

2003-2004



BASKETBALL
OFFICIALS
EXAMINATION

INSTRUCTIONS

You should now have in your possession the items listed below.

- ✓ A test booklet with true/false and multiple-choice questions numbered 1 to 100
- ✓ A machine readable answer sheet

You may begin your examination **AFTER YOU READ** the following:

IMPORTANT!!! An automated grading machine will score your answer sheet. To ensure proper grading and recording of your responses you MUST follow these instructions.

1. **USE A NUMBER TWO PENCIL ONLY** to mark the answer sheet. The FHSAA grading machine will score any marks not made with a number two pencil as *WRONG ANSWERS*.
2. You **MUST** record your Social Security Number at the top left of the answer sheet. **WRITE** your SSN in the column on the right of the larger left-hand box and **COMPLETELY** fill in the blocks corresponding to those digits in the table at the top of the answer sheet. **NOTE: there will be one blank box at the bottom.** Answer sheets with missing or incorrectly recorded Social Security Numbers **WILL NOT BE GRADED.**
3. Print your name on the space provided on the answer sheet.
4. Print the name of the sport on the top of your answer sheet. Without the sport, the test will not be graded.
5. To respond to a question **COMPLETELY** fill in the block corresponding to the answer you have chosen. **FILL IN EACH BLOCK COMPLETELY.** Partially filled in blocks may result in inaccurate scoring of your exam. **ERASE COMPLETELY.** Incomplete erasures or stray marks may result in inaccurate scoring of your exam.
6. Fill in the block marked "A" for true responses. Fill in the block marked "B" for false responses. For multiple choice questions, select the best answer. **Answer EVERY question.**
7. After you have finished answering the questions, verify that you have properly recorded your Social Security number and sport on your answer sheet and return it to the test administrator.
8. You may keep the test question booklet for further study.

Good Luck!

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. No errors or mistakes are involved unless noted. All questions are based on a two-point field goal, unless a three-point field goal is specifically designated. Each test item is independent of the others.

A. Coaching Rules

1. The head coach and assistant coaches may stand during the 30-second interval permitted to replace a disqualified player.
2. If a team fails to occupy the team member's bench to which it is assigned, the foul is charged indirectly to the head coach.
3. During a charged time-out, the coach may rise and confer with his / her team within the confines of the bench area.
4. With the clock running and without penalty, the head coach may confer at the scorer's table to request a time-out regarding a correctable error.

B. Court and Equipment

5. The court is legally marked even though the team mascot painted on the floor obscures a small portion of the division line.
6. Each basket ring shall be securely attached to the backboard/support system with a ring-restraining device.
7. Sidelines and endlines shall be a minimum of 2 inches in width.
8. The number of horizontal panels required on a basketball is not designated by the rules.

C. Correctable Errors

9. If an official erroneously awards a goal on a basket interference call, the error may be corrected until the referee approves the final score.
10. If B1 intentionally fouls A2 during A1's successful unmerited free throw and the free throw is subsequently canceled because the error is corrected, B1's foul is also canceled.
11. The time consumed prior to recognition of a correctable error shall be restored when the error is corrected.
12. Correctable errors include attempting a free-throw at the wrong basket.

D. Scorer's and Timer's

13. The official scorebook shall remain at the scorer's table throughout the game.
14. Fifteen seconds before the expiration of a 60-second time-out, the timer shall sound a warning signal.
15. 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.
16. The scorer shall record the time-outs charged to each team and notify a team and its coach, through an official, whenever that team has only one allotted time-out remaining.

E. Alternating Possession

17. The team that does not control the jump to start the extra period will automatically have the throw-in if a second extra period is played.
18. If Team A is charged with a technical foul before the game starts, Team B will have the first throw-in opportunity and the first arrow under the alternating possession procedure.
19. To establish the alternating possession procedure, control may be gained as a result of a violation or foul.
20. Following the initial jump ball, if A1 muffs the tapped ball out of bounds, Team B starts the alternating procedure when the ball is placed at the disposal of the thrower.

F. Live Ball – Dead Ball

21. The ball becomes live on a jump ball when the ball is tapped.
22. 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.
23. If the free-throw for a nonflagrant personal foul is successful, the ball remains live.
24. The ball becomes live on a throw-in when the ball is placed at the disposal of the thrower.

G. Definitions

25. 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.
26. Basket interference can occur even though the offending player does not touch the basket.
27. A held ball occurs when opponents have their hands so firmly on the ball that control cannot be obtained without rough play.
28. Goaltending occurs when a movable ring is pulled down so that it contacts the ball before returning to its position.

H. Fouls

29. Contact after the ball has become dead is ignored, unless it is ruled intentional or flagrant, or committed by or on an airborne shooter.
30. If airborne shooter A1 is fouled by B1 and then commits a player-control foul, the two fouls combine to create a double foul.
31. Faking being fouled is an example of an unsporting foul.
32. B1 and B2 foul A1 at the same time while A1 is driving down the lane. A1 must be awarded one free-throw for each foul.

