall take positions along the free-throw lane when B1 shoots their two free throws for the technical foul against Team A. After B1's free throws, any member of Team A shall be awarded two free throws with no players occupying the marked lane spaces. After Team A's two free throws, Team A shall be awarded the ball for a throw-in at a designated spot at the division line opposite the scorers' table.

(Rules 8-6.5 and 7-4.11)

Free Throw — Misinformation

A.R. 8-15. The official informs the players along the free-throw lane that two free throws shall be awarded when only one free throw is merited. A1's first free throw is unsuccessful.

- (1) While all other players remain inactive, A2 rebounds the ball and successfully scores a goal. The official discovers that they misinformed the players; or
- (2) B2 rebounds the ball and passes it to the official, who is positioned out of bounds. The official discovers that they misinformed the players.

RULING: The official's misinformation to the players caused the inactivity. As a result, in both (1) and (2), the ball shall be put in play with the use of the alternating-possession arrow. In (1), A2's goal shall not count. A1 did attempt their merited free throw, so there is no error to correct. When any time has elapsed off the game clock and the official has definite knowledge of this time, they shall rectify the situation.

(Rules 8-7, 7-5.1.c and 5-12.1)

RULE 9

VIOLATIONS AND PENALTIES

Free Throw Violation Penalties

A.R. 9-1. After the ball is at the disposal of free thrower A1 for A1's final attempt and before the ball is in flight, A3 steps into the free-throw lane, and then A2 pushes B2.

RULING: The ball becomes dead when A3 violates the free-throw lane provisions; therefore, the pushing of B2 by A2 shall be ignored unless it is a flagrant 1 or flagrant 2 foul. A1's final free throw shall be canceled and the ball shall be awarded to Team B on the end line for a designated-spot throw-in.

(Rules 9-1 Penalty a, 10-13 and 10-14)

A.R. 9-2. The ball is at the disposal of free thrower A1. B1 steps into the lane, and the official gives the delayed-violation signal. A1 then requests a timeout. When the team returns to the free throw after the timeout, the official puts the ball at the disposal of A1 and again gives the delayed-violation signal. The free throw is missed by A1, and the official awards a substitute free throw.

RULING: The official is correct. Even though a timeout was taken by Team A, it does not negate the violation by B1.

(Rule 9-1 Penalty b.2)

A.R. 9-3. During A1's free-throw attempt, B1 and B2 are occupying the bottom two lane spaces adjacent to and above the block. A2 is occupying the next lane space on the left side of the basket. B3 lines up in the next lane space on the right side of the basket in the space adjacent to B1. A1 shoots the free throw and misses.

RULING: B3 is permitted to occupy a lane space that is designated for Team A when no Team A player desires to occupy that space.

(Rules 9-1 Penalty b.2 and 8-4.4.c)

A.R. 9-4. A1 is attempting the second of two free throws. B2 violates the lane followed by a lane violation by A2. The official inadvertently blows their whistle, which stops play, before A1 releases the ball for their attempt. The officials re-administer the free-throw attempt by placing the ball at the disposal of A1. Before A1's release of the re-administered free-throw attempt, B3 commits a lane violation.

RULING: When A1's free-throw attempt is unsuccessful, A1 shall be awarded a substitute free throw. When A1's attempt is successful, B3's violation shall be ignored.

(Rules 9-1 Penalty b.1 and .2, 4-17 and 4-24.1.a)

A.R. 9-5. On a free throw by A1, B1 commits a lane violation.

- (1) A1's free throw misses the ring and flange.
- (2) A1's teammate, who is not in a marked lane space and is located above the free-throw line and outside the three-point line, steps inside the three-point line before the ball is released by A1.
- (3) A1's teammate, who is not in a marked lane space and is located above the free-throw line and outside the three-point line, steps inside the three-point line before the ball hits the ring or flange.

RULING: (1) **Double violation; alternating-possession rule.**

(Rule 9-1 Penalty d.2)

(2) **Double violation; alternating-possession rule.**

(Rule 9-1 Penalty d.2)

(3) **Double violation; alternating-possession rule.**

(Rule 9-1 Penalty d.2)

Note: In (1) through (3), when the alternating-possession arrow favors Team A, the shot clock shall be reset to 20 seconds. When the alternating-possession arrow favors Team B, the shot clock shall be reset to 30 seconds.

(Rules 2-11.6.b.1 and 2-11.6.d.4)

A.R. 9-6. A2 and B2 commit lane violations (simultaneous violations) during:

- (1) The first of two free throws by A1; or
- (2) The last or only free throw.

RULING: (1) **The first free throw shall be canceled and the second free throw shall be administered normally.**

(2) **When the official is unable to discern which player committed the first violation, the free throw shall be canceled and the ball shall be awarded to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violations occurred. When the alternating-possession arrow favors Team A, the shot clock shall be reset to 20 seconds. When the alternating-possession arrow favors Team B, the shot clock shall be reset to 30 seconds.**

(Rules 9-1 Penalty c, 2-11.6.b.1, and 2-11.6.d.4)

Player Out of Bounds

A.R. 9-7. During A1's (1) dribble or (2) interrupted dribble, A1 steps on a boundary line.

RULING: In (1), A1 caused the ball to be out of bounds. In (2), because there is no player control during an interrupted dribble, the ball remains in play. Unless A1 stepped out of bounds of their own volition, they may be the first to touch the ball after reestablishing themselves on the playing court.

(Rules 9-2.1, 4-9.1.b, and 4-13.6)

A.R. 9-8. Team A sets a double screen for A1, who leaves the playing court voluntarily and runs under the basket, circles around, returns to the playing court, and then is the first to receive the ball.

RULING: A violation has been committed by A1 for voluntarily leaving the playing court and then becoming the first player to touch the ball upon return.

(Rule 9-3.1)

Throw-in

A.R. 9-9. During a throw-in by A1:

- (1) A1's foot breaks the plane of the boundary line;
- (2) A1's hand(s) and the ball break the plane of the boundary line; or
- (3) A1 loses their balance and momentarily touches their hand inbounds.

RULING: No violation was committed in either (1) or (2) because A1 did not touch inbounds. However, in (3), A1 committed a violation when they touched inbounds before releasing the ball on the throw-in because they left the designated spot.

(Rules 9-4.1.a, 9-4.1.f, 7-1.1 and 7-6.8)

A.R. 9-10. Thrower-in A1 throws the ball against the edge or the front face of the backboard, after which it caroms into the hands of A2.

RULING: The edge and front face of the backboard are inbounds and, in this specific circumstance, shall be treated the same as the playing court; hence, the throw-in shall be legal.

(Rules 9-4.1.b and 7-1.2)

A.R. 9-11. Thrower-in A1, while inbounding the ball to A2, uses a bounce pass that:

- (1) Contacts the floor out of bounds; or
- (2) Contacts the boundary line.

RULING: In (1) and (2), a throw-in provision was violated. A1 failed to pass the ball directly into the playing court so that after it crosses the boundary line it touches or is legally touched by an inbounds player.

(Rule 9-4.1.b)

A.R. 9-12. On an end line throw-in by Team A in Team A's backcourt, A1 makes a long pass toward the sideline at the division line and the ball (1) touches no one before it hits the scorer's table or (2) is caught by A2 who is standing on the out-of-bounds line.

RULING: (1) Throw-in violation by A1 for failing to pass the ball directly into the playing court so that after it crosses the boundary line, it touches or is legally touched by an inbounds player or touched by a player, who is on the playing court. Resume play with a throw-in to Team B at the same spot as A1's previous throw-in.

(2) Out-of-bounds violation by A2. Resume play with a throw-in to Team B at the spot in which A2 caused the ball to be out of bounds.

In both (1) and (2), the clock should not have started because the ball was not legally touched inbounds.

(Rules 9-4.1.b and 7-1.2)

Traveling

A.R. 9-13. A1 attempts to catch the ball while running. A1 fumbles the ball and succeeds in securing it before it strikes the playing court. A1 then begins a dribble, having taken several steps between the time A1 first touched the ball until catching it.

RULING: There has been no violation, provided that A1 released the ball to start the dribble before lifting the pivot foot from the playing court after catching the ball.

(Rules 9-5, 9-5.2 and 9-5.5.b)

A.R. 9-14. After:

- (1) Receiving a pass; or
- (2) Ending a dribble,

A1 jumps into the air on a try for goal, is contested by B1 and since A1 could not release their try for goal, they voluntarily throw the ball to the playing court. In both (1) and (2), A1 is the first to touch the ball.

RULING: (1) A1 has committed a traveling violation because they did not release the ball before picking up their pivot foot.

(Rules 9-5 and 9-5.5.b)

(2) A1's release of the ball, after being airborne, was the start of a second dribble. When A1 touched the ball, A1 committed a double-dribble violation.

(Rules 9-5 and 9-7)

A.R. 9-15. A1 attempts a try at Team A's basket after having completed their dribble. The try does not touch the backboard, the ring or the flange or any other player. A1 runs and catches the ball before it strikes the playing court. Is this traveling?

RULING: No. When A1 recovered their own try, A1 could dribble, pass or try again. There is no team control by either team when a try is in flight. However, when the shot clock expires and a try by A1 or a teammate has not struck the ring or the flange, it shall be a shot-clock violation.

(Rules 9-5.2, 4-13.4.c and 9-11.2)

A.R. 9-16. A1, while airborne, catches the ball in an attempt to prevent a live ball from going out of bounds. A1 throws the ball to the floor as their momentum causes them to land out of bounds. A1 returns to the playing court where they:

- (1) Recovers the ball; or
- (2) Continues to dribble.

The official rules a traveling violation. Is the official correct?

RULING: No. (1) and (2) The official was incorrect in ruling a traveling violation because when A1 caught the ball while airborne, A1 had no established pivot foot. When A1 threw the ball to the floor, returned to the floor after being legally out of bounds and was the first to touch the ball, it became a dribble.

(1) When A1 recovered the ball, the dribble ended. (2) A1 is permitted to continue their dribble.

(Rules 9-5.2 through .7, 4-12.2 and 4-13.4.a)

A.R. 9-17. A1 ends their dribble with both feet off the playing court and lands:

- (1) Simultaneously on both feet. A1 then steps with their left foot while using their right foot as a pivot foot; or
- (2) On one foot, jumps off that foot and lands on both feet at approximately the same time and does not pivot on either foot.

RULING: Both (1) and (2) are legal moves. The legality of the two-footed jump stop is determined by the status of the dribble, when the player leaves the floor followed by how they land. If the player picks up their dribble while clearly having one foot on the floor and then completes either of the dribble moves described above in (1) or (2), the dribbler has committed a traveling violation. If the player ends their dribble with both feet off the floor, those same moves in (1) and (2) are legal. On plays where the location of the foot at the time of ending the dribble is uncertain, the benefit of the doubt should rest with the dribbler having made a legal play by ending the dribble with both feet off the playing court.

(Rules 9-5.4.a and .b)

A.R. 9-18. A1 receives a pass from A2 and comes to a stop legally with the right foot established as the pivot foot. A1 tosses the ball from one hand to the other several times and then proceeds to bat the ball to the floor before A1 lifts the pivot foot.

RULING: Legal.

(Rule 9-5.5.b)

A.R. 9-19. A1 attempts a (1) spin move or a "Euro-step" move or (2) a "step back" move. How shall the officials determine whether A1 has committed a traveling violation or completed a legal play?

RULING: In (1), when refereeing the spin move or "Euro-step" move, the officials must determine if A1 ended their dribble with both feet off the playing court or one foot on the playing court. If A1 ends their dribble with both feet off the playing court, the first foot to return to the court becomes the pivot foot, and the player may then land on the second (non-pivot) foot to stop or jump off that foot to pass or try for goal. However, if the dribbler ends their dribble with one foot clearly on the playing court, that foot becomes the pivot foot and A1 cannot lift the pivot foot and return it to the playing court while maintaining control of the ball to execute a spin move or "Euro-step", as this would be a traveling violation. In plays where the location of the pivot foot at the time the dribble ended is uncertain, the benefit

of the doubt should rest with the dribbler having made a legal play by ending the dribble with two feet off the playing court.

In (2), when refereeing the "step back", the official must determine if the player ended the dribble with one foot on the court, then "stepped back" and landed on one or both feet. If the dribbler ended their dribble on one foot, jumped or pushed off that foot, and landed at approximately the same time on both feet, it is a legal play. However, if the player does not shoot or pass the ball, they may not pivot on either foot. This would be a traveling violation.

(Rule 9-5)

A.R. 9-20. Is it traveling when a player:

- (1) Falls to the playing court while holding the ball without maintaining a pivot foot; or
- (2) Falls to the playing court on both knees while holding the ball without maintaining a pivot foot; or
- (3) Gains control of the ball while sliding on the playing court and then, because of momentum, rolls or slides, after which the player passes or starts a dribble before getting to their feet?

RULING: (1) and (2) Yes, when the pivot foot is not maintained because it is virtually impossible not to move the pivot foot when falling to the playing floor.

(3) No. The player may pass, shoot, start a dribble, or request a timeout. Once the player has the ball and is no longer sliding, they may not roll over. When flat on their back, the player may sit up without violating. When the player puts the ball on the floor, then rises and is the first to touch the ball, it also is traveling. When a player rises to their feet while holding the ball and moves the pivot foot, it is traveling. When a player falls to one knee while holding the ball, it is traveling if the pivot foot moves.

(Rules 9-5.7 and 9-5.2)

Kick, Fist, Through Basket from Below

A.R. 9-21. A1 throws a ball that enters the basket from below, and then:

- (1) Enters the cylinder and goes above the ring;
- (2) Is deflected by B1 and enters the cylinder and goes above the ring; or
- (3) Does not enter the cylinder from below before falling back through the bottom of the net untouched.

RULING: (1) A1 has violated. When the ball passes partially or completely through the cylinder, a violation has occurred.

(Rules 9-6 and 9-15.2.b)

(2) B1 has violated since the ball completely passed by the ring, which is the base of the cylinder.

(Rule 9-6)

(3) After the ball clears the net, it remains live.

(Rules 9-15.2 and 9-15.2.b)

Kicking the Ball

A.R. 9-22. A1 is on the floor with the ball lodged between the upper part of their legs. B1 attempts to gain control of the ball by placing two hands firmly on the ball; however, A1 applies vice-like force with their upper legs, which prevents B1 from gaining control of the ball.

RULING: A1 has committed a kicking violation. Kicking the ball is defined as striking the ball intentionally with any part of the leg. The intent of this rule is to prevent a player from gaining an advantage by using any part of the leg. Since A1 was not holding the ball in their hands, B1's firm placement of their hands on the ball does not constitute a held ball.

(Rule 9-6.2)

Jump Ball

A.R. 9-23. During a jump ball, jumper A1 touches the ball simultaneously with both hands and then again touches the ball simultaneously with both hands for the second time.

RULING: Legal. Touching the ball with both hands simultaneously shall be considered touching the ball once. However, when one hand touches slightly in advance of the second hand, that is considered two touches of the ball. When either hand or both hands simultaneously touch the ball again, that shall be ruled a violation for touching the ball more than twice.

(Rules 9-8.1.a and .b)

Three Seconds in the Lane

A.R. 9-24. The ball is loose during team control as in an interrupted dribble.

RULING: The three-second count shall be in effect. The team that had control before the loose ball or during an interrupted dribble maintains team control until the opponent secures control.

(Rules 9-9 and 4-9.3)

10-Second Backcourt

A.R. 9-25. The game clock indicates that 29 seconds remain in a quarter or overtime and the shot clock is turned off. The official is mistakenly using a visible count instead of the game clock to count 10 seconds in the backcourt. Team A makes a throw-in after a charged timeout and, with 20 seconds on the game clock, Team A is charged with a 10-second backcourt violation, though the game clock shows that only nine seconds expired. The official timer indicates that the game clock started when the throw-in was touched by a player on the playing court.

RULING: Officials shall use the game clock and not a visible count when the shot clock is off. This play is treated as an inadvertent whistle and not a correctable error. Team A is awarded a new 10 seconds to advance the ball into their frontcourt.

