

# 2003-04 BASKETBALL RULES EXAMINATION – PART I



**Instructions:** Only the **answer sheet** of this examination will be sent to the grader. **You retain the questions for further study.** Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. **Every part** of each question is to be answered. Indicate whether you believe a part is true or false by marking the appropriate blank on the answer sheet.

**NOTE:** Send answer sheet to your state association office unless otherwise instructed.

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**NOTE:** In the exam situations, **A** refers to **offensive team** and **B** refers to their opponents, the **defensive team**. A1 and B1 are players of Team A and Team B. Unless otherwise stated: a single foul or free throw exists; all equipment, situations and acts are legal; a tap is toward the tapper's basket; and it is a two-point field goal. No errors or mistakes are involved unless noted.

## A. Coaching Rule

1. Team members are required to be seated while the clock is running or stopped except when spontaneously reacting to an outstanding play by a teammate or reporting to the scorer's table.
2. The head coach and assistant coaches may stand during the 30-second interval permitted to replace a disqualified player.
3. The head coach is responsible for the conduct of all bench personnel.
4. With the clock running, the head coach may, without penalty, confer at the scorer's table to request a time-out regarding a correctable error.

## B. Court and Equipment

5. High school leagues/conferences may adopt a coaching box which extends from the 28-foot mark to the end line.
6. Team benches shall be placed along the side of the court on which the scorer's and timer's table is located or the game may not be played.
7. The basketball shall be spherical and have a deeply pebbled cover with horizontally shaped panels.
8. The black rubber rib separating the panels on the ball may not exceed 1/4 inch in width.

## C. Court and Equipment

9. The court is legally marked if a shadow line is used to designate the division line through the team mascot painted at center court.
10. The number of horizontal panels required on a basketball is not designated by the rules.
11. The rules do not designate the color of the ball.
12. The team bench area is an imaginary rectangle formed by the sideline (including the bench), end line, nearer free-throw lane line extended and the coaching-box line.

## D. Definitions

13. A held ball occurs when opponents have their hands so firmly on the ball that control cannot be obtained without rough play.
14. A player may legally use arms and hands or hips to move the screener aside in order to maintain guarding position on an opponent with the ball.
15. Basket interference can occur even though the basket is not touched by the offending player.
16. Goaltending occurs when a movable ring is pulled down so that it contacts the ball before returning to its original position.

## E. Extra Periods

17. Extra periods are an extension of the fourth quarter.
18. If the score is 64-62 when the fourth quarter has ended, a subsequent technical foul penalty on the leading team must be administered to determine if an extra period is required.
19. The length of each extra period shall be half the time of a regulation quarter for sub-varsity contests.
20. The length of the intermission between each extra period is two minutes.

**F. Fouls**

21. An unsporting foul may result from illegal contact with an opponent.
22. Contact after the ball has become dead is ignored, unless it is ruled intentional or flagrant, or committed by or on an airborne shooter.
23. Faking being fouled is an example of an unsporting foul.
24. Whether or not a foul is intentional is judged by the severity of the act.

**G. Free Throws**

25. A simultaneous violation is called if offensive players occupy the first marked lane spaces and defensive players occupy the second marked lane spaces during the free throw.
26. In a free-throw situation, the resumption-of-play procedure cannot begin if Team B is not occupying the first marked space on each side.
27. Marked lane spaces may be occupied by a maximum of four defensive and three offensive players.
28. Opponents of the free-thrower may never occupy the second marked lane spaces.

**H. Free Throws**

29. The coach or captain shall designate which player(s) shall attempt the free throws for a technical foul.
30. The fourth spaces (closest to the shooter) may only be occupied by defensive players.
31. The free throw starts when the ball is released on the try.
32. Unless the resumption-of-play procedure is in effect, one opponent of the free thrower shall occupy each of the first marked lane spaces adjacent to the end line during the first of a bonus situation.

**I. Goaltending — Basket Interference**

33. Goaltending can occur during a tap even though there was no control by the tapper.
34. It is a violation if a pulled-down, movable basket ring contacts the ball before it returns to its original position.
35. It is a violation to touch the net while the ball is on or within either basket.
36. It is basket interference to reach through the basket from below and touch the ball before it enters the cylinder.

**J. Guarding/Contact Principles**

37. A player may establish legal guarding position by facing the opponent with both feet on the floor, one foot in bounds and the other out of bounds.
38. After a legal guarding position is obtained, the guard may move to maintain legal position.
39. Every player is entitled to a spot on the playing court provided such player gets there first without illegally contacting an opponent.
40. The guard may take a normal guarding position with arms stretched horizontally, and when the opponent tries to run past, the guard need not put the arms down. If there is contact, it is always on the opponent running into the defensive player's arms.

**K. Live Ball — Dead Ball**

41. The ball becomes dead immediately if A1's try for a field goal is in flight when B1 excessively swings arms or elbows without making contact.
42. The ball becomes dead when A2 fouls before A1's field goal try is in flight.
43. The ball becomes live on a jump ball when the ball is tapped.
44. The ball becomes live on a throw-in when the ball touches an inbounds player.