I. Free Throws

33. The coach or captain shall designate which player(s) shall attempt the free throws for a technical foul.
34. If B1 goaltends A1's free-throw attempt, that point is not scored, but a technical foul is charged.
35. In a free-throw situation, the resumption-of-play procedure cannot begin if Team B is not occupying the first marked lane space on each side.
36. Opponents of the free-thrower may never occupy the second marked lane spaces.

J. Penalty Administration

37. A technical foul is charged directly to the head coach if a player participates after being removed from the game for being disqualified.
38. If a team fails to submit its roster of players and fails to designate the five starting players as required, two technical fouls will be charged.
39. 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.
40. Team A's coach must be assessed a technical for using an amplifier to instruct his/her players from the team bench during a live ball.

K. Goaltending and Basket Interference

41. It is basket interference to reach through the basket from below and touch the ball before it enters the cylinder.
42. Goaltending can occur during a tap even though there was no control by the tapper.
43. It is a violation to touch the net while the ball is on or within either basket.
44. The ball is touching the side of the basket ring of Team A and B1 jumps and his/her hand contacts the net. This is not a violation.

L. Substitutions

45. It is permissible to withdraw a player before the clock properly starts following his or her substitution into the game.
46. 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.
47. A substitute must report or be in position prior to the warning signal during a 30-second or 60-second time-out.
48. If a substitute enters illegally, he/she becomes a player after the ball becomes live.

M. Scoring

49. No goal is scored if an untouched throw-in goes through the basket.
50. A goal cannot be scored from action other than a try.
51. A goal from the field counts two points for the last team to touch the ball before it enters and passes through either basket.
52. A free throw in the wrong basket counts for the team into whose basket the ball was thrown.

N. Throw-ins

53. The throw-in is at the designated spot nearest the foul after a common foul prior to the bonus rule being in effect.
54. To start the second extra period, the throw-in shall be from out of bounds at the division line opposite the table.
55. 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.
56. Pivot foot restrictions and the traveling rule are not in effect for a designated spot throw-in.

O. Time-outs

57. Players must remain standing during a 60-second time-out.
58. 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.
59. An injured player who has been attended to by the coach may remain in the game provided a time-out is requested and granted to the team and the situation can be corrected by the end of the timeout.
60. If only a 30-second timeout remains, it will be charged if the coach's request for conference results in no prevention or correction of an alternating-possession mistake.

P. Uniform and Player's Equipment

61. Use of individual digits 1 and 2 are legal on uniforms.
62. The name or initials of a recently deceased player may appear in a patch worn above the neckline or in the side insert of the jersey.
63. A1 may wear tights that extend below the pants after being charged with a technical foul.
64. Knee and ankle braces are permitted provided all exposed hinges are covered.

Q. Definitions

65. A common foul is a personal foul which is not flagrant, intentional, nor committed against a player trying or tapping for a field goal, nor part of a double, simultaneous or multiple foul.
66. A jump ball ends when the tapped ball touches a basket.
67. A ball which touches a player is the same as the ball touching the floor at that player's location.
68. A multiple throw is a succession of free throws attempted by the same team.

R. Violations

69. 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.
70. 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.
71. No violation occurs when A1 excessively swings arms or elbows but does not contact any opponent.
72. No violation occurs when following a goal and during a throw-in by A1, A2 goes out of bounds to receive a pass and attempt the throw-in.

S. Guarding/Contact Principles

73. A player is entitled to an erect (vertical) position, even to the extent of holding the arms above the shoulders.
74. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have had a legal position if contact occurs with an opponent.
75. After obtaining an initial legal position, the guard must continue to face the opponent to maintain legal position.
76. If the opponent with the ball is airborne, the guard may obtain legal position in the opponent's landing spot after the opponent is airborne.

T. Live Ball – Dead Ball

77. The ball becomes dead immediately if a tap by A1 is in flight toward A's basket when the time expires.
78. The ball becomes dead when A2 fouls before A1's field goal try is in flight.
79. The ball becomes dead when during a try by A1, B1 goaltends before or after time has expired.
80. If there is a multiple free throw for a personal foul, the ball becomes dead if the last throw is unsuccessful.

U. Guarding/Contact Principles

81. A player may establish a legal guarding position by facing the opponent with both feet on the floor, one foot in bounds and the other foot out of bounds.
82. After a legal guarding position is obtained, the guard may move to maintain legal position but must remain within the boundaries of the playing court.
83. B1 has established legal guarding position. It is a player control foul if A1 moves laterally and contacts defender B1's torso but does not get his/her head and shoulders past the torso of B1.
84. To obtain an initial legal guarding position on a stationary opponent without the ball, no time or distance is required.

V. Coaching Rules

85. A team may use television replay equipment at halftime to review first-half action.
86. The second technical foul charged to the assistant coach results in his/her disqualification and ejection.
87. The third indirect technical foul charged to the head coach results in his/her disqualification and ejection.
88. If the head coach goes to the table to discuss a correctable error, but is too late, a technical foul is charged.

W. Traveling

89. It is traveling if A1 falls to the floor while holding the ball.
90. It is traveling if A1 falls to the floor after being airborne to catch a pass or control a rebound.
91. It is traveling if A1 is dribbling when he/she drops to a position with a knee on the floor and then ends the dribble.
92. If an airborne player catches the ball and lands on one foot followed by the other, the second foot down is the pivot.