(Rules 9-10, 2-7.9 and 7-4.1)

A.R. 9-26. A1 is in the backcourt and has dribbled for eight seconds when they pass the ball forward toward A2 in the frontcourt. While the ball is in the air, going from backcourt to frontcourt, the 10-second count expires.

RULING: Violation. The ball shall be awarded to Team B at a designated spot nearest to where A1 was standing when they threw the ball.

(Rules 9-10 and 9-12.3.b)

A.R. 9-27. With A1 in their team's backcourt and while being pressured by B1 during an attempt to advance the ball, the shot clock shows that 7 seconds have expired since it was properly started on a throw-in in Team A's backcourt. At this point, while A1 is still dribbling, B1 touches the ball and it goes back toward B's basket. A1 retrieves the ball and continues to dribble.

RULING: There has been no change in team control. The 10-second count shall continue.

(Rules 9-10, 4-8.2.d and 4-8.3)

A.R. 9-28. Team A has the ball for a throw-in under their own basket with 15 seconds on the shot clock. The ball is passed inbound towards Team A's backcourt when the ball is touched (1) by the defender of the thrower-in and the ball continues into Team A's backcourt where it was touched again by Team A when there were 12 seconds on the shot clock or (2) by someone in the backcourt and the shot clock is started on the initial touch.

RULING: (1) The shot clock started on the initial touch by the defender of the thrower-in, but the backcourt count did not start until the player touched the ball in the backcourt when there were 12 seconds on the shot clock. There will be a 10-second violation with 2 seconds remaining on the shot clock when the ball fails to gain frontcourt status and Team A has had continuous control.

(2) When any player, either on offense or defense, touches the ball on the throw-in, the shot clock shall start. When that touch occurs in Team A's backcourt, the 10-second backcourt count shall also begin. There will be a 10-second violation with 5 seconds remaining on the shot clock when the ball fails to gain frontcourt status and Team A has had continuous control.

A 10-second backcourt violation occurs when the ball does not gain frontcourt status within 10 seconds. A ball gains frontcourt status when on a pass, it touches the frontcourt or anyone in the frontcourt or on a dribble when both feet and the ball are in the frontcourt. When a 10-second backcourt violation occurs, the ball is put back into play where the violation occurred. When the ball is in player control when the violation occurs, play is to resume with a throw-in nearest to where the player in control is standing. When the violation occurs and the ball is in the air on a pass, play is to resume with a throw-in nearest to where the ball was last in contact with a player or the playing court.

(Rule 9-10)

A.R. 9–29. Following a made basket and with 13 seconds remaining in the game, Team A inbounds the ball in their backcourt. The game clock properly starts when A2 touches the ball and the 10-second backcourt count begins on that touch as well. With four seconds remaining in the game, A2 still has the ball in their backcourt and, while nearing the division line, they shoot the ball towards their basket. The game clock continues to run and time expires before the unsuccessful try goes out of bounds.

RULING: This is not a 10-second backcourt violation. The 10-second backcourt count is specific to having team control for 10 consecutive seconds. When a shot is taken, there is no team control so the 10-second backcourt violation count ceases. There is team control on a pass and there is no team control on a try for goal. It is, and always has been, at the discretion of the official as to whether a player's throw is a try or a pass. Whether the ball hits the rim or is caught by a teammate of the shooter is not the determining factor in whether a throw is a try or a pass.

(Rules 4-9.2.b and .3 and 9-10)

A.R. 9–30. Team A has control of the ball in their backcourt when any of the following occur:

- (1) A player appears to be injured and an official blows their whistle to stop play;
- (2) An official has an inadvertent whistle;
- (3) An official notices that there is a timing mistake and stops play to make the correction;
- (4) An official notices a potentially dangerous situation (e.g., water on the floor) and stops play; or
- (5) An official rules a double foul.

When the ball becomes dead in each situation, is there a reset of the 10-second backcourt count?

RULING: In (1) through (5), the dead ball results in a “stoppage” of the game. None of these situations is included in any of the four exceptions to the 10-second backcourt rule. Team A shall be awarded a new 10 seconds to advance the ball into their frontcourt.

(Rule 9-10)

A.R. 9–31. Team A has control of the ball in their backcourt with two seconds remaining in the 10-second backcourt count when one of the following occurs:

- (1) Team A is granted a timeout while any team A player is in control of the ball;
- (2) B1 knocks the ball out of bounds in the backcourt. After the ball becomes dead, Team A's head coach is granted a timeout; or
- (3) B1 knocks the ball out of bounds in the backcourt. After the ball becomes dead, Team B is granted a timeout or an electronic-media timeout occurs.

RULING: In (1), (2) and (3), there is no reset of the 10-second backcourt count.

(Rule 9-10)

A.R. 9–32. With 5:30 on the game clock and 30 seconds on the shot clock, Team A inbounds the ball from the end line in its backcourt. The shot clock starts when A2 legally touches the ball in the backcourt. With 17 seconds showing on the shot clock and the ball still in Team A's backcourt:

- (1) B1 slaps the ball out of bounds;
- (2) B1 or A1 commits a personal foul;
- (3) A1 commits a player/substitute technical foul;
- (4) B1 commits a player/substitute technical foul, or a flagrant 1 foul, or a flagrant 2 foul against A1; or
- (5) Team A's head coach requests a timeout.

The official checks the clocks after the whistle and both the game clock and the shot clock stop on the whistle, so there is no timing mistake. The official realizes that the shot clock displays 17 seconds and that there should have been a 10-second backcourt violation when the shot clock reached 20 with Team A still in control in the backcourt.

RULING: The officiating crew has erred in not stopping the shot clock when it reached 20 seconds and for failing to rule a 10-second backcourt violation. Any activity after the violation and until it is rectified shall be cancelled, excluding a flagrant 1 foul, a flagrant 2 foul, or any technical foul. The violation must be recognized before the ball becomes live following the stoppage in play.

In (1), the ball shall be awarded to Team B at a designated spot nearest to where the out of bounds occurred.

In (2), the personal foul by B1 or A1 is cancelled and the ball shall be awarded to Team B at the out-of-bounds spot nearest to where the foul occurred.

In (3) and (4), technical, flagrant 1, and flagrant 2 fouls cannot be cancelled. In (3), the technical foul by A1 shall be penalized. Following the free throws for the technical foul, play will resume with a throw-in by Team B at a designated spot at the division line opposite the scorers' table. In (4), any Team A member will be awarded two free throws for the player/substitute, flagrant 1, or flagrant 2 foul committed by B1. Team A will be awarded the ball for a throw-in at a designated spot at the division line opposite the scorers' table. When Team A's throw-in is touched in the backcourt, Team A will receive a new 10 seconds to advance the ball into their frontcourt.

In (5), the officials shall penalize the 10-second backcourt violation and award the ball to Team B at the out-of-bounds spot nearest to where the ball was located when the ball became dead. Following the ruling of a 10-second backcourt violation, if Team A does not want the timeout, it shall not be granted; however, once the timeout clock has been started, the timeout may not be rescinded.

For all plays, the game clock will reset to the time when the violation occurred (5:20).

Note: When an official rules that a 10-second backcourt violation has occurred, but is late in making the ruling and the violation causes the

ball to become dead, there shall be no adjustment made to the game clock (as no timing mistake has occurred).

Suggested mechanic: In a different situation, when the 10-second backcourt count is nearing the 10th second and a foul or violation occurs very near the 10-second violation, officials must check to see if the backcourt violation occurred prior to the foul or violation and make an immediate decision.

(Rules 9-10, 2-11.1, 5-12 and 11-3.1.i)

A.R. 9-33. With 12.4 seconds remaining in the game, Team A inbounds the ball into its backcourt and the ball remains in its backcourt when the dribbler requests a timeout with 1.4 seconds showing on the game clock.

RULING: The officiating crew has erred for failing to rule a 10-second backcourt violation. When the shot clock is not running, officials shall use the game clock to determine whether a 10-second violation has occurred. Any activity after the violation and until it is rectified shall be cancelled, excluding a flagrant 1 or flagrant 2 foul or any technical foul. The violation must be recognized before the ball becomes live following the stoppage in play. The game clock will be reset to the time the violation occurred (2.4 seconds).

Note: When an official rules that a 10-second backcourt violation has occurred, but is late in making the ruling and the violation causes the ball to become dead, there shall be no adjustment made to the game clock (as no timing mistake has occurred).

Suggested mechanic: In a different situation, when the 10-second backcourt count is nearing the 10th second and a foul or violation occurs very near the 10-second violation, officials must check to see if the backcourt violation occurred prior to the foul or violation and make an immediate decision.

(Rules 9-10 and 2-7.9)

A.R. 9-34. Early in the second quarter, Team A inbounds the ball after a violation and neither the shot clock nor game clock is started. Team A dribbles and is under pressure in their backcourt. When officials realize that neither clock is running, play is stopped. After consulting with table officials, it is determined that Team A has had the ball for 10 consecutive seconds in their backcourt.

RULING: The officials shall correct the timing mistake by placing the correct time on the game clock as to when the 10-second backcourt violation occurred and shall award the ball to Team B at a spot nearest to where the ball was located when play was stopped to correct the timing mistake.

(Rules 9-10, 5-12.1 and 5-12.4)

A.R. 9-35. When the shot clock is turned off, when does the 10-second backcourt count start when a team inbounds the ball into their backcourt?

RULING: Regardless of whether the shot clock is running or not, the 10-second count begins when a player legally touches the ball in their team's backcourt except on a rebound or jump ball. In those situations, the count shall start on player control.

(Rule 9-10)

A.R. 9-36. Following a goal, A1 is dribbling the ball in their backcourt when B1 bats the ball out of bounds. The shot clock shows 22 seconds (2 seconds remaining to gain frontcourt status). B3 is assessed a (1) player/substitute technical foul, (2) a flagrant 1 foul, or (3) a flagrant 2 foul. What happens now to the shot clock and the 10-second backcourt count?

RULING: For all three situations, following the two free throws awarded to Team A, Team A will be awarded the ball for a throw-in at the division line opposite the scorers' table. The shot clock is reset to 30 seconds. Because the throw-in spot is not at the point of interruption, when Team A's throw-in is legally touched by any player in Team A's backcourt, Team A will have a new 10 seconds to advance the ball into their frontcourt.

(Rules 9-10 and 2-11.6.b.7)

A.R. 9-37. In a game with a shot clock that displays tenths of a second, A1, located in their frontcourt, passes the ball to A2 and the ball is deflected by B1 into Team A's backcourt. A2 touches the ball in the backcourt with 13 seconds on the shot clock. Team A remains in continuous control of the ball in their backcourt and the official rules a backcourt violation with the shot clock displaying (a) 3.0 seconds, (b) 2.9 seconds, or (c) 3.1 seconds.

RULING: In (a) and (b), a 10-second violation has occurred. Play resumes with a throw-in by Team B at a designated spot nearest to the location of the violation. In (c), an inadvertent whistle has occurred. Team A is awarded the ball at the point of interruption and the 10-second count is reset as an inadvertent whistle is not one of the four exceptions for not resetting the count.

(Rule 9-10)

Shot Clock

A.R. 9-38. B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds after B2 has clearly gained control of the ball.

RULING: The shot-clock horn shall be ignored because B2 has clear control of the ball when the horn sounded. The shot clock shall be reset and play shall continue. If B2 does not yet have control of the ball, even when control may be imminent with no opposing players nearby, officials shall stop play and adjudicate the shot-clock violation.

(Rules 9-11.3 and 2-11.6.b.1)

A.R. 9-39. B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds:

- (1) While the ball is loose on the playing court;
- (2) While A2 gains control of the ball; or
- (3) While the blocked try is in the air, the ball subsequently strikes the ring or flange or goes in the basket.

RULING: (1) and (2) Team A has committed a shot-clock violation because the try did not strike the ring or flange.

(Rule 9-11)

(3) The shot-clock horn shall be ignored and play shall continue with the shot clock reset upon control by either team because A1 complied with the shot-clock rule when the try struck the ring or flange or entered the basket.

(Rules 9-11.4, 2-11.6.b.1, and 2-11.6.d.1)

A.R. 9-40. A1 releases the ball on a try for goal. After the ball leaves A1's hand(s), the shot-clock horn sounds. The ball:

- (1) Hits the backboard and goes through the basket;
- (2) Hits the backboard and rebounds directly to A2 or B1 without striking the ring or flange; or
- (3) Hits the backboard, strikes the ring or flange and rebounds directly to A2 in their team's frontcourt.

RULING: (1) Score the field goal.

(Rule 9-11.3)

(2) A shot-clock violation by Team A has occurred because the try did not strike the ring or flange. The official shall sound the whistle, and the ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.

(Rule 9-11.4)

(3) There is no shot-clock violation because the try struck the ring or flange. The shot clock shall be reset to 20 seconds when Team A establishes control of the ball on the rebound.

(Rules 9-11.4 and 2-11.6.d.1)

A.R. 9-41. Player A1 attempts a try for goal and:

- (1) The shot-clock horn sounds while the ball is in flight. The ball does not strike the ring or flange and is simultaneously recovered by A2 and B2 for a held ball; or
- (2) After the try does not strike the ring or flange, it is simultaneously recovered by A2 and B2 for a held ball. The shot-clock horn does not sound.

RULING: (1) A shot-clock violation has occurred and the ball is awarded to Team B at a designated spot.

(2) Since the shot-clock horn has not sounded, there is no violation. The alternating-possession arrow shall be used with no reset of the shot clock when the alternating-possession arrow favors the team that shot the ball.

(Rules 9-11.4, 9-11.1, 9-11.3 and .4, 6-4.1.a and 2-11.6.a.8)

Ball in Backcourt

A.R. 9-42. As Team A advances the ball from its backcourt toward its frontcourt, A1 passes the ball to A2. A2 catches the ball while both feet are on the playing court with one foot on either side of the division line. In this situation, either foot may be the pivot foot.

- (1) A2 lifts the foot that is in the backcourt and then puts it back on the floor in the backcourt; or

- (2) A2 lifts the foot that is in the frontcourt, pivots and puts it on the floor in the backcourt.

RULING: (1) Backcourt violation. When A2, while holding the ball, lifts the foot that was in the backcourt, the ball is in the frontcourt. When A2's foot touches in the backcourt, it shall be a violation.

(2) When A2 lifts the foot that is in the frontcourt and places it down in the backcourt, the location of the ball has not changed. The ball is still in the backcourt and no violation has occurred.

(Rules 9-12.1, .2 and .3.a and 9-12)

A.R. 9-43. The ball is at the disposal of Team A for a throw-in. A1 attempts a pass to A2, who is located in their frontcourt near the division line.

- (1) A1's throw-in pass is deflected by B1. A2 leaves the playing court in their frontcourt and while airborne, controls the ball, and then lands with one or both feet in the backcourt.
- (2) A1's throw-in pass is deflected by B1. The ball bounces into Team A's frontcourt. While the ball is bouncing in Team A's frontcourt, it is deflected into Team A's backcourt, where A3 retrieves it.
- (3) A1's throw-in pass is deflected by A2, who fumbles it into the backcourt. A2 then goes into the backcourt and recovers the fumble.

RULING: (1) Violation. When B1 deflected A1's throw-in pass, that legal touch caused the throw-in to end. A2, having established frontcourt status before they left Team A's frontcourt, gained player and team control in the air. When A2 lands with one or both feet in the backcourt, they have committed a backcourt violation. The exception to the backcourt rules are only applicable for the player who made the initial touch on the ball.

(Rules 7-6.5 and 9-12.1 through .3, .5 through .7 and .9 through .10)

(2) Legal. This is not a backcourt violation since neither player nor team control had been established in the frontcourt.

(Rule 9-12.4)

(3) Legal. This is not a backcourt violation since neither player nor team control had been established in the frontcourt.

(Rules 9-12.4 and 9-12.1 through .3, .5 through .7 and .9 through .10)

A.R. 9-44. A1 is in control of the ball in their team's frontcourt and throws a pass to A2, who is located near the division line. A1's pass is errant. A2 leaves the playing court with both feet in an attempt to prevent the ball from going into the backcourt. While in the air, A2 gains control of the ball and throws it into the playing court, where it strikes the division line. The ball returns to the frontcourt, where A3 recovers the ball before it is touched by an opponent.