**L. Penalty Administration**

45. A technical foul is charged directly to the head coach if a player participates after being removed from the game for being disqualified.
46. The penalty for each single technical foul is either one or two free throws depending on the nature of the infraction.
47. The second technical foul charged indirectly to the head coach results in disqualification and ejection.
48. The technical foul for changing a designated starter may not be charged or penalized after the ball has become live to start the first quarter.

**M. Scorer's and Timer's Duties**

49. Fifteen seconds before the expiration of a 60-second time-out, the timer shall sound a warning signal.
50. If disqualified B1 continues to play, the scorer may signal the official while A1 is dribbling.
51. If the timer's signal fails to sound, the timer can go onto the court.
52. It is recommended that the official timer wear a black-and-white striped shirt.

**N. Scorer's and Timer's Duties**

53. The official scorebook shall remain at the scorer's table throughout the game.
54. The scorer shall notify an official whenever the fourth foul is called on any player.
55. The timer shall sound a warning horn at 20 seconds of the 30-second interval for replacing a disqualified player if the required substitute has not reported.
56. When there is a discrepancy in the score and the error cannot be resolved, the progressive team totals of the official scorebook shall be accepted by the referee.

## **O. Substitutions**

57. A disqualified player must be replaced in 30 seconds when a substitute is available.
58. A player who has been directed to leave the game for injury shall be replaced in 30 seconds when a substitute is available.
59. A player who has been withdrawn may not re-enter until the next opportunity for substitution after the clock has been properly started following his or her replacement.
60. A substitute becomes a player when he or she legally enters the court to participate.

## **P. Substitutions**

61. A substitute must report or be in position prior to the warning signal during a 30- or 60-second time-out.
62. A substitute who desires to enter must give the scorer his or her number and the number of the teammate being replaced.
63. If a substitute enters illegally, he/she becomes a player after the ball becomes live.
64. If A1 and B1 create a held-ball situation before the possession arrow is set to begin the game, substitute A6 may enter to replace A1.

## **Q. Substitutions**

65. It is permissible to withdraw a player before the clock properly starts following his or her substitution into the game.
66. Only the required substitute may enter the game after the 20-second warning horn for replacement of a disqualified player; no other substitutes are permitted from either team.
67. Substitution between halves may be made by a team representative.
68. The official shall grant a captain's request for a defensive match-up if three or more substitutes from the same team enter the game during a substitution opportunity.

## **R. Technical Fouls**

69. Bench conduct technical fouls are charged to the offender and also charged indirectly to the head coach.
70. It is a technical foul if a defensive player reaches through the end line boundary-line plane and touches or bats the ball while it is being passed among teammates after a score.
71. It is a technical foul if a player places a hand on the backboard to gain an advantage.
72. It is a technical foul if B1 intentionally slaps or strikes A's backboard while A1's try is in flight.

## **S. Throw-ins**

73. If simultaneous personal fouls occur at two different locations, the alternating-possession throw-in shall be from the division line opposite the scorer's table.
74. It is a violation if A1's throw-in from outside the end line near A's basket is caught by A2 in A's backcourt.
75. The throw-in is at the designated spot nearest the foul after a common foul prior to the bonus rule being in effect.
76. To start the second extra period, the throw-in shall be from out of bounds at the division line opposite the table.

## **T. Time-outs**

77. A time-out request by airborne A1, while in player control, may not be granted if he/she is about to land out of bounds.
78. A time-out request when the ball is dead should not be granted when a player directed to leave the game has not been replaced and a substitute is available.
79. Each team is entitled to four charged time-outs during a regulation game.
80. If only a 30-second time-out remains, it will be charged if the coach's request for conference results in no prevention or correction of an alternating-possession mistake.

## **U. Time-outs**

81. If two minutes and 30 seconds are used for discussing a correctable error situation, two 60- and one 30-second time-outs are charged to the calling team if no correction is made.
82. Players must remain standing during a 60-second time-out.
83. Successive time-outs are not to be granted after time has expired in the fourth quarter or after time has expired in any extra period.
84. The length of a charged time-out may be reduced if both teams are ready to play before the time-out is over.

## **V. Timing**

85. A state may adopt procedures for a running clock when a specified point differential is reached.
86. Playing time for a varsity game shall be eight minutes for each of the four quarters.
87. The clock stops when the ball becomes dead following a field goal.
88. The length of a quarter(s) may be shortened at any time by the referee.

## **W. Traveling**

89. A traveling violation results if A1, while holding the ball, touches the floor with a knee or any other part of the body other than hand or foot.
90. If A1 catches the ball and lands in such a manner that he or she has no pivot, A1 may not lift either foot before releasing the ball on a pass.
91. If an airborne player catches the ball and lands on one foot followed by the other, the second foot down is the pivot.
92. The pivot foot may not be lifted before the ball is released to start a dribble.