X. Officials' Duties

93. The officials shall signal the point value of a free throw and three-point goal, but not for a two-point goal.
94. The officials' duties include notifying a player on a disqualification.
95. The resuming-play procedure is only in effect following a charged time-out. *start quarter*
96. The official who makes the call shall notify the coach and then notify the player of a fifth and disqualifying foul.

Y. Applications

97. A1 dives for a loose ball and slides after gaining control by holding the ball. A1 is in a position either on his/her back or stomach. Which of the following A1 may NOT do? **A)** pass **B)** call a timeout **C)** roll over **D)** no answer provided
98. During the jump ball to start the first quarter, which situation establishes the alternating possession arrow for Team B? The ball is touched **A)** by A2 and goes out of bounds **B)** by A2 and B2 simultaneously and goes out of bounds **C)** is caught by B1 **D)** no answer provided
99. Which situation is NOT a technical foul? **A)** during a dead ball A1 taunts B1 **B)** B1 crosses the end line and fouls thrower A1 **C)** B1 reaches through the end-line boundary and slaps the ball from the hands of thrower A1 **D)** no answer provided
100. A1 jumps from inbounds to retrieve an errant pass near a boundary line. A1 catches the ball while in the air and tosses it back to the court. It is ILLEGAL if A1 lands out of bounds and **A)** is the first to touch the ball after returning inbounds **B)** returns inbounds and immediately dribbles the ball **C)** picks up the ball after returning to the court and then begins a dribble **D)** a, b and c are all illegal

FHSAA Contest Officials Rules Exam 2003-04 Basketball Exam Key

Below is the answer key for the basketball contest officials' rules exam administered during the 2003-04 school year.

Legend

* = Answered scored as both True and False

CB = Casebook

Pen. = Penalty

Exc. = Exception

RC = Rules Clinic / Handout(s)

Answers

1. False 10-5-1(d)
2. False 10-1-4 Pen.
3. True 10-5-2
4. True 10-5-1(b)

5. False 1-3-2
6. True 1-11-1
7. True 1-2
8. True 1-12-1(c)

9. False 2-10-1e, 2, 3
10. False 2-10-4
11. False 2-10-5
12. True 2-10-1(d); 2-10-4

13. True 2-11-11
14. True 2-12-4
15. True 2-12-5
16. False 2-11-6

17. False 6-1-1
18. False 4-3-3(b); 6-3-1
19. True 6-3-1; 4-3
20. True 4-3-3(a)

21. False 6-1-2
22. False 6-7-7 Exc. 1
23. *False 6-7-1; 8-6
24. True 6-1-2(b)

25. False 4-24-4
26. True 4-6
27. True 4-25-1
28. False 4-6-4

29. True 4-19-1 Note
30. False 4-19-7(a), 8
31. True 4-18-13
32. True Summary of Fouls #6; CB 4.19.10

33. True 8-3
34. False 9-12 Pen. 1; 10-3-10
35. False 8-1-3(a, b)
36. False 8-1-3 (c,f)

37. True 10-5-3 Pen.
38. False 10-1-2 Pen.
39. True 10-1-2(a) Pen.
40. False CB 10-1-3(A)

41. True 4-6-3; 9-11-3
42. True 4-22-1
43. True 9-11-1
44. True CB 9.11.1(F)

45. True 3-3-3,4
46. False 3-3-2
47. True 3-3-1(a)
48. True 3-3-3

49. True 5-1-1
50. False 5-2-1
51. False 5-2-1
52. False 4-5-4; 5-2-2

53. True 7-5-5
54. False 6-2-1
55. False 7-5-9 Note
56. True 4-41 Note

57. False 5-12-5
58. True 5-12-3
59. True 3-3-5
60. True 5-8-4; 5-11-3

61. True 3-4-3
62. True 3-4-16
63. False 3-5-5
64. True 3-5-1

65. True 4-19-2
66. True 6-4-7
67. True 4-4-4
68. True 4-30

69. False 9-9-3
70. True 9-9-1
71. False 9-13
72. True 7-5-7

73. True 4-24-1; 4-44-3
74. True 4-23-1
75. False 4-23-3(a)
76. False 4-23-4(b)

77. False 6-7-6 Exc. 1
78. False 6-7-7 Exc. 1
79. True 6-7-9
80. False 8-6-1

81. False 4-23-2
82. True 4-23-3(b)
83. True CB 4.23.3
84. True 4-23-4(a)

85. False 10-1-3
86. True 10-4 Pen. Note
87. True 10-4 Pen. Note
88. False 5-11-3; 10-5-1(c)

89. True CB 4.43.5(A)
90. True CB 4.43.5(A)
91. False CB 4.43.5(B)
92. False 4-43-2(a)2

93. False 2-7-8
94. True 2-8-4
95. False 7-5-1; 8-1-1
96. False 2-8-4

97. C - CB 4.43.5(B)
98. D - 6-3-1
99. B - 4-19-13; 9-2-11 Pen. 4
100. C - 4-35-3; CB 7.1.1(D)