RULING: Team A has committed a backcourt violation. The official shall blow the whistle for the backcourt violation when the ball is touched by A3 in the frontcourt after it touched the division line. Team A had control of the ball in its frontcourt and the ball was last touched by Team A before going into the backcourt.

(Rules 9-12.4 and 9-12.1 through .3, .5 through .7 and .9 through .10)

A.R. 9-45. A1 receives a pass in Team A's frontcourt and throws the ball to their backcourt where the ball:

- (1) Is touched by a teammate;
- (2) Goes directly out of bounds; or
- (3) Rests, rolls or bounces with all players hesitating to touch it.

RULING: (1) Violation when touched.

(Rule 9-12.4, 9-10, 4-8.2.d and 4-8.3)

(2) It is a violation for going out of bounds.

(Rule 7-2.1)

(3) The ball is live so Team B may secure control. When Team A touches the ball first, it is a violation. The ball continues to be in the control of Team A. The 10-second count shall start when the ball goes in the backcourt and is touched by anyone, while the shot clock shall continue to run.

(Rules 9-12, 9-10 and 9-11.3)

A.R. 9-46. B1:

- (1) Secures control of a rebound from Team A's basket; or
- (2) Has the ball for a throw-in under Team A's basket.

B1 is in the frontcourt of Team A. B1 attempts a long pass down the playing court to teammate B2. Defensive player A2, standing in Team A's frontcourt close to the division line, leaps and intercepts a pass by B1, then lands in the backcourt of Team A with player control.

RULING: In both (1) and (2), no violation has occurred. This is an exception to the backcourt rule.

(Rule 9-12.9)

A.R. 9-47. The ball is at A1's disposal for a throw-in. A1 passes the ball to A2, who catches the ball while airborne in their frontcourt. A2 lands with one foot in their frontcourt followed by the other foot landing in their backcourt.

RULING: Legal play. A player shall be permitted to first secure control of the ball after a throw-in, while both feet are off the playing court in their frontcourt, and land with one foot or both feet in the backcourt.

(Rules 9-12.10 and 9-12.8)

Elbow(s)

A.R. 9-48. While A1's try for field goal is in flight toward Team A's basket, (1) A1 or (2) B1 violently swings their arm(s) and elbow(s) but makes no contact with any defender.

RULING: The official shall sound the whistle immediately; however, the ball shall not become dead until it is apparent that the try has ended. When the try is successful, the basket shall count and the violation shall be ignored. When the try is unsuccessful, (1) Team B

or (2) Team A shall be awarded the ball at a designated spot nearest to where the violation occurred.

(Rules 9-13.1 and Penalty and 6-6.3)

A.R. 9-49. Player A1 rebounds a missed shot and holds the ball under their chin or against the body with arms and elbows extended. Player A1 does not pivot or swing the elbows. Player B1 is positioned a foot from the end of one of A1's elbows as A1 looks at B1. There is no contact with B1. An official rules either (1) a violation on A1 or (2) a technical foul on A1. Is the official correct?

RULING: (1) No. There can be no violation unless A1 excessively swings the elbow without contact.

(Rule 9-13.1 and Penalty)

(2) No. Without some further act by A1 which rises to the level of taunting or baiting, a technical foul should not be assessed since A1 is permitted to have the elbows extended with the ball under the chin.

(Rules 9-13.2 and 10-12.4.a.2)

A.R. 9-50. Player A1, while holding the ball under their chin with the elbows and arms extended, "jabs" an elbow toward B1 who is standing nearby. There is no contact and A1's torso does not rotate.

RULING: Violation by A1. The ball shall be awarded to Team B at a designated spot nearest to where the violation occurred. "Jabbing" of the elbow without movement of the torso constitutes excessive swinging.

(Rule 9-13.1 and Penalty)

Closely Guarded

A.R. 9-51. Team A, while in control of the ball, lines up four of its players side by side, parallel to and just inbounds at a boundary line. The four players pass the ball back and forth to one another with their arms reaching out beyond the plane of the boundary line. The players are in:

- (1) The frontcourt; or
- (2) The backcourt.

RULING: (1) After five seconds, the official shall rule a closely-guarded violation has occurred when a defensive player is within 6 feet of one of the offensive players.

(Rule 9-14.1)

(2) The 10-second backcourt rule applies.

(Rules 9-14 and 9-10)

Floor-Violation Penalties

A.R. 9-52. One official observes stepping out of bounds or another violation by A1. At approximately the same time, A1 tries for a field goal and another official observes contact by B1.

RULING: The officials shall decide which act occurred first. There is nothing inherent in such acts to make it necessary to rule them as occurring simultaneously. When the violation occurred first and before the try is released, the ball became dead. When the ball was

released during the try and no violation was ruled on A1, there was no violation. When the contact occurs after the ruling of a violation, it shall not be a foul unless it is a flagrant 1 or contact flagrant 2 foul. (Rules 9-12 Penalty and 9-14 Penalty)

Basket Interference

A.R. 9-53. The ball is touching the side of the ring of Team A. B1 jumps and contacts the net. The ball is not touching the top of the ring.

RULING: No violation. The ball shall remain live.

(Rule 9-15.2.a)

A.R. 9-54. While the ball is touching the top of the ring on a field-goal attempt, a player emphatically grasps the ring.

RULING: Double infraction. Both basket interference and a player/substitute technical foul shall be ruled by the officials. The moment the hand touched the ring, it was basket interference. When the player emphatically grasps the ring, a player/substitute technical foul shall be assessed.

(Rules 9-15.2.a and 10-12.4.c)

A.R. 9-55. During the act of shooting and before the ball is in flight for a two-point try, A1 is fouled. A1 continues the shooting motion and the ball enters the basket. A2 touches the ring while the ball is in the basket.

RULING: Basket interference on A2. The goal shall be canceled. A1 shall be awarded two free throws because of the foul.

(Rules 9-15.2.a and 10-10 Penalty c.2)

A.R. 9-56. A1 rebounds the ball while part of the ball is in the cylinder and, in the same continuous motion, dunks.

RULING: Basket interference. The ball shall be ruled dead when A1 contacts the ball in the cylinder, and the dunking of the dead ball shall be ignored. The basket shall be disallowed.

(Rules 9-15.2.a and 9-15.2.b)

Basket-Interference and Goaltending Penalties

A.R. 9-57. B1 touches the ball while a throw-in by A1 is in the cylinder.

RULING: Basket interference. Team A shall be awarded two points. Team B shall be awarded the ball for a throw-in, as after a scored goal, except that an official shall administer the throw-in by a player of Team B, and the player or a teammate shall make the throw-in from any point along the end line.

(Rules 9-15.2, 9-15 Penalty a.2 and .b)

A.R. 9-58. The ball is in flight during a three-point field goal try by A1 when a quarter or overtime expires. After the expiration of time and while the ball is rolling on the ring, B1 taps it into the basket.

RULING: Basket interference by B1. Three points shall be awarded to A1.

(Rules 9-15.2 and 9-15 Penalty a.3)

A.R. 9-59. Before the ball is in flight for a two-point try, A1 is fouled in the act of shooting. A1's try enters the basket. A2 touches the ring while the ball is in the basket.

RULING: Basket interference on A2. The goal shall be canceled. A1 shall be awarded two free throws for the shooting foul.

(Rules 9-15 Penalty c and 10-10 Penalty c.2)

RULE 10

FOULS AND PENALTIES

Guarding

A.R. 10-1. B1 maneuvers to a position in front of post player A1 to prevent A1 from receiving the ball. A pass is made over the head and out of reach of B1. Post player A1 moves toward the basket to catch the pass and attempt a try for goal. As the pass is made, B2 moves into the path of A1, in a guarding position.

RULING: B2 has switched to guard a player who does not have the ball. Therefore, B2 must give A1 enough time and distance (not more than two strides) to avoid contact to be in a legal guarding position. When A1 has control of the ball (provided that A1 is not in the air at the time), time and distance shall be irrelevant.

(Rules 10-4.4 and 10-4.5)

A.R. 10-2. B1 slips to the floor in the free-throw lane. A1 (with their back to B1, who is prone) receives a pass, turns, and in their attempt to drive to the basket, trips and falls over B1.

RULING: Foul on B1, who is not in a legal guarding position.

(Rule 10-4.4.a)

A.R. 10-3. B1 takes a spot on the playing court before A1 jumps to catch a pass.

- (1) A1 returns to the playing court and lands on B1; or
- (2) B1 moves to a new spot while A1 is airborne. A1 comes to the floor on one foot and then charges into B1.

RULING: In both (1) and (2), the foul shall be on A1. In (1), B1 is entitled to that spot on the floor provided they get there legally before the offensive player becomes airborne. However, in (2), when A1 possesses the ball then lands on the floor, no time or distance is required.

(Rules 10-4.4.c and .d, 10-4.3 and 10-4.7 Exception)

A.R. 10-4. A1 runs toward Team A's goal and looks back to receive a fast-break outlet pass. B1 takes a position in the path of A1 while A1 is 10 feet away from B1.

- (1) A1 runs into B1 before receiving the ball; or
- (2) A1 receives the ball and, before taking a step, contacts B1.

RULING: In both (1) and (2), A1 shall be held responsible for the contact. B1 took a position in the path of A1 that provided A1 enough time and distance to avoid contact. While without the ball, A1 was provided the required time and distance to avoid contact with

B1. However, when A1 received the ball, no time and distance were required by the defender.

(Rules 10-4.5.b, 10-4.4.c and 10-4.7 Exception)

Blocking/Charging

A.R. 10-5. B1 is standing directly behind the backboard before A1 jumps for a layup. The forward momentum of airborne shooter A1 causes A1 to displace B1.

RULING: This is an offensive foul on A1 because B1 is not located in the restricted area.

(Rules 10-8, 10-10.1.a.1 and 4-27)

Personal Fouls

A.R. 10-6. A player who is guarding moves into the path of a dribbler and contact occurs.

RULING: Either player may be responsible, but the greater responsibility shall be that of the dribbler when the defensive player who is guarding conforms to legal guarding principles. In order to obtain initial legal guarding position, the defender must be facing the dribbler and have both feet touching the playing court. When the defensive player jumps into position, both feet must return to the floor after the jump before they have attained a legal guarding position. No specific stance, time or distance shall be required. The guard may shift to maintain their position in the path of the dribbler, provided that the player who is guarding neither charges into the dribbler nor otherwise causes contact. The responsibility of the dribbler for contact shall not shift merely because the player who is guarding turns or ducks to absorb shock when contact caused by the dribbler is imminent. The player who is guarding shall not cause contact by moving under or in front of a passer or thrower after the passer or thrower is in the air with their feet off the floor.

(Rules 10-10.12 and 10-4.1 through .4 and .6)

A.R. 10-7. A1's try is in flight when B1, who is attempting to gain rebounding position, fouls A2. A1's try is successful. The officials decide to use the replay system to determine whether B1's foul is a flagrant 1 or contact flagrant 2 foul. While using replay, the officials determine that B1's foul does not rise to the level of a flagrant 1 or contact flagrant 2 foul, but it is determined that B1's foul occurred after A1's try had completely passed through the basket and the ball was dead.

RULING: When B1's foul is committed during the dead-ball period that immediately follows a successful goal (field goal or free throw) and the contact does not rise to the level of a flagrant 1 or flagrant 2 foul, a personal foul shall be charged to B1.

Note: The determination to penalize the illegal contact following a goal may be made by the officials on the playing court; it is not necessary that replay be used.

(Rule 10-10.1)

A.R. 10-8. Late in the game A1, followed almost immediately by A2, illegally contacts B1 and the official sounds the whistle.

RULING: A1 is assessed a personal foul. A2's contact is ignored unless it rises to the level of a flagrant 1 or flagrant 2 foul. When teammates foul an opponent at approximately the same time, the official shall assess a foul to the first player to illegally contact their opponent.

(Rule 10-10.1)

A.R. 10-9. A1 attempts a try for goal. While the ball is in flight, A2 and B2 are jostling for rebounding position and the official rules a foul on:

- (1) A2; or
- (2) B2. Both teams are in the bonus.

RULING: When the try is successful, count the goal because the ball remains live while the try is in flight even though a foul has occurred. In either (1) or (2), the offended team is awarded free throws.

(Rules 10-10 Penalty c.1, 4-9.4.c and 6-6.1.c)

A.R. 10-10. B1 is setting a legal screen on A1. When A3 pushes A1 into screener B1 and the contact is illegal, which player is assessed the foul: A1 or A3?

RULING: The foul is charged to A1, as they are the opponent who makes illegal contact with B1.

(Rule 10-10.1)

A.R. 10-11. A1 is dribbling the ball in their team's frontcourt. B1 obtains legal guarding position on A1 and moves to maintain their legally obtained position as A1 dribbles towards the restricted area. While B1 is located inside the restricted area, A1 charges into B1.

RULING: This is an offensive foul on A1. When B1 obtains a legal guarding position on A1 outside the restricted area and moves to maintain their guarding position, they may draw an offensive foul on A1 while located within the restricted area. Rule 10-10.15 prohibits B1 from obtaining initial legal guarding position on A1 within the restricted area.

(Rules 10-10.15 and 10-4.4)

A.R. 10-12. Team A is winning, 79-70, when a shooting foul is ruled against Team B:

- (1) At the same time that the game-clock horn sounds to end the game; or
- (2) With five seconds remaining on the game clock.

RULING: (1) No free throws shall be awarded because the game has ended unless the foul is a technical, flagrant 1, or flagrant 2 foul.

(2) Charge the foul. The free throw(s) shall be awarded because time remains on the game clock.

(Rules 10-10 Penalty c.2 and e and 5-7.6)

A.R. 10-13. B1 is defending A1 who has the ball in the lane. B1 illegally pushes A1 and at approximately the same time, A1 makes illegal elbow contact (not excessive swinging) above the shoulders of B1 that rises to the level of a flagrant 1 foul. The official rules both fouls. Team A is in the bonus.

RULING: When opposing players commit fouls and only one of the fouls is a flagrant 1 foul, both fouls are penalized. A1 will shoot two free throws with no players in the marked lane spaces for the personal foul charged to B1. Following these free throws, any member of Team B will shoot two free throws with no players in the marked lane spaces for the flagrant 1 foul charged to A1. Play is resumed with a throw-in to Team B at a designated spot at the division line opposite the scorers' table.

(Rules 10-10 Penalty c.1, 10-13 Penalty, 10-10.17, 7-3.1.k and 8-6.6)

A.R. 10-14. Team A has the ball on the block when the official rules B1 has committed a personal foul. Following the whistle, A1 retaliates by illegally contacting B1 and is penalized with a flagrant 1 foul. Team A is in the bonus.

RULING: A1 will attempt the bonus free throws for the personal foul by B1 with no players in the marked lane spaces. Following the free throws by A1, any eligible player or team member from Team B is permitted to shoot the two free throws with no players in the marked lane spaces for the flagrant 1 foul by A1. Play will resume with a throw-in to Team B at a designated spot at the division line opposite the scorers' table.

(Rules 10-10 Penalty c.1, 10-13 and 7-4.11)

A.R. 10-15. B1 commits a personal foul against A1. The foul is the fifth team foul for Team B. Before the administration of the free throw(s), A1 and B1 are assessed flagrant 1 fouls for pushing each other. The official is informed that the flagrant 1 foul assessed against A1 is their fifth and disqualifying foul.

RULING: The flagrant 1 fouls committed by A1 and B1 are committed during the same stopped-clock period and have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same stopped-clock period, are charged and cancelled in the order in which the fouls occur. Play shall resume at the point of interruption, which is the bonus for B1's personal foul. However, since A1 is disqualified, the bonus shall be attempted by A1's substitute unless no substitute is available. In that case, any teammate shall attempt the free throw(s).

(Rules 10-13, 7-4.12, 4-24.1.e, 7-5.1.b and 8-3.2.c)

A.R. 10-16. A1 is dribbling the ball in the frontcourt when the ball momentarily gets away from them. While the dribble is interrupted:

- (1) A1 pushes B2 while trying to retrieve the ball;
- (2) A2 is in the lane for four seconds; or
- (3) A1 requests a timeout.