**X. Uniforms — Player Equipment**

93. A1 may have a cross taped to his/her body underneath the uniform.
94. An American flag not exceeding 2 x 3 inches may be worn anywhere on the team jersey provided it doesn't interfere with the visibility of the player's number.
95. Casts or braces on the forearm, elbow, finger, and hand or wrist made of hard material are legal provided they are entirely covered with soft padding.
96. Knee and ankle braces are permitted provided all exposed hinges are covered.

**Y. Violations**

97. During a jump ball, if A3 jumps from A's frontcourt and catches the tap and lands in A's backcourt, it is a violation.
98. It is a violation if, in A's frontcourt, A1 passes to A2 but B1 deflects the ball which is then touched by A2 in the frontcourt before it rolls into A's backcourt, where it is first touched by A3.
99. No violation occurs when A1 excessively swings arms or elbows but does not contact any opponent.
100. No violation occurs when during a throw-in by A1 following a goal, A2 goes out of bounds to receive a pass and attempt the throw-in.

## 2003-04 Basketball Exam I - Answer Key

- |           |                  |           |                  |           |              |
|-----------|------------------|-----------|------------------|-----------|--------------|
| 1. True   | 10-4-1g          | 37. False | 4-23-2           | 73. False | 7-5-9Note    |
| 2. False  | 10-5-1d          | 38. True  | 4-23-3b          | 74. False | 4-12-6;9-9-1 |
| 3. True   | 10-4             | 39. True  | 4-23-1           | 75. True  | 7-5-5        |
| 4. True   | 10-5-1b          | 40. False | 4-23-1;4-24-6    | 76. False | 6-2-1        |
| 5. False  | 1-13-2           | 41. False | 6-7-7 Exc 1      | 77. False | 5-8-3a       |
| 6. False  | 1-13-1           | 42. True  | 6-7-7 Exc 1      | 78. True  | 5-8-3b       |
| 7. True   | 1-12-1b,c        | 43. False | 6-1-2            | 79. False | 5-11-1       |
| 8. True   | 1-12-1f          | 44. False | 6-1-2            | 80. True  | 5-8-4;5-11-3 |
| 9. True   | 1-3-2 Note       | 45. True  | 10-5-3 Pen       | 81. False | 5-8-4;5-11-3 |
| 10. True  | 1-12-1c          | 46. False | 10-1 thru 5 Pen  | 82. False | 5-12-5       |
| 11. False | 1-12-1a          | 47. False | 10-5 Pen Note    | 83. True  | 5-12-3       |
| 12. True  | 1-13-3           | 48. True  | 10-1-2a Pen      | 84. True  | 5-11-1       |
| 13. True  | 4-25-1           | 49. True  | 2-12-4           | 85. True  | 5-5 Note     |
| 14. False | 4-24-4           | 50. False | 2-11-5 Note2     | 86. True  | 5-5-1        |
| 15. True  | 4-6              | 51. True  | 2-13             | 87. False | 5-8-1        |
| 16. False | 4-6-4            | 52. False | 2-11 Note1; 2-12 | 88. False | 5-5-3        |
| 17. True  | 5-7-3            | 53. True  | 2-11-11          | 89. True  | 4-43-5       |
| 18. True  | 5-6-4            | 54. False | 2-11-5           | 90. False | 4-43-4a      |
| 19. True  | 5-7-3            | 55. True  | 2-12-5           | 91. False | 4-43-2a(2)   |
| 20. False | 5-7-1            | 56. True  | 2-11-10          | 92. True  | 4-43-3c      |
| 21. False | 4-19-13; 10-3-7  | 57. True  | 10-5-1           | 93. True  | 3-5-6        |
| 22. True  | 4-19-1 Note      | 58. True  | 10-5-4           | 94. True  | 3-4-14       |
| 23. True  | 4-18-13          | 59. True  | 3-3-4            | 95. False | 3-5-1        |
| 24. False | 4-19-3           | 60. True  | 3-3-3            | 96. True  | 3-5-1        |
| 25. True  | 8-1-3b,9-1-2Pen3 | 61. True  | 3-3-1a           | 97. False | 9-9-3        |
| 26. False | 8-1-3a           | 62. False | 3-3-1            | 98. True  | 9-9-1        |
| 27. False | 8-1-3a           | 63. True  | 3-3-3            | 99. False | 9-13         |
| 28. False | 8-1-3c,f         | 64. False | 3-3-2            | 100. True | 7-5-7        |
| 29. True  | 8-3              | 65. True  | 3-3-3,4          |           |              |
| 30. False | 8-1-3e           | 66. False | 3-3-2            |           |              |
| 31. False | 4-20-2           | 67. True  | 3-3-1b           |           |              |
| 32. True  | 8-1-3b; 9-1-2    | 68. True  | 3-3-1e           |           |              |
| 33. True  | 4-22-1           | 69. True  | 10-4 Pen         |           |              |
| 34. True  | 4-6-4;9-11-4     | 70. True  | 9-2-11Pen3       |           |              |
| 35. True  | 9-11-1           | 71. True  | 10-3-5           |           |              |
| 36. True  | 4-6-3; 9-11-3    | 72. True  | 10-3-5b Pen      |           |              |