RULING: (1) Offensive foul on A1.

(2) Three-second violation on A2.

(3) A timeout shall not be granted during an interrupted dribble.

(Rules 10-10.1.b, 4-13.6, 9-9.2, and 4-9.2.d)

A.R. 10-17. A1 ends their dribble, passes the ball to A2 and then charges into B2:

- (1) While the ball is in the air; or
- (2) After A2 has control.

**RULING: The foul on A1 in both (1) and (2) is an offensive foul.
(Rules 10-10.1.a and 4-9.2.a and .b)**

A.R. 10–18. Is it possible for airborne shooter A1 to commit a foul that is not an offensive foul?

**RULING: Yes. The airborne shooter could be charged with a flagrant 1 foul or a flagrant 2 foul. None of these fouls can be an offensive foul. When an airborne shooter commits a foul that is not an offensive foul, the infraction shall be penalized as dictated by the type of foul. When an airborne shooter commits an offensive, flagrant 1, or flagrant 2 foul before or after the ball enters the goal, the goal shall not count.
(Rules 10-10.1.a, 4-1, 5-1.15, 10-13 and 10-14)**

A.R. 10–19. B1 commits a personal foul against A1 before the bonus is in effect for either team. The ball is awarded to Team A at a designated spot using the procedures in Rule 7-3.2. During the throw-in, but before the clock is started, A2 fouls B2. Team B is in the bonus.

**RULING: A2's foul is an offensive foul since it occurred during the throw-in. The foul is charged to A2 and the ball shall be awarded to Team B at a designated spot using the procedures in Rule 7-3.2.
(Rules 10-10.1.b, 7-3.1.f, and 7-3.2)**

A.R. 10–20. B1 deflects the ball away from A1 while:

- (1) A1 is dribbling the ball; or
- (2) A1 is passing the ball to A2.

A1, in an attempt to recover the ball, fouls B1.

**RULING: In (1) and (2), A1 has committed an offensive foul. The foul is charged to A1, and the ball shall be awarded to Team B at a designated spot nearest to where A1's foul was committed.
(Rules 10-10.1.b, 4-9.2.a and .b and 7-3.1.f)**

A.R. 10–21. A3 and B3 commit a double foul while:

- (1) A1's pass is in flight; or
- (2) A1's try is in flight.

RULING: Charge the fouls to A3 and B3.

(1) The ball shall be awarded to Team A, the team in control, at a designated spot nearest to where the ball was last in contact with a player or the playing court with no reset of the shot clock.

(2) When the try is successful, Team B, the team not credited with the score, shall be awarded the ball anywhere along the end line. When the try is unsuccessful, and since there is no team control, play shall resume by using the alternating-possession procedure. The throw-in shall be awarded at a designated spot nearest to where the ball became dead as a result of the unsuccessful try. If Team A is entitled to the ball, the shot clock shall be reset to 20 seconds when the try strikes the ring or flange or is not reset when it fails to strike the ring or

flange. If Team B is entitled to the ball, the shot clock shall be reset to 30 seconds.

(Rules 10-11, 4-9.2.b, 4-9.4.c, 2-11.6.b.4, 2-11.6.d.4, and 7-4.9)

Administrative Technical Fouls

A.R. 10-22. Team A and Team B are playing each other in a tournament hosted by Team D. Team C will play Team D immediately after A's and B's game. There is no continuous division line or center circle on the playing court.

RULING: Neither Team A nor Team B shall be assessed an administrative technical foul, but when Team D plays Team C, Team D, when the situation still exists, shall be assessed an administrative technical foul to begin the game since it is the home team. Only the home team is responsible for having a center circle and division line on its home playing court. Team C will shoot one free throw, and the game shall start with a jump ball.

(Rules 10-12.1.a and 8-6.7)

A.R. 10-23. (1) Team A, which has an on-campus facility, also plays games in an off-site arena not directly under its control or (2) Conference B conducts its postseason tournament at a non-collegiate facility. When the backboard LED and/or lights on the shot clocks activate in a manner not consistent with NCAA playing rules, shall (1) Team A or (2) the designated home team be assessed an administrative technical foul?

RULING: No. When an institution or a conference hosts a game(s) in a non-collegiate facility, such as a professional facility, the "home" team shall not be penalized when the backboard and/or shot-clock lights do not function per NCAA playing rules.

(Rules 1-18.4, 1-19.4, and 10-12.2.a.2)

A.R. 10-24. The officials notice (1) before the start of the game or (2) after the game has started, that the shot clock or the red/LED lights on one or both backboards do not function.

RULING: In (1), the home team shall be assessed an administrative technical foul. Any member of the offended team is awarded one free throw, and the game will resume with a jump ball. In (2), there is no penalty when game equipment, which worked at the start of the game, fails during the course of the game. It is the referee's responsibility, under Rule 2-5.1, to check all game equipment prior to the start of the game.

(Rules 10-12.2.a.2 and 2-5.1)

A.R. 10-25. The official is notified that Team A has:

- (1) Failed to submit its starting line up prior to 10 minutes remaining before the start of the game.
- (2) With five minutes remaining in the first quarter, added a name to the team member list, changed a team member's number, or made any change to the scorebook that was not necessitated by obvious injury, illness, blood on the uniform, a replacement of a designated starter to shoot a technical foul free throw, or to correct a scoring or bookkeeping mistake.

RULING: (1) Team A shall be assessed one administrative technical foul and is permitted to submit its starting lineup.

(2) Team A shall be assessed one administrative technical foul for this change(s). However, when Team A has been assessed an administrative technical foul for the same infraction at any point prior to this violation, they shall not be assessed another administrative technical foul. Team A is permitted to make the change.

This administrative technical foul shall not count toward the team-foul total. After the free throws for the administrative technical foul, play shall be resumed at the point of interruption.

(Rules 10-12.2.b and 10-12.2 Penalty)

A.R. 10-26. At the 8-minute mark on the game clock that is counting down the time before the start of the game, Team A supplies the names and numbers of its team members and its designated starters. With one minute remaining on the game clock that is counting down the time before the start of the game, Team A decides to add a name to the team list.

RULING: Team A has violated two rules. Team A failed to supply the names and numbers of team members and the designated starters by the 10-minute mark before the start of the game. The penalty for not complying with this rule is a maximum of one administrative technical foul. When Team A then made a change to the scorebook after the 10-minute mark was reached on the game clock before the start of the game, Team A violated a different rule. The penalty for violating this rule is a maximum of one administrative technical foul regardless of the number of infractions. Each rule bears its own penalty. In this play, Team A shall incur two administrative technical fouls before the start of the game. Team B shall be awarded four free throws and play shall be resumed with the jump ball. Should Team A make any other changes to the scorebook after they are assessed the one administrative technical foul for violating 10-12.2.b.2, they shall not incur another penalty.

(Rules 10-12.2.b, 3-4.1 and 3-4.2)

A.R. 10-27. Both Team A and Team B fail to supply the scorers with the names and numbers of team members and the designated starters before the 10-minute mark is reached on the game clock counting down the time before the start of the game.

RULING: An administrative technical foul shall be assessed to both Team A and Team B. These technical fouls are fouls of equal gravity and offset. No free throws are awarded and play shall resume with the jump ball.

(Rule 10-12.2.b)

A.R. 10-28. Who is responsible for behavior of spectators?

RULING: The home management or game committee is responsible for the behavior of spectators. The officials may rule an administrative technical foul on either team when its supporters act in such a way as

to interfere with the proper conduct of the game. Such technical fouls do not count as team fouls.

(Rule 10-12.2.h)

A.R. 10-29. Team B is the visiting team. Just before free-thrower B1 releases the ball, they are hit by a coin thrown by a spectator.

RULING: When an official has knowledge as to which team's follower(s) committed the act, the official shall assess an administrative technical foul against that team.

(Rule 10-12.2.h.1 Penalty and Note 1)

A.R. 10-30. Team B leads, 67-66. A1's two-point try for goal is successful, but there is no indication that time has expired. Assuming that the successful try is a game-ending and winning goal:

- (1) Bench personnel from Team A; or
- (2) Fans from Team A go onto the playing court to celebrate.

RULING: When the celebration causes a delay by preventing the ball from being promptly made live or prevents continuous play:

(1) One bench technical foul shall be assessed to the offending team and counts toward the team-foul total. This technical foul is also charged indirectly to the head coach and counts toward the coach's ejection. Any Team B member shall attempt two free throws and play shall resume with a throw-in by Team B at a designated spot at the division line opposite the scorers' table.

(2) An administrative technical foul shall be assessed to the offending team. This administrative technical foul does not count towards the team-foul total. Any Team B member shall attempt the two free throws and play shall resume at the point of interruption.

When the celebration does not delay or interfere with play, the celebration shall be ignored.

(Rules 10-12.2.h.4 and Penalty and 10-12.5.g and Penalty)

Team Technical Fouls

A.R. 10-31. Following a team warning for faking, defender A1 fakes being fouled during B1's drive to the basket and immediate scoring opportunity. What procedure shall the officials follow to penalize the fake?

RULING: The officials shall give the faking signal when the fake is observed, but shall permit Team B to complete their scoring opportunity. This may include a missed try by B1 and subsequent offensive rebounds by Team B. Officials shall withhold the whistle to assess the faking technical foul until all further immediate scoring opportunities have ceased for Team B or until the ball is tapped or passed away from the basket.

(Rule 10-12.3.a.5)

A.R. 10-32. Following a team warning for faking, defender A1 fakes being fouled during B1's drive to the basket and falls to the court. The official gives

the faking signal. B1 then trips over A1, and the official rules a blocking foul on A1. How shall this situation be adjudicated?

RULING: The officials will penalize both the blocking foul by A1 and the faking technical foul by A1. With no players in marked lane spaces, B1 shall be awarded two free throws for the blocking foul followed by awarding any Team B member two free throws for the team technical foul for faking. Play shall resume with a throw-in to Team B at the designated spot at the division line opposite the scorers' table. Both fouls count toward Team A's foul count, but only the blocking foul counts toward A1's five fouls for disqualification.

(Rules 10-12.3.a.5, 8-6.5, 8-6.1.c, and 7-4.11.a)

A.R. 10-33. Team A has six players on the playing court when the ball becomes live with five seconds remaining in the game and the score tied. A1's successful field goal attempt is in the air when the time expires ending the game. Immediately after the expiration of time and before the officials have left the playing court, one of the officials observes that Team A had six players on the court when the basket was scored. What is the correct ruling?

RULING: The field goal shall count because A6 became a player when the ball became live. However, the game has not ended since the officials have not left the visual confines of the playing area and still have jurisdiction. The officials shall award Team B two free throws for the team technical foul. The game shall continue with an overtime when both free throws are successful. If overtime is required, it shall begin with a designated-spot throw-in by Team B at the division line opposite the scorers' table. The alternating-possession arrow shall be set towards Team A's basket when the ball is placed at the disposal of Team B for the throw-in. The team technical foul shall count towards Team B's team-foul count.

The penalty for Rule 10-12.3.a.6 applies only when the sixth player participates when the ball is live. There is no time limit within which the officials must recognize and penalize this infraction. However, the officials must see the violation occur or have personal knowledge that it did occur in order to penalize this infraction. Replay may not be used to obtain such knowledge.

(Rules 10-12.3.a.6, 2-4.3, 11-5.1, 3-6.1.c, and 5-7.6)

A.R. 10-34. After two free throws are attempted by Team A and during the first dead ball after the game clock was properly started after the unsuccessful last free throw, the coach of Team B requests an appeal stating that Team A was not in the bonus and should not have shot two free throws. The official finds that Team A was indeed in the bonus and charges Team B with a timeout. Team B does not have any timeouts left.

RULING: Team B shall be charged with a team technical foul for requesting and being granted an excessive timeout. Team A is awarded two free throws with the lane cleared and awarded the ball for a designated-spot throw-in at the division line opposite the scorers' table. This team technical foul counts towards Team B's team-foul count.

(Rules 10-12.3.a.7, 7-4.8, and 5-14.1.d)

Player/Substitute Technical Fouls

A.R. 10-35. A1 is dribbling toward the basket and contact is made by B1 immediately before the start of the act of dunking. A1 continues the attempt to dunk.

RULING: When the official sounds the whistle and rules a foul on either A1 or B1, the basket shall not count. A1 shall not be assessed a technical foul for dunking a dead ball, as long as the official believes there was reasonable doubt that A1 heard the whistle or that they could not react quickly enough to stop the dunk.

(Rule 10-12.4.b)

A.R. 10-36. A1 is in the act of dunking, and a foul is ruled on B2 off the ball.

RULING: When A1 has started their throwing motion, the goal, when successful, shall count. No player/substitute technical foul shall be assessed to A1 for dunking. When the foul off the ball is committed before A1 starts their throwing motion, the official still shall not rule a player/substitute technical foul on A1 for dunking a dead ball when there is reasonable doubt that A1 heard the whistle. In this case, the official shall not count the basket and shall penalize for the foul that was committed off the ball.

(Rules 10-12.4.b, 5-1.5, .6, .10 and .12 and 6-5.1.f)

A.R. 10-37. A1 dunks and in so doing grasps the ring with a free hand when it was not necessary to prevent injury and then dunks with the other hand:

- (1) Before the ball leaves their other hand on a dunk attempt; or
- (2) After the ball clears the net on a successful dunk.

RULING: (1) A1 shall be assessed with two player/substitute technical fouls, one for grasping the ring unnecessarily and the other for dunking a dead ball. No goal shall be scored.

(2) The goal shall not count and A1 shall be assessed a player/substitute technical foul for emphatically grasping the ring.

(Rules 10-12.4.b, .c and .d)

A.R. 10-38. A player steps out of bounds to avoid contact.

RULING: This shall not be ruled a player/substitute technical foul unless the player leaves the playing court to deceive or gain a more advantageous position in some way. When the player is a dribbler, the ball shall be ruled out of bounds. When the player returns to the playing court and is the first to touch the ball, a violation has occurred since they left the playing court of their own volition.

(Rules 10-12.4.h and 9-3.1)

A.R. 10-39. After a field goal by B1 with two minutes left to play:

- (1) B2 reaches through the end-line plane and slaps the ball from the hands of thrower-in A1, or touches the ball as it is passed between teammates who are both out of bounds along the end line after the score, or touches the released throw-in before it crosses the boundary-line plane; or

- (2) After a warning, B2 prevents the ball from being promptly put in play by slapping the loose ball away.

RULING: In (1), a player/substitute technical foul shall be charged to B2. This act shall also necessitate a warning to Team B if one has not been previously issued for reaching through the boundary plane. In (2) a team technical foul shall be charged to Team B since Team B has already been warned for this type of delay.

When thrower-in A1 extends the ball through the end-line plane into the playing court and B2 slaps the ball from the hands of A1 without breaking the plane of the inside edge of the end line, B2 has not committed a violation because the ball is in play once it crosses the end line.

(Rules 10-12.4.g and 10-12.3.a.4)

Bench Technical Fouls

A.R. 10-40. A1 is assessed a technical foul for committing misconduct:

- (1) Before the start of the game in which they were listed as a starter; or
- (2) After the first quarter clearly ended in which they were a player.

RULING: (1) and (2) A1 shall be assessed a bench technical foul since they were, by definition, a member of bench personnel and not yet a player. As a result, A1's technical foul shall count toward their disqualification and ejection, and toward the team-foul total in the quarter which was to be played. Also, A1's technical foul shall be indirectly charged to the head coach. Two free throws shall be awarded to any player from Team B and play shall be resumed with (1) a jump ball or (2) a throw-in by Team B at the division line opposite the scorers' table.

(Rules 10-12.5.a and Penalty, 4-5 and 3-1)

A.R. 10-41. The official is advancing up the playing court to cover the play and as the official passes Team A's bench with their back to it, someone on that bench uses profanity. The official is certain from which bench the profanity came, but not from which party.

RULING: When the official cannot, with assurance, determine the violator, the official shall assess a bench technical to the bench and an indirect technical foul to the head coach. The official alone shall decide to whom a technical foul shall be charged. It is not the prerogative of the coach or other bench personnel to come forward as the party guilty of misconduct.

(Rule 10-12.5.a.3 and Penalty)

A.R. 10-42. A1 is driving toward the basket when an official, while trailing the play, is sworn at by the coach of Team B.

RULING: The official shall withhold the whistle until A1 has either made or missed the layup. The official then shall sound the whistle and directly assess the offending coach a bench technical foul or a flagrant 2 foul.

Note: Other situations may occur when the defense commits misconduct or a different technical foul infraction, that if immediately penalized, would disadvantage the offense's imminent scoring opportunity. These situations shall be adjudicated in a manner similar to this ruling.

(Rules 10-12.5.a.3 and Penalty and 10-14)

A.R. 10-43. An official notices that the head coach of Team A is using electronic transmission (e.g., headsets, cellular telephones, modular telephones, computers, tablets) to communicate with someone in the stands. This is discovered:

- (1) Before the start of the game; or
- (2) During the game.

RULING: (1) The official should ask the coach to discontinue using the electronic transmission to communicate.

(2) A bench technical foul shall be assessed directly to the head coach and the head coach shall be instructed to discontinue use of the equipment.

There shall be no use of electronic equipment for communication purposes to and from the bench area. However, when not used for communication purposes, laptop computers or tablets are permitted to be used on the bench. When an official is certain that the computer or tablet is being used to communicate to and from the bench area, a technical foul shall be charged to the offender and indirectly charged to the head coach when the head coach is not the offender.

(Rule 10-12.5.b and Penalty)

A.R. 10-44. A1 attempts to enter the game wearing a device which the team's medical staff certifies is worn for medical decision making. The device is worn under the jersey and electronically transmits data to the bench. The referee determines that the device is not dangerous to other players. Is the referee correct to permit the player to wear a device which electronically transmits medical data to the bench?

RULING: Yes. At the urging of professionals responsible for the training, health, and safety of players, electronic equipment (including wearable technology used to monitor data which can be used for medical decision making) is permissible in the bench area. However, this ruling DOES NOT permit the information obtained from this equipment to be used for "coaching purposes". It is NOT permissible for the medical staff to share data collected with the coaching staff while in the bench area for any purpose other than the health and safety of the player. In addition, as with any other type of equipment worn by players, Rules 1-25 and 2-5 require the referee to approve the equipment.

(Rules 10-12.5.b, 1-25 and 2-5)

A.R. 10-45. A team has co-head coaches.

RULING: Before the start of the game, the team shall designate who the coach with "standing" privileges shall be. Both coaches shall be directly assessed all bench technical fouls they each earn.

(Rules 10-12.5.d.1 and 10-12.5 Penalty)

A.R. 10-46. The head coach of Team A is standing within the coaching box. Two assistant coaches and 10 team members are also standing in the bench area while the game clock is running and the ball is live.

RULING: This is permitted only when bench personnel rise from the bench to spontaneously react to an outstanding play then immediately sit down on the bench. When only one person is illegally standing, the official shall assess the individual illegally standing with a bench technical foul, which is also charged to the head coach as an indirect technical foul. When more than one person is standing, the official shall assess one bench technical foul, which shall also be charged as an indirect technical foul to the head coach.

(Rule 10-12.5.d and Penalty)

A.R. 10-47. Team A is inbounding the ball along the sideline in their backcourt. Team B's head coach, who is located completely outside the coaching box, is waving their arms at some of their defensive players, trying to change their matchups or positions on the court. A1 attempts to inbound the ball to A2. While the ball is in flight, the head coach inadvertently makes contact with the ball and it goes out of bounds.

RULING: When the head coach is completely out of the coaching box and is hit with the throw-in pass, the coach shall be assessed a bench technical foul for being out of the coaching box. When the head coach is within the coaching box, unless the interference was intentional, the throw-in shall be re-administered. When the interference is intentional, the head coach shall be assessed a bench technical foul. In a similar situation during live play on the playing court, when A1's pass is unintentionally interfered with by Team B's head coach's arm, which is over the playing court, the ball shall be ruled dead and Team A awarded the ball for a designated-spot throw-in where the illegal touching occurred. When this interference is intentional, Team B's head coach shall be assessed a bench technical foul.

(Rule 10-12.5.d.1)

A.R. 10-48. Team A's head coach is assessed a bench technical foul for an infraction while located inside the coaching box. Later in the game, the head coach is clearly and completely outside the coaching box coaching their team.

RULING: Team A's head coach will be issued a warning for being out of the coaching box. The next time they are clearly and completely outside the coaching box, a bench technical foul shall be issued.

(Rule 10-12.5.d.1 and Appendix II, Section 1)

A.R. 10-49. Team A's head coach is assessed a bench technical foul for an infraction while located outside the coaching box. Later in the game, the head coach is clearly and completely outside the coaching box coaching their team.

RULING: Team A's head coach will be issued a warning for being out of the coaching box. The next time they are clearly and completely outside the coaching box, a bench technical foul shall be issued.

(Rule 10-12.5.d.1 and Appendix II, Section 1)

A.R. 10-50. A4 is disqualified after receiving their fifth foul. The coach of Team A does not have a substitute ready to enter the game after the required 15 seconds.

RULING: The official shall assess a bench technical foul directly to Team A's head coach. This direct technical foul shall be one of the two direct technical fouls that the head coach can accrue before being ejected and shall count toward the team-foul count. Team A's substitute shall enter the game. Team B shall shoot two free throws and will be awarded the ball for a throw-in at the division line opposite the scorers' table.

(Rules 10-12.5.e, 10-12.5 Penalty and 4-23.1.f)

Flagrant 1 Fouls

A.R. 10-51. After a field goal by B1, Team A leads Team B, 61-60. A1 has the ball for a throw-in with four seconds remaining in the game. While A1 is holding the ball, B2 crosses the boundary-line plane and contacts A1.

RULING: A flagrant 1 foul shall be charged to B2. In addition to the flagrant 1 foul, this infraction shall require a delay-of-game warning to Team B for crossing the boundary-line plane.

(Rules 10-13.1.d and 4-10.1.g)

A.R. 10-52. A1 drives to the basket with B1 in pursuit. As A1 begins the act of shooting, B1 gets a hand on the ball from behind and the subsequent contact takes A1 forcefully to the floor and out of bounds.

RULING: A flagrant 1 foul shall be charged when the contact is judged to be excessive, even though the opponent is playing the ball.

(Rule 10-13.1.e and Appendix II, Section 4.b Note)

A.R. 10-53. Team A leads by three points with four seconds remaining in the fourth quarter. Team A is to make a throw-in from a spot out of bounds on the end line. Players begin jockeying for positions just after the official has handed the ball to A1. B1, while trying to deny a pass from A1 to A2:

- (1) Grabs A2's jersey; or
- (2) Pushes A2 from behind.

RULING: In (1) and (2), B1 has committed a flagrant 1 foul. In (1), B1's foul is designed to prevent the game clock from starting; while in (2), B1's foul is designed to negate A2's obvious advantageous position.

(Rules 10-13.1.b and .c)

A.R. 10-54. Late in the fourth quarter, Team B is trailing by six points. Team B's head coach begins to yell to their players to "foul, foul, foul!" B1 responds by:

- (1) Grabbing A1 from behind; or
- (2) Reaching for the ball but illegally contacting A1 on the arm.

RULING: In (1), a flagrant 1 foul is to be ruled. In (2), a personal foul shall be ruled as B1 was making a legitimate attempt to directly play the ball.

COMMENT: Fouling near the end of a game is an acceptable coaching and playing strategy. Officials must determine if a foul was a **flagrant 1** by judging the fouling act itself, not whether the coach instructed a player to perform the act.

(Rule 10-13.1.a)

A.R. 10-55. Late in any quarter or overtime and with a low team-foul count, Team A decides to commit Rule 10-10.5 fouls, either to disrupt Team B's offensive flow or to get the ball back. A1 fouls ball handler/dribbler B1 by:

- (1) Contacting B1 with a stayed hand, an armbar, or with two hands at the same time;
- (2) Contacting B1 with two hands that continues into a push that is excessive, hard and/or unnecessary; or
- (3) Contacting B1, who is in an obviously advantageous position, such as dribbling toward an undefended basket, with two hands.

RULING: In (1), this is a **personal foul**. In (2) and (3), the officials shall rule A1 committed a **flagrant 1 foul**.

COMMENT: Fouling near the end of any quarter or overtime is an acceptable coaching and playing strategy. When a Rule 10-10.5 foul is used to strategically or tactically foul, provided the only **flagrant 1-foul** infraction is that the foul is not a legitimate attempt to make a direct play on the ball, it shall be ruled a **personal foul**. However, when a Rule 10-10.5 foul negates the opponent's obvious advantageous position or is excessive, hard, and/or unnecessary, it shall be ruled a **flagrant 1 foul**.

(Rules 10-13 and 10-10.5)

A.R. 10-56. A1 is dribbling in the frontcourt. A3 and B4 are in the lane.

- (1) A3 throws B4 to the floor;
- (2) B4 throws A3 to the floor.

RULING: In both (1) and (2), it is a **flagrant 1 foul due to excessive contact**.

(Rule 10-13.1.e)

A.R. 10-57. Near midcourt, B1 deflects the ball away from dribbler A1. Immediately, while the ball is bouncing away, A1 makes contact on B1 with their elbow to prevent B1 from going after the loose ball.

RULING: The official shall rule a **flagrant 1 foul on A1, as they are not making a legitimate attempt to directly play the ball**.

(Rule 10-13.1.a)

A.R. 10-58. B1 is chasing down A1 on a fast break with no opponent between A1 and the basket. A1 purposely slows down to draw contact from behind, and B1 fails to slow down and contacts A1 from behind.

RULING: This is a **personal foul**, not a **flagrant 1 foul**, on B1, as B1 did not commit the foul to negate A1's obviously advantageous position.

(Rule 10-13.1.b)

Flagrant 2 Fouls

A.R. 10–59. A1, who has been disqualified, reports to the official scorer and is beckoned onto the playing court. A1's illegal entry is not discovered until they have participated and scored.

RULING: Flagrant 2 foul. A1 shall be ejected and must report to their team's locker room. The goal made by A1 shall count. The offended team shall be awarded two free throws and the ball for a throw-in at a designated spot at the division line opposite the scorers' table.

(Rule 10-14.1.a.2 and Penalty and Ejection)

A.R. 10–60. Who is permitted to leave the bench when a fight has or may break out?

RULING: The head coach and any number of assistant coaches may leave the bench when a fight has or may break out. This also covers any nonplaying bench personnel, excluding injured players who are in the bench area. The intent of the rule is to permit as many nonplaying bench personnel (nonstudent adults) as are necessary to prevent the situation from escalating. Any individual who is permitted to leave the bench area and is not acting in the role of a peacekeeper shall be assessed a flagrant 2 foul and ejected. Any individual ejected from the contest must report to their team's locker room.

(Rule 10-14.1.b.1)

A.R. 10–61. A6 and B6 leave the bench because a fight has broken out. A6 and B6 do not participate in the fight.

RULING: A6 and B6 shall be ejected. Only one flagrant 2 foul shall be assessed to each team regardless of the number of bench personnel who enter the playing court but do not fight. No free throws shall be awarded since the fouls are of equal gravity and offset. Each head coach is charged with an indirect technical foul, and each team receives an additional foul toward the team-foul total. The offenders are ejected, but are not subject to suspension. A6 and B6 must report to their respective team's locker rooms.

(Rule 10-14.1.b.1 Penalty)

A.R. 10–62. A6, A7, A8, A9, A10, B6, and B7 leave the bench because a fight has broken out on the playing court between A1 and B1. A6, A7, A8, A9, A10, B6 and B7 participate in the fight.

RULING: A6, A7, A8, A9, A10, B6, and B7 shall be ejected immediately for leaving the bench, entering the playing court and participating in the fight. Flagrant 2 fouls shall be assessed to A6, A7, A8, A9, A10, B6 and B7 for leaving the bench to participate in a fight. A6's, A7's, B6's and B7's flagrant 2 fouls are fouls of equal gravity and offset; no free throws shall be awarded. Any player from Team B shall attempt the six free throws resulting from A8's, A9's, and A10's flagrant 2 fouls and play shall be resumed by awarding the ball to Team B at a designated spot at the division line opposite the scorers' table. The flagrant 2 fouls assessed to A6, A7, A8, A9, and A10 shall be charged as indirect technical fouls to the head coach

because these individuals are bench personnel. Since three indirect technical fouls have been assessed to the head coach from Team A, Team A's head coach shall be ejected. The flagrant 2 fouls assessed to B6 and B7 shall also be charged as indirect technical fouls to the head coach of Team B but do not lead to ejection since, in this case, three indirect technical fouls are required for ejection. A1 and B1 shall be assessed flagrant 2 fouls for fighting and shall be ejected. Since A1's and B1's flagrant 2 fouls are fouls of equal gravity and offset, no free throws shall be attempted by either team. A1, A6, A7, A8, A9, A10, B1, B6, and B7 shall be subject to the suspension penalty for fighting. All ejected individuals must report to their respective team's locker rooms.

(Rules 10-14.1.b.1 and .2, 10-14 Penalty, 8-3.3, 7-4.12.f and Appendix I)

A.R. 10-63. After a traveling violation by A2, A1 is involved in a fight. B6 leaves the bench and enters the court, but does not participate in the fight.

RULING: A1 shall be charged with a flagrant 2 foul, ejected, and subject to the fighting penalty and suspension. B6 shall be charged with a flagrant 2 foul and ejected for leaving the confines of the bench area and entering the playing court. The head coach from Team B shall be charged with an indirect technical foul for their player leaving the bench. When bench personnel, other than the head coach, are assessed a technical or flagrant 2 foul, a bench technical foul is indirectly charged to the head coach. B6 is ejected, but not subject to suspension. A1 and B6 must report to their respective team's locker rooms. The flagrant 2 fouls committed by A1 and B6 have penalties of equal gravity (two free throws plus an awarded throw-in to the offended team). Fouls of equal gravity, when they occur during the same stopped-clock period, are charged and cancelled in the order in which they occur. Play shall resume at the point of interruption, which is a throw-in to Team B at the designated spot nearest to where A2's violation occurred.

(Rules 10-14.b.1 and .2 and Penalty, 7-4.12.g, 4-24.1.e and Appendix I)

A.R. 10-64. A spectator engages in misconduct. A1, who is:

- (1) A player on the court; or
- (2) Bench personnel, leaves their location and physically contacts and/or directs inappropriate comments at the spectator.

RULING: In (1) and (2), player A1 is assessed a flagrant 2 foul and ejected. A1 must report to their team's locker room. Any Team B member may shoot two free throws with no players in marked lane spaces. Following the free throws, Team B is awarded the ball for a throw-in at a designated spot at the division line opposite the scorers' table. The intent is that neither players nor bench personnel leave the playing court or bench area and enter the stands in any potentially volatile situation.

(Rules 10-14.1.a.3 and 10-14.1.b.1)

A.R. 10–65. Substitute A6 is at the scorers' table waiting for the next substitution opportunity. Following an out-of-bounds violation, a fight breaks out on the playing court between A1 and B1. A6:

- (1) Enters the playing court and does not participate in the fight; or
- (2) Enters the playing court and participates in the fight.

RULING: In both (1) and (2), A6 is assessed a flagrant 2 foul and ejected. A6's flagrant 2 foul counts towards the team-foul total. A1 and B1 are assessed flagrant 2 fouls for fighting and are ejected from the game. A1 and B1's fouls are of equal gravity; no free throws are awarded. A1 and B1 are also subject to suspensions for fighting. Any member of Team B is awarded two free throws for A6's flagrant 2 foul, followed by a throw-in by Team B at a designated spot at the division line opposite the scorers' table. All ejected individuals must report to their respective team's locker rooms. In (2), A6 is subject to suspension for fighting.

(Rules 10-14.1.b.1, 10-15.8, .10, .11, and Appendix I)

RULE 11

REPLAY

Games with Replay/Television Equipment

A.R. 11-1. The officials determine that a replay review is necessary. Where shall the head coaches and players be located during the review?

RULING: The head coaches shall be within their respective bench areas between the end line and the 28-foot line. The part of the coaching box which extends from the 28-foot line up to the 38-foot line is not a part of the bench area and the head coach may not stand in this area during a replay review. Players shall not be beyond the 28-foot line at their respective bench.

(Rules 11-1 and 10-12.5.d.4)

A.R. 11-2. Team B's coach appeals to an official for a correctable error because they believe a goal was erroneously counted. A school representative is sitting in the bleachers with a camcorder, tablet, or smartphone. May the official consult the video-recording equipment?

RULING: No. A camcorder, tablet, or smartphone that is not at a courtside table is not an official replay system; however, if the camcorder, tablet, or smartphone and all necessary equipment were on an official courtside table located within 12 feet of the playing court, the camcorder, tablet, or smartphone could be consulted.

(Rule 11-1.1)

A.R. 11-3. Team B's coach appeals to an official for a correctable error because they believe a goal was erroneously counted. A team manager is filming the team video from an elevated position. The official requests that the manager bring the tape to the scorers' table so that the official can play it in the videocassette player and television or monitor that are on the scorers' table. Is this legal?

RULING: No. The entire unit, including the tape, must be at a courtside table. When the tape has been filmed from the courtside table and the videocassette player and television or monitor were on that table, it would have been legal to consult the tape.

(Rule 11-1.1)

A.R. 11-4. Prior to the start of the game, the officials are informed by game management that the game will be broadcast over the internet. On a courtside table located within 12 feet of the playing court is a computer or tablet which officials may use to view replays. Is this permitted?

RULING: Yes. A "streamed" game, by which the game is broadcast over the internet, is no different than a game broadcast over traditional

television. The computer or tablet at the courtside table acts in the same manner as a television monitor or replay system.

(Rule 11-1.1)

A.R. 11-5. Near the end of the fourth quarter, A1 is fouled in the act of shooting and then after the foul, A1 releases the ball for a try for goal. A1's try is:

- (1) Successful; or
- (2) Unsuccessful.

RULING: When a foul and a try for goal sequentially occur at the expiration of time, the official shall use replay to determine whether the foul and the try occurred before the reading of zeroes on the game clock.

(1) When it is determined that the foul occurred before the reading of zeroes on the game clock, but the try was not released before the reading of zeroes, the foul shall be penalized. With the use of replay, the official shall be permitted to put the exact time on the game clock as to when the foul occurred. When the officials determine that time should be put back on the game clock, the game has not ended and the goal shall count. When the time of the foul cannot be determined, the official shall be permitted to put the exact time back on the game clock when it can be determined as to when the ball passed through the net. When it is determined with the use of replay that both the foul and the try occurred before the reading of zeroes on the game clock, the foul shall be penalized and the goal shall count.

(2) Since the try was unsuccessful, the official shall use replay to determine whether the foul occurred before the reading of zeroes on the game clock. When it is determined that the foul occurred before the reading of zeroes, the foul shall be penalized. When it can be determined, the officials shall be permitted to put back on the game clock the exact time as to when the foul occurred.

(Rules 11-2.1.a.1 and .3)

A.R. 11-6. Near the end of the first quarter, A1's try for goal is entirely out of A1's hands before time expired in the quarter. A1's try was released (1) near a boundary line or (2) at the top of the three-point line in the middle of the playing court. The try is successful, and there was no time remaining on the game clock when the ball completely passed through the basket. Are the officials required to use replay?

RULING: In (1), because the try for goal was released near a boundary line, the officials shall use replay to determine whether the last foot of the shooter was out of bounds before the try was released. When replay clearly and conclusively shows the shooter's last foot was out of bounds, the goal shall be canceled, the game clock set to the time of the out-of-bounds violation, and the officials shall award Team B a designated-spot throw-in at the location A1 was out of bounds. In (2), when the try for goal was clearly released before the expiration of time, there is no mandatory replay review to determine whether the try was released before time expired. The original intent of the

mandatory review for a last-second try for goal was to determine whether the ball was completely out of a shooter's hands due to the speed at which officials see the play with the naked eye.

Note: Officials may use replay for a potential timing mistake in starting the game clock, a malfunction of the game clock (keeping in mind the timeframe to correct the mistake or malfunction), or in stopping the game clock at the end of the fourth quarter or overtime. It is possible that correcting a timing mistake or a malfunction could create a "last-second shot" scenario; officials will then review for the release of the try and, potentially, the shooter's last foot.

(Rule 11-2.1.a.1 and 11-2.1.a.1.a)

A.R. 11-7. Following a team warning for faking being fouled, A1 fakes being fouled near the expiration of time in the first quarter.

RULING: Officials shall use replay to determine whether there is still time remaining in the first quarter.

(a) When the faking action occurs with time remaining in the quarter, the correct time shall be placed on the game clock. Team B will be awarded two free throws followed by an awarded throw-in at a designated spot at the division line opposite the scorers' table.

(b) When the faking action occurs after the reading of zeroes on the game clock, the quarter has ended, and the second quarter will begin by awarding Team B two free throws and the ball for a throw-in at a designated spot at the division line opposite the scorers' table. This throw-in is not an alternating-possession throw-in, and the possession arrow shall remain unchanged. This team technical foul is Team A's first team foul in the second quarter.

(Rule 11-2.1.a.1)

A.R. 11-8. Near the expiration of time in the third quarter and after Team A has already been issued a team warning for faking being fouled, shooter A1 fakes being fouled after releasing the ball on a try for goal. Time expires after the release of the try, which is unsuccessful. Officials use replay and determine that:

- (1) A1's faking action occurred before the reading of zeroes on the game clock.
- (2) A1's faking action occurred after time expired but before the try ended.
- (3) A1's faking action occurred after time expired and after the try ended.

RULING: In (1), when the faking action occurs with time remaining in the quarter, the correct time shall be placed on the game clock. Team B will be awarded two free throws followed by an awarded throw-in at a designated spot at the division line opposite the scorers' table. In (2), although time expired before the faking action, the quarter does not end until the try for goal ends (Rule 5-7.3.c). Team B is awarded two free throws for the team technical foul, but the throw-in to begin the next quarter will be an alternating-possession throw-in because no penalty or part of a penalty shall carry over from one quarter or overtime to another (Rule 5-7.4). In (3), when the faking action occurs after the reading of zeroes on the game clock and after the try ended, the quarter has ended, and the second quarter will begin

by awarding Team B two free throws and the ball for a throw-in at a designated spot at the division line opposite the scorers' table. This throw-in is not an alternating-possession throw-in, and the possession arrow shall remain unchanged. This team technical foul is Team A's first team foul in the fourth quarter.

(Rule 11-2.1.a.1)

A.R. 11-9. A1 releases a try for goal at the expiration of time for the game. The official observes a three-point field goal but inadvertently indicates the field goal to be a successful two-point goal. Before the official goes to replay to confirm the status of the play, the coach from Team A appeals to an official for a correctable error on the grounds that the goal was counted erroneously and three points should have been awarded.

RULING: When there is a reading of zeroes on the game clock and after making a ruling on the playing court, the officials are required to use replay to ascertain whether the try for field goal was released before or after the reading of zeroes. The officials may, but are not required, to use replay to determine whether a try for goal was a two- or three-point attempt unless the coach makes an appeal for a correctable error. In such a case, the officials are now required to investigate, which may include using replay, whether a correctable error occurred. When the coach's appeal is ruled to be incorrect, a full timeout shall be charged or a 30-second timeout when a full timeout is not available in games not involving the electronic-media timeout format. In games involving the electronic-media timeout format, either a full or 30-second timeout shall be charged to the coach's team. When that timeout exceeds the allotted number, a team technical foul shall be assessed to the offending team.

(Rules 11-3.1.e, 2-12.6, 11-4.1.e, and 11-2.1.a.1)

A.R. 11-10. Near the end of the fourth quarter, A1 releases a try for goal as the game clock reaches zero. The try is successful. The officials use replay to determine that the try for goal was released in time. While the officials determined that the try was released in time and A1's left foot was in contact with the sideline before releasing the try for goal:

- (1) The officials observed that there were still 0.5 seconds remaining in the quarter when the ball completely passed through the basket.
- (2) The officials observed that no time is remaining when the ball passed through the net.

RULING: In (1), when, through the use of replay, the officials determine that there is still time remaining in any quarter or overtime, officials are not permitted to penalize A1 for having been out of bounds. A1's goal shall count, and play will resume with a throw-in to Team B from any point outside the end line with 0.5 seconds on the game clock. In (2), when officials determine, using replay, that the try was released before the reading of zeroes on the game clock and there is no time remaining when the ball passes through the net, but the shooter's last foot was in contact with out of bounds, the officials will cancel the goal, place the time on the game clock when A1 stepped out

of bounds, and award a designated-spot throw-in to Team B from the out-of-bounds location.

(Rule 11-2.1.a.1)

A.R. 11-11. In a game using the electronic-media timeout format and with an available replay system, Team A's coach requests a timeout with 8:25 remaining in the:

- (1) First quarter; or
- (2) Fourth quarter, which creates the last electronic-media timeout of the quarter. With 8:02 remaining in the quarter, A2 scores a goal, which may or may not be a three-point goal. When may the officials use replay to review whether the goal is a two- or three-point goal?

RULING: In (1), whenever a team-requested timeout creates the 5-minute media timeout leaving no media timeouts in the first, second or third quarters, the officials shall conduct the replay review of a two- or three-point goal as soon as the quarter ends. The officials shall give the official scorer the "replay review" signal during the correctable-error timeframe in 2-12.3. In (2), whenever a team-requested timeout creates the 5-minute media timeout in the fourth quarter, leaving no media timeouts remaining in this quarter, the officials shall conduct a replay review of a two- or three-point goal immediately following the goal. In this case, the correctable-error timeframe in 2-12.3 is used.

(Rule 11-3.1.e)

A.R. 11-12. With 6:00 remaining to play in the first quarter of a game using the electronic-media timeout format, A1 scores a goal that is signaled as a three-point goal. Before the expiration of the correctable-error timeframe (second live ball following the made goal), Team B's coach requests a replay review because they believe it was a two-point goal.

RULING: When the coach of Team B requests a replay review as to whether or not the goal was properly counted as a three-point goal before the second live ball following the goal, the request will be honored as it was made within the correctable-error timeframe in Rule 2-12.3. The replay review will occur at the next electronic-media timeout. If the replay equipment fails to work, the officials will have until the ball becomes live following the timeout to review the made goal. If the equipment malfunction cannot be corrected before the ball becomes live at the end of the timeout, the ruling on the floor stands.

(Rules 11-3.1.e, 11-4.1.e, 2-12.1.e and 2-12.3)

A.R. 11-13. With no electronic-media timeouts remaining in the fourth quarter, A1 scores a goal that is signaled as a three-point goal. The officials stop play while the ball is still dead to use replay, but the replay equipment does not function.

RULING: When replay does not function properly, the officials have until the second live ball to review the play. If the replay malfunction is corrected before the second live ball, the officials may go back to review the play using the replay system.

(Rules 11-3.1.e, 2-12.1.e and 2-12.3)

A.R. 11-14. May officials use replay to determine whether a scoring, bookkeeping, or alternating-possession arrow mistake has occurred?

RULING: Yes. Officials may use replay of their own volition, or as part of a head coach's appeal, to address any of these situations, provided the timeframe for correction has not expired.

(Rule 11-3.1.f)

A.R. 11-15. With 7:28 remaining in the first quarter and the shot clock winding down, A1 releases a try near the three-point line as the shot-clock horn sounds. The ball enters the basket. How shall the officials conduct a replay review to determine whether the try was released prior to the expiration of the shot-clock period?

RULING: The official must signal the scorer before the ball becomes live that a review will be conducted to determine whether the goal shall count and must recognize the need to review the value of the goal within the timeframe of Rule 2-12.3. When the successful goal occurs before the first quarter electronic-media timeout, the review will occur at the media timeout. When it occurs after the quarter's electronic-media timeout, the review will occur during the first quarter intermission.

(Rules 11-3.1.e and .h and 2-12.3)

A.R. 11-16. Team A is awarded a throw-in with 25 seconds remaining in the fourth quarter and five seconds on the shot clock. A1's successful try for goal occurs near the expiration of the shot clock. The officials cannot hear the shot-clock horn over the crowd. Following a timeout, the officials decide that they will use replay to determine whether or not the try by A1 was released prior to the shot-clock horn.

RULING: When there is a question of whether or not the try was released in time, and the try was successful, the officials have until the ball becomes live to recognize the potential error and signal to the scorer that a replay review is required. When the try is unsuccessful, a review is not permissible.

(Rules 11-3.1.g, 2-12.1.e, 2-12.3, 2-12.5 and A.R. 2-40)

A.R. 11-17. A1 drives toward the basket and is fouled in the act of shooting by B1. The try is successful, but none of the officials have definitive knowledge that the ball entered the basket. May the officials use replay to determine whether the goal shall count?

RULING: The officials may use replay of their own volition, or as part of a head coach's appeal, to determine whether the ball entered the basket and passed through or remained within the basket (meaning the goal shall count). When the officials determine that the goal shall count, A1 is awarded one free throw.

(Rule 11-3.1.g)

A.R. 11-18. A1 drives toward the basket and is fouled by B1. The try is successful, but the officials do not count the goal. A1 is awarded two free throws. A1 misses the first free throw and makes the second free throw. While the ball

is still dead, Team A's head coach appeals to the officials that A1's goal should have counted.

RULING: The officials are permitted to use replay to determine whether the ball entered the basket and passed through or remained within the basket. When replay determines that the goal should have counted, and A1 should have only been awarded one free throw, the officials will count the field goal by A1 and cancel A1's second free throw. Play shall resume at the point of interruption, which is a designated-spot throw-in by Team B outside the end line near the basket, but not directly behind the backboard.

(Rules 11-3.1.g, 2-12.1.e, and 2-12.4 and .5)

A.R. 11-19. After the (1) second quarter's or (2) fourth quarter's electronic-media timeout and the shot clock nearing zero, A1 attempts a try for goal. The ball enters the basket. How shall the officials conduct a replay review to determine whether the try was released prior to the expiration of the shot-clock period?

RULING: In (1), before the ball becomes live following the goal, the officials shall signal the scorer that a replay review is required to determine whether the try was released before the expiration of the shot-clock period. This review will occur at the conclusion of the second quarter. When replay determines that the shot-clock violation occurred before the release of the try, the goal shall be canceled, and the game clock will not be reset to the time of the violation. In (2), because the fourth quarter electronic-media timeout has already occurred, the official shall sound their whistle immediately (before the ball becomes live) and use replay to review the play. When replay determines that the shot-clock violation occurred before the release of the try, the goal is canceled, and the game clock shall be reset to the time the violation occurred.

(Rule 11-3.1.h)

A.R. 11-20. After the (1) second quarter's or (2) fourth quarter's electronic-media timeout and the shot clock nearing zero, A1 attempts a try for goal. The official sounds their whistle for a violation after the try has been released and before the ball enters the basket. The try is successful. Can the officials conduct a replay review to determine whether the try was released prior to the expiration of the shot-clock period?

RULING: Yes, the officials are permitted to use replay to determine whether the successful try was released prior to the expiration of the shot-clock period.

In (1), before the ball becomes live following the goal, the officials shall signal the scorer that a replay review is required to determine whether the try was released before the expiration of the shot-clock period. This review will occur at the conclusion of the second quarter. When replay determines that the shot-clock violation occurred before the release of the try, the goal shall be canceled, and the game clock will not be reset to the time of the violation. In (2), because the fourth quarter electronic-media timeout has already occurred, the official

shall sound their whistle immediately (before the ball becomes live) and use replay to review the play. When replay determines that the shot-clock violation occurred before the release of the try, the goal is canceled, and the game clock shall be reset to the time the violation occurred.

(Rule 11-3.1.h)

A.R. 11-21. As the shot clock is nearing zero, A1 attempts a try for goal. The official sounds the whistle for the violation after the try has been released. The try is unsuccessful.

RULING: No review using replay is permitted when a try is unsuccessful. The ruling of a shot-clock violation stands. Team B will be awarded the ball for a throw-in at the out-of-bounds spot nearest to where the violation occurred.

Note: The officials may use replay to ensure that the game clock shows the time at which the official sounded the whistle for the violation.

(Rule 11-3.1.h)

A.R. 11-22. With 1:25 remaining in the fourth quarter and the shot clock near zero, A1 attempts a try for goal, which is unsuccessful.

- (1) A3 recovers; or
- (2) B2 recovers the rebound. The officials are uncertain whether or not a shot-clock violation occurred.

RULING: In (1) and (2), since the try was unsuccessful, there can be no review of Team A's previous potential violation.

(Rule 11-3.1.h)

A.R. 11-23. As the official rules a five-second closely guarded violation, the official sounds the whistle and gives the signal to stop the game clock. In the official's judgment, time elapsed after the signal to stop the clock.

RULING: The official is permitted to use replay to determine if a timer's mistake has been committed. When it is determined that time did elapse, the official is permitted to correct the time.

(Rule 11-3.1.i)

A.R. 11-24. A1's successful try for goal ties the score with two seconds remaining on the game clock. The timer fails to properly stop the game clock.

RULING: The official is permitted to use replay to obtain information of the timer's mistake when, in their judgment, time has elapsed. The mistake shall be corrected before the start of the intermission for the overtime.

(Rules 11-3.1.i Administration and 11-3.1.j)

A.R. 11-25. There are 32 seconds on the game clock and 30 seconds on the shot clock. Team A uses time before A1 releases the ball on a try for goal. After A1 releases the ball, the shot-clock horn sounds. The ball does not strike the ring or flange. The officials rule a shot-clock violation. At the same time as the official's whistle, the game clock sounds, signaling that the quarter or overtime has ended. Shall the official put two seconds back on the game clock?

RULING: No. The shot-clock horn sounded at the expiration of the shot-clock period; however, this does not stop play unless recognized by the official's whistle. The official's whistle for the shot-clock violation stopped play. The expiration of playing time was indicated by the timer's signal. This signal shall terminate player activity (Rule 2-10.14). The quarter or overtime ended with the violation. However, in games with a 10th-of-a-second game-clock display and an official replay system, when in the judgment of the official, time has elapsed from when they signaled for the clock to be stopped to when the game clock stopped, replay may be used to determine the correct time to be put back on the game clock. In games without an official replay system, the official is required to have definite information relative to the time involved to correct the time elapsed.

(Rules 11-3.1.i, 9-12.1, 2-10.14, 2-11.7, 5-11.1.c, 5-11.2.a and 6-5.1.d)

A.R. 11-26. Team A begins a throw-in with 20 seconds remaining in the game and two seconds remaining on the shot clock. The throw-in is completed and A2 releases a try for goal. The try is successful and the game clock erroneously continues to run. The officials recognize the timer's mistake and stop play. During this stoppage in play, the officials decide that they will use replay to correct the timer's mistake and to determine if the shot was released before the sounding of the shot-clock horn since the horn could not be heard above the crowd noise.

RULING: The officials are permitted to use replay to correct the timer's mistake. Officials are permitted to use replay to determine whether the shot clock failed to properly start, stop, set or reset, or that the shot clock malfunctioned at any time during the game. When it is determined that there was no timing mistake or malfunction with the shot clock, officials can use replay to determine if the shot was released before the sounding of the shot-clock horn, because they could not hear the horn.

(Rules 11-3.1.i, 11-2.1.a.2 and 11-1.3.c)

A.R. 11-27. Prior to 59.9 seconds remaining in any quarter or overtime, the game clock and shot clock do not start when the ball is legally touched following a throw-in. The officials, while reviewing the play on the replay system, use the timer's digital stopwatch or the stopwatch embedded in the replay system, when present, to determine how much time elapsed when the clock did not run. The officials determine that:

- (1) 3.2 seconds;
- (2) 3.5 seconds; or
- (3) 3.8 seconds should have elapsed on both clocks.

RULING: In (1), (2) and (3), the officials will adjust the game clock and shot clock by three seconds.

(Rules 11-3.1.i and 1-18.2)

A.R. 11-28. Team A is in control of the ball in its frontcourt with the game clock running. B1 intercepts a pass and advances the ball up the court. Behind

the play, A2 commits a flagrant 2 foul against B2. The officials fail to observe the act. B1 scores a field goal with:

- (1) 6:42 remaining in the fourth quarter; or
- (2) 35.6 seconds remaining in the fourth quarter.

Team A completes the throw-in after the goal. A1 is dribbling the ball when they are fouled by B1. Immediately after the dead ball caused by the foul, the official notices that B2 is bleeding and stops play. The officials decide to use replay to determine if a fight caused the bleeding. There is clear and conclusive video evidence that A2 committed a flagrant 2 foul. Are the officials within the timeframe to penalize A2's flagrant 2 foul?

RULING: In (1), the officials are permitted to penalize A2's flagrant 2 foul. Since the game clock was running when the flagrant 2 foul occurred and the first dead ball is a successful goal and the game clock continues to run, the officials have until the second live ball following the unobserved flagrant 2 foul to penalize the act.

In (2), the officials are permitted to penalize A2's flagrant 2 foul. Since the game clock was running when the flagrant 2 foul occurred, and the first dead ball was a successful goal and the game clock was stopped only due to the goal having being scored in the last 59.9 seconds of the game, the officials have until the second live ball to penalize the foul. However, if during the dead ball following B1's goal, there is a stoppage in play before the ball becomes live, such as but not limited to a foul, violation, or timeout, the officials will only have that dead-ball period to penalize the unobserved foul.

(Rule 11-3.1.m Administration 2.b)

A.R. 11-29. With 8:03 remaining in the first quarter, the official erroneously charges A5 with a foul that they did not commit because they were nowhere near the play. Play continues before Team A realizes that the foul was charged to the wrong person. With:

- (1) 4 minutes remaining in the quarter;
- (2) After the horn sounds to end the quarter; or
- (3) After the intermission but before the second quarter begins. Team A's coach asks the official to review the foul to ensure that the foul is correctly charged.

RULING: The officials must honor the head coach's appeal, but when an appeal is not made, officials have the ability to use replay of their own volition. When there is any question concerning whether the foul is charged correctly, it is preferred and strongly recommended that the foul be reviewed when it occurs and officials must bring any information to their partners as soon as there appears to be a question about to whom the foul was charged. In (1), (2) and (3) officials are permitted to review this foul to see to whom the foul is to be charged because the foul in question occurred in the same quarter in (1) and before the second quarter began in (2) and (3). When the review is conducted as the result of a head coach's appeal and no change is made to the fouler, a timeout is charged to the team.

(Rule 11-3.1.n)

A.R. 11–30. In a game with an official replay system, A1 attempts a try with 15 seconds remaining on the shot clock. The try did not contact the ring or flange and Team A regained control. However, the shot-clock operator reset the shot clock.

- (1) The official blows the whistle and confers with their partners, and they determine that the ball did not hit the ring and the shot clock was mistakenly reset. The officials have definite information relative to the time that was on the shot clock when it was reset. As a result, the officials decide not to use replay.
- (2) The official blows the whistle and confers with their partners and they are unable to determine whether the shot clock was improperly reset. The referee decides to use replay to determine whether a timing mistake occurred.

Are the officials required to use replay in these situations?

RULING: (1) No. The officials are not required to use replay since they agree that the ball did not hit the ring. Since the officials have definite information relative to the time that was on the shot clock before it was mistakenly reset, they shall instruct the shot-clock operator to place the correct time on the shot clock and play shall be resumed at the point of interruption.

(2) No. By rule, the officials are not required to use replay. However, since the officials are unable to determine if the shot clock was improperly reset, they are permitted to use replay to make this determination. When it is determined that the shot clock was mistakenly reset, they are permitted to put the correct time back on the shot clock. When it is determined that there has been no mistake in resetting the shot clock, there shall be no adjustment to the shot clock. In both cases, play shall be resumed at the point of interruption. (Rules 11-3.1.k and 5-12.4)

A.R. 11–31. Player A1 falls to the playing floor and is:

- (1) Bleeding; or
- (2) Doubled over in pain, holding their abdomen.

Is the official permitted to use replay to determine if the conditions were a result of a fight?

RULING: It is required for the official to use replay to determine if a fight occurred and who participated. In using replay, when the official ascertains that an opponent struck a player with the arms (elbows), hands, legs or feet, and if the official concludes that the act was combative and occurred within the prescribed timeframe, then they shall deem it a fight. Consequently, the player shall be assessed a flagrant 2 foul, ejected, sent to their team's locker room, and the fighting penalty invoked.

(Rules 11-3.1.m, 11-2.1.b and 10-15.2)

A.R. 11–32. The game clock is stopped because of a violation by Team A when A1 commits a contact flagrant 2 foul against B1 either:

- (1) Before the ball is placed at Team B2's disposal for a throw-in; or

- (2) After the ball is placed at Team B2's disposal for a throw-in.

The officials fail to observe the flagrant 2 foul. When B2 completed the throw-in to B3, the clock was properly started, then B3 committed a traveling violation. During the dead-ball period created by B3's traveling violation, an official notices that B1 is bleeding. The officials go to replay to determine if a contact flagrant 2 foul occurred.

RULING: The officials were correct in using replay to determine if a contact flagrant 2 foul occurred. This foul shall be penalized because the officials recognized the contact flagrant 2 foul during the first dead ball after the foul.

In (1) and (2), when it is determined that a contact flagrant 2 foul occurred, A1 shall be assessed a flagrant 2 foul, is ejected, and is sent to their team's locker room. The foul counts toward the team-foul total. Two free throws shall be awarded to any member of the offended team. Play shall resume by awarding the ball to Team B for a throw-in at a designated spot at the division line opposite the scorers' table.

When it was deemed that the contact flagrant 2 foul did not occur, a flagrant 1 foul may be assessed to A1. In such a case, two free throws are awarded to any eligible team member of the offended team and play shall resume with a throw-in to the offended team at a designated spot at the division line opposite the scorers' table.

When the act was not deemed to be a fight, a flagrant 1 or contact flagrant 2 foul, or the act occurred outside the statute of limitations, no penalty shall be assessed, and play shall be resumed where the play was stopped to review the act.

(Rules 11-3.1.1 and .m and 7-4.8)

A.R. 11-33. Team A is in control of the ball in its frontcourt with the game clock running. B1 intercepts a pass and advances the ball up court. Behind the play, A2 commits a contact flagrant 2 foul against B2. The officials fail to observe the act. B1 scores a field goal and Team A makes a throw-in from the end of the court where the goal was made. After the throw-in:

- (1) A1 commits a violation; or
(2) A1 successfully scores a goal.

Immediately after the dead ball caused by the violation or successful score, the official notices that B2 is bleeding and stops play. The officials decide to use replay to determine if a fight caused the bleeding.

RULING: The officials were correct to use replay to determine if a fight occurred. Upon review of the play, it is determined that a fight did occur. Since the fight occurred while the game clock was running, the statute of limitations to penalize the fight is before the second live ball after the fight occurred.

In (1), A2 committed a contact flagrant 2 against B2 while the clock was running. After the foul, B1's successful field goal created the first dead ball as the ball became dead immediately after the score while the clock continued to run. Thereafter, the first live ball was created when the ball was at the disposal of Team A for a throw-in. When the throw-

in was completed and A1 committed a violation, the second dead ball was created. Before the ball became live on the subsequent throw-in, the officials reviewed the play and observed the fight.

In (2), A2 committed a contact flagrant 2 against B2 while the clock was running. After the foul, B1's successful field goal created the first dead ball as the ball became dead immediately after the score while the clock continued to run. The first live ball was then created when the ball was at the disposal of Team A for a throw-in. The second dead ball occurred immediately after A1's successful goal. Before the ball became live on the subsequent throw-in, the officials stopped play, reviewed the play and observed the fight.

In both cases, the fight was observed before the second live ball after the fight so the fight shall be penalized. Player A2 shall be assessed a flagrant 2 foul, charged with fighting, ejected, sent to their team's locker room, and is subject to suspension. The foul counts toward the team-foul total. Two free throws shall be awarded to any member of Team B, and play shall resume with a throw-in to Team B at a designated spot at the division line opposite the scorers' table.

When it is determined that the foul was not a fight but a flagrant 2 act, a flagrant 2 foul may be assessed to player A2. This foul counts toward the team-foul total. Player A2 is ejected, sent to their team's locker room, and two free throws shall be awarded to any member of Team B, and play shall resume with a throw-in to Team B at a designated spot at the division line opposite the scorers' table.

When it is determined that the foul was not a fight or a flagrant 2 foul, a flagrant 1 foul may be assessed to A2. In such a case, two free throws are awarded to any member of Team B, and play shall resume with a throw-in to Team B at a designated spot at the division line opposite the scorers' table.

When the act was not deemed to be a fight, or a flagrant 2 foul, or a flagrant 1 foul, or the act occurred outside the statute of limitations, no penalty shall be assessed, and play shall be resumed where the play was stopped to review the act.

(Rules 11-3.1.l and .m)

A.R. 11-34. An official reports a flagrant 1 foul on A1. Team B's coach asks the officials to review the foul using replay to determine if the foul was a contact flagrant 2 foul. The official uses replay to see if a flagrant 2 foul occurred on the play and upon review sees that the illegal contact was not a flagrant 1 or contact flagrant 2 foul, but was a personal foul. Is the official permitted to change the reported flagrant 1 foul to a personal foul? Is Team B charged with a timeout because a contact flagrant 2 foul did not occur?

RULING: While the officials are permitted to review replay to see if a contact flagrant 2 or flagrant 1 foul occurred, Rule 11-3.1.l states that when it is determined that a contact flagrant 2 foul did not occur but a flagrant 1 or personal foul did occur, those fouls can be penalized, but no other infractions may be penalized. When the official reports a flagrant 1 foul, that foul can be reviewed until the ball becomes live.

Since the coach requested a review for a possible contact flagrant 2 foul and no flagrant 1 or contact flagrant 2 foul occurred, Team B is charged a timeout.

(Rules 11-3.1.l and 11-4.1.k)

A.R. 11-35. Team B commits a violation and while the ball is dead and the clock is stopped, A2 commits a contact flagrant 2 foul against B2. The officials fail to observe the act. Team A completes the throw-in and commits a violation. After the violation by Team A, Team B completes a throw-in and while the ball is in control of Team B, the officials see that B2 is injured and stop play. Because the officials have a plausible reason to believe that a contact flagrant 2 foul may have occurred, they choose to review the severity of the foul using replay.

RULING: When the officials fail to observe the flagrant act, replay may be used to review the act.

After the contact flagrant 2 foul by A2, the ball became live when the ball was placed at the disposal of Team A (first live ball). After Team A completed the throw-in, they committed a violation, creating the first dead ball after the foul. After this violation, the second live ball occurred when the ball was placed at the disposal of Team B for a throw-in. Team B completed this throw-in then play was stopped for a review. Upon review of the play, the officials observed the contact flagrant 2 foul by A2. However, the statute of limitations had expired when the ball became live for the second time after a foul, and therefore the act shall not be penalized. Play shall be resumed where play was stopped to review the play.

(Rules 11-3.1.l and .m)

A.R. 11-36. During a live ball, the officials fail to observe the illegal contact of A1's excessive swinging elbow above the shoulders of defender B1 on a play under Team A's basket. Play continues to the opposite end of the court where:

- (1) A held ball occurs; or
- (2) B2 is fouled on a successful goal.

RULING: The officials may use replay to determine if a contact flagrant 2 foul occurred. When the officials discover that A1's elbow excessively contacted B1 above the shoulders and they are within the timeframe to penalize this foul, they shall assess A1 with a flagrant 2 foul and A1 shall be ejected and sent to their team's locker room. Since the review of the foul occurred during the first dead-ball period following the illegal contact by A1, the officials are within the timeframe to penalize this flagrant 2 foul.

(1) Any member of Team B will attempt two free throws for the flagrant 2 foul charged to A1 with no players occupying the marked lane spaces. Play will be resumed with a throw-in to Team B for the flagrant 2 foul at a designated spot at the division line opposite the scorers' table. As the throw-in is for the flagrant 2 foul and is not an alternating-possession throw-in, the alternating-possession arrow will not be reversed when the throw-in ends.

(2) B2 is awarded one free throw with no players in the marked lane spaces. Following this free throw, any Team B member will attempt the two free throws for the flagrant 2 foul assessed to A1. Play will resume with a throw-in awarded to Team B at a designated spot at the division line opposite the scorers' table.

(Rule 11-3.1.m)

A.R. 11-37. During a live ball, officials fail to observe A1's contact flagrant 2 foul against defender B1 on a play under Team A's basket. Play continues to the opposite end of the court where a flagrant 1 foul is ruled against B2 for illegally contacting A2 above the shoulders with an elbow. After the official reports the foul on B2, the Team B coach informs an official that B1 is bleeding because B1 was flagrantly fouled by A1. The official chooses to use the replay system to determine if a contact flagrant 2 foul occurred when they were not looking.

RULING: The officials may use replay to determine if a contact flagrant 2 or flagrant 1 foul occurred against B1 when they were not looking. When the officials determine that this illegal contact by A1 is not a flagrant 2 foul, but is a flagrant 1 foul and they are within the timeframe to penalize this foul, the officials may assess a flagrant 1 foul. Since the review of the foul occurred during the first dead-ball period following the illegal contact by A1, they are within the timeframe to penalize this foul. As opponents have committed fouls of equal gravity (two free throws plus an awarded throw-in to the offended team) during a live-ball period, the fouls are charged to A1 and B2. The equal penalties are cancelled. Play is resumed at the point of interruption.

(Rules 11-3.1.m and 7-4.9)

A.R. 11-38. The official reports a contact flagrant 2 foul on A1. After reporting the foul, the officials decide to use replay to determine if another contact flagrant 2 foul occurred. The officials do not see another contact flagrant 2 foul, but would like to downgrade the foul against A1 to a flagrant 1 foul. Are the officials permitted to downgrade a foul that has been reported?

RULING: Yes. This foul can be downgraded to a flagrant 1 or personal foul. When the officials reported the foul as a contact flagrant 2 foul on A1, that foul may be reviewed until the ball becomes live.

(Rule 11-3.1.l)

A.R. 11-39. The official rules a personal foul on B1. Team A is not in the bonus. During the dead-ball period after this foul ruling, B1 contacts A1 and the official assesses a flagrant 1 foul. While the officials are discussing penalty administration, they fail to observe B5 committing a contact flagrant 2 foul against A5. The officials, not realizing that a contact flagrant 2 foul has occurred, award Team A two free throws for the flagrant 1 foul against B1. After the ball has been placed at the disposal of Team A for two free throws due to B1's flagrant 1 foul, the coach from Team A informs the officials that B5 committed a contact flagrant 2 foul against A5. At this time, the officials choose to use replay to:

- (1) Review the original personal and flagrant 1 foul to determine if either of them was a contact flagrant 2 foul; or

- (2) Determine if a contact flagrant 2 foul occurred when they were not looking.

Are the officials correct to use replay?

RULING: (1) No. When the ball was placed at the disposal of the free-thrower to shoot the free throws for the flagrant 1 foul against B1, the ball became live. When the ball became live, the period to review the personal and flagrant 1 fouls has ended.

(Rule 11-3.1.1 Administration)

(2) Yes. The officials MAY use replay to determine if a contact flagrant 2 foul occurred. Using the replay equipment, the officials reviewed the game until they discovered that B5 committed a contact flagrant 2 foul against A5. This foul occurred when the clock was stopped while the officials assessed the personal and flagrant 1 fouls to B1. Since B5's contact flagrant 2 foul against A5 occurred when the clock was stopped, the officials have until the first dead ball after the clock was properly started to penalize the act. In this play, the clock has not started since B5's act; therefore, the flagrant 2 foul by B5 shall be penalized. Player B5 shall be ejected and sent to their team's locker room. Team A shall be awarded two free throws for the flagrant 1 foul by B1, followed by two free throws for the flagrant 2 foul by B5, and awarded the ball for a throw-in at a designated spot at the division line opposite the scorers' table.

(Rules 11-3.1.1 and .m Administration 2.a)

A.R. 11-40. The officials rule that A1 committed a traveling violation. Before resuming play with a throw-in, the official notices that B3's face is bleeding. The official decides to use replay to determine if a contact flagrant 2 or flagrant 1 foul had been committed against B3.

Is the official correct?

RULING: The official is permitted to use replay since it is plausible that a contact flagrant 2 foul or flagrant 1 foul may have occurred. In reviewing the play, the official ascertained that a contact flagrant 2 foul occurred during a live ball and while the clock was running. The officials deemed the foul to be a fight since it was a confrontational/combative act by A3. The official shall eject A3 for fighting and send A3 to their team's locker room, notify the coach, report the fight to the scorer, penalize the flagrant 2 foul by awarding any member of Team B two free throws and awarding the ball to Team B for a throw-in at a designated spot at the division line opposite the scorers' table.

(Rules 11-3.1.1 and .m Administration 2.b)

A.R. 11-41. A1's try is successful. During the dead-ball period following the successful goal, B1 commits a flagrant 1 foul against A2 which is unobserved by the officials. B2 inbounds the ball to B3, who dribbles into their team's frontcourt. A2 commits a flagrant 1 foul against dribbler B3 which is ruled by the official. Team A's head coach requests the officials review for the unobserved flagrant 1 foul by B1. The officials use the available replay system and determine that the play is reviewable and that B1 committed a flagrant 1 foul.

RULING: The officials may use replay to determine if a contact flagrant 2 or flagrant 1 foul occurred against B1 as they are within the timeframe to review and penalize the foul. Charge A2 and B1 with flagrant 1 fouls. Since the foul penalties are equal (two free throws plus an awarded throw-in to the offended team), the penalties cancel. Play will resume at the point of interruption (a throw-in to Team B at the out-of-bounds spot nearest to where B3 was in control of the ball using the procedure in Rule 7-3.2.b).

(Rules 11-3.1.m, 11-4.1.l, 4-23.1.e and 7-3.2.b)

A.R. 11-42. A1 is trapped by defenders B1 and B2. B1 grabs A1's arm and the official rules a foul on B1. Team A is in the bonus. Immediately following the whistle A1, who was trying to move the ball away from B1, swings their elbow and B1 grabs their face as if they were struck by the elbow. The officials decide to use replay to determine whether A1's elbow struck B1.

RULING: The officials are permitted to use an available replay system to determine whether A1 committed a flagrant 1 or contact flagrant 2 foul. When replay shows that A1's elbow contacted B1, the officials must determine whether the contact was incidental, or whether a flagrant 1 or contact flagrant 2 foul occurred.

When there is clear and conclusive video evidence that there was no contact by A1's elbow and B1 faked being contacted, the officials shall assess a player/substitute technical foul to B1 for faking being fouled. This foul will count toward B1's five fouls for disqualification, two technical fouls toward ejection, and the team-foul total. Following A1's free throws due to B1's personal foul, any member of Team A will attempt two free throws for B1's player/substitute technical foul. Play will resume with a throw-in by Team A at a designated spot at the division line opposite the scorers' table. If Team B had not previously been warned for faking being fouled, the player/substitute technical foul assessed to B1 shall cause the officials to issue a warning to Team B for faking being fouled.

(Rule 11-3.1.o)

A.R. 11-43. During replay for a potential flagrant 1 or contact flagrant 2 foul by A1 against B1, the officials notice that B1 (1) made a derogatory remark which the officials lip-read prior to A1's illegal contact or (2) B1 made a physical gesture to taunt or bait A1.

RULING: In (1), the officials are not permitted to lip read what a player may have said, nor may audio be used to penalize this act. Officials must have first-hand knowledge (having heard the remark themselves) that B1 made a derogatory remark in order to penalize the misconduct. In (2), the officials may penalize the misconduct by B1 by assessing a player/substitute technical foul.

(Rules 11-3.1.p and 10-12.4.a.8)

A.R. 11-44. What is the timeframe officials may use to penalize visible misconduct observed during a replay review for a flagrant 1 or contact flagrant 2 foul?

RULING: Officials may use the same timeframe used to review for an unobserved flagrant 1 or contact flagrant 2 foul as found in Rules 11-3.1.l and .m.

(Rules 11-3.1.p, 11-3.1.l and .m)

A.R. 11-45. The officials assess a technical foul for misconduct. Following the ruling of the technical foul, the officials use replay to review for a flagrant 1 or contact flagrant 2 foul. During this review, the officials determine that the technical foul was not warranted because no misconduct had occurred. May the officials take away the technical foul?

RULING: No. Replay may only be used to penalize visible misconduct that is observed during a review for a flagrant 1 or contact flagrant 2 foul. It may not be used to rescind a technical foul that had been issued.

(Rule 11-3.1.p)

A.R. 11-46. The officials are using replay to review for a flagrant 1 or contact flagrant 2 foul. During the review, they observe visible misconduct (taunting/baiting, for example) by a (a) player on the playing court, (b) a head coach, or (c) bench personnel. May these acts of misconduct be penalized with a technical foul?

RULING: Yes. There is no restriction as to whom may be penalized for visible misconduct provided it is discovered during a replay review for a flagrant 1 or contact flagrant 2 foul.

(Rules 11-3.1.p, 10-12.4.a.8 and 10-12.5.a.9)

A.R. 11-47. A1 is in the act of shooting near the expiration of the shot-clock period when B1 commits a personal foul against A1. A1's try is successful. The officials use the available replay system to review whether the foul occurred before the end of the shot-clock period.

RULING: (1) When the replay review determines that the foul occurred after the shot-clock period expired, the goal and the foul shall be cancelled, Team B shall be awarded the ball at the nearest out-of-bounds spot using the procedures in Rule 7-3.2, and the game clock shall be set to the time at which the shot-clock period ended.

(2) When the replay review determines that the foul occurred before the end of the shot-clock period, the goal shall count and A1 is awarded one free throw. The game clock shall be set to the time at which the foul occurred (illegal contact).

(Rules 11-3.1.q, 11-2.1.c.3, and 6-6.1.a)

A.R. 11-48. Near the expiration of the shot-clock period, A1 attempts a try for goal. While the try is in flight, the shot-clock horn sounds. As the ball travels downward, one official rules a foul on B1 at approximately the same time another official rules a shot-clock violation due to the try missing the basket ring.

RULING: The officials may use the available replay system to determine if the foul occurred before the shot-clock violation. In this scenario, the shot-clock violation does not occur until the official sounds their whistle for the violation. When it is determined that the

shot-clock violation occurred before the foul, the game clock shall be set to the time at which the official signaled the game clock to stop for the shot-clock violation.

(Rules 11-3.1.q, 11-2.1.c.3, 2-7.13, and 6-5.1.g)

A.R. 11-49. Near the release of A1's try for goal, A2 commits a foul against B1. The try is successful and the officials count the goal, but they want to review the play to determine whether the ruling is correct. When shall the officials use replay to review the play?

RULING: The officials must review the play before the ball becomes live. Whether or not the ball was still in the shooter's hand(s) impacts the potential awarding of free throws to B1 if the bonus is in effect. Additionally, should Team B's head coach appeal the original ruling by the officials, the appeal must be made and the replay review conducted before the ball becomes live.

(Rule 11-3.1.r)

A.R. 11-50. Close to A1 beginning the act of shooting, B1 fouls A2. The try is successful, and the officials count the goal; but they want to review the play to determine whether the ruling is correct. When shall the officials use replay to review the play?

RULING: The officials must review the play before the ball becomes live. Additionally, should Team A's head coach appeal the original ruling by the officials, the appeal must be made and the replay review conducted before the ball becomes live.

(Rule 11-3.1.r)

A.R. 11-51. A1 is awarded two free throws. Close to the release of the first free-throw try, A2 fouls B2. The ball enters the basket. The officials use the available replay system to determine whether the goal shall count or be canceled.

RULING: (a) When replay determines that the ball was still in A1's hand(s) when the foul occurred, the goal shall be canceled because the foul is an offensive foul and, with no players in marked lane spaces, A1 will be re-awarded the free throw followed by the second free throw. Following the last free throw:

(1) When the last free throw is successful, Team B's throw-in will be made from any point outside the end line.

(2) When the last free throw is unsuccessful, Team B's throw-in will be from a designated spot nearest to the location of the foul.

(b) When replay determines that the ball was released prior to the foul occurring, the goal shall count. A1 is awarded their second free throw with no players in marked lane spaces. Following the last free throw:

(1) When Team B is in the bonus, B2 is awarded two free throws.

(2) When Team B is not in the bonus:

a. When the last free throw is successful, Team B's throw-in will be made from any point outside the end line.

b. When the last free throw is unsuccessful, Team B's throw-in will be from a designated spot nearest to the location of the foul.

(Rule 11-3.1.r)

A.R. 11-52. A1 is awarded two free throws. Near the release of the first free-throw try, B2 fouls A2. The ball enters the basket. The officials use the available replay system to determine whether the goal shall count or be canceled.

RULING: (a) When replay determines that A1 was not in the act of shooting (continuous motion does not apply) when the foul occurred, the goal shall be canceled and, with no players in marked lane spaces, A1 will be re-awarded the free throw followed by the second free throw. Following the last free throw:

(1) When Team A is in the bonus, A2 is awarded two free throws.

(2) When Team A is not in the bonus, Team A's throw-in will be from the nearest of the "four spots".

(b) When replay determines that A1 was in the act of shooting (continuous motion) or the try had been released when the foul occurred, the goal shall count. A1 is awarded their second free throw with no players in marked lane spaces. Following the last free throw:

(1) When Team A is in the bonus, A2 is awarded two free throws.

(2) When Team A is not in the bonus, Team A's throw-in will be from the nearest of the "four spots" when replay shows the ball is still in A1's hand(s) or the nearest designated spot when the try has been released.

(Rule 11-3.1.r)

A.R. 11-53. With less than one minute remaining in the game, A1, in their team's frontcourt, throws a pass toward A2, who is being defended by B1. The ball goes out of bounds, and the officials rule that A2 caused the ball to go out of bounds. Team B's head coach requests a timeout to advance the ball to their frontcourt. How shall the officials handle the situation?

RULING: No timeout shall be granted until the results of a replay review have been reported to both head coaches when the review may result in a change of team control. In this situation, the officials must not immediately report the timeout to the scorer. They must first ask Team A's head coach whether or not they wish to appeal the out-of-bounds ruling. When Team A's head coach declines to appeal the ruling, the officials may now report Team B's timeout to the scorer and notify Team A of the new throw-in spot.

(Rules 11-3.2.a and 5-15.1.f)

A.R. 11-54. While A1 is dribbling the ball in their team's frontcourt, defender B1 bats the ball away, and both players go for the ball. As B1 is about to secure control of the ball, A1 fouls B1. The officials rule that B1 had control of the ball and A1's foul is a personal foul. This is Team A's fourth team foul. Following Team B's subsequent throw-in, but before the next dead ball, the scorer informs the officials that this was in fact Team A's fifth team foul, and B1 is entitled to two free throws due to the bonus being in effect. Even though the timeframe for Team A's head coach to appeal the original ruling has expired, due to the correctable error, may Team A's head coach now appeal that there had been no change of team control before A1's foul?

RULING: Yes. In this situation, the timeframe is extended due to the correctable error by the scorer and the officials. Team A should not be placed in jeopardy due to the correctable error.

(Rules 11-3.2.c, 2-12.1.a, 2-12.2, and 2-12.5)

A.R. 11-55. While A1 is dribbling the ball in their team's frontcourt, defender B1 bats the ball away, and both players go for the ball. As B1 is about to secure control of the ball, A1 fouls B1. The officials rule that B1 did not gain control of the ball and A1's foul is an offensive foul. This is Team A's fourth team foul. Following Team B's subsequent throw-in, but before the next dead ball, the scorer informs the officials that this was in fact Team A's fifth team foul, Team B is in the bonus and B1 is entitled to two free throws. Even though the timeframe for Team B's head coach to appeal the original ruling has expired, due to the correctable error, may Team B's head coach now appeal that there had been a change of team control after A1's foul?

RULING: Yes. In this situation, the timeframe to appeal the ruling is extended due to the correctable error by the scorer and the officials. Team B should not be placed in jeopardy due to the correctable error.

(Rules 11-3.2.c, 2-12.1.b, 2-12.2, and 2-12.5)

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