

YOUTH BASKETBALL RULE BOOK

2017-18

Jurupa Area Recreation & Park District

ADULT RULES for YOUTH SPORTS

1. Make it **FUN!**
2. Set a **GOOD** Example.
3. Be **Positive**.
4. **Cheer** for **EVERYONE**.

SEE YOUTH BASKETBALL RULES (page 4) For RULE MODIFICATIONS

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Southern California Municipal Athletic Federation

2015-2016 Official Rule Book

Official Basketball Rules

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P.O. Box 3605

823 Lexington-Gallatin Road

South El Monte, CA 91733

Telephone (626) 448-0853

FAX (626) 448-5219

Email: SCMAFHQ@AOL.com

Website: www.scmaf.org

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Youth Basketball Rules

Jurupa Recreation League Modifications (JRL)

UNLESS OTHERWISE STATED IN THIS SECTION, THE AFOREMENTIONED RULES SHALL APPLY TO ALL SCMAF YOUTH BASKETBALL PLAY.

SECTION A: PLAYING COURT/EQUIPMENT & PLAYING RULES

1. COURT DIMENSIONS shall be a minimum of 30' x 60' and a maximum of 50' x 94'.
2. **"C" DIVISION EXCEPTIONS FOR BOYS AND GIRLS**
 - A. A 12-foot free throw line will be used.
 - B. A 28.5" circumference basketball will be used.
 - C. A 5-second key violation will be enforced, rather than 3-seconds.
 - D. No backcourt press is allowed once the offense is in possession of the ball.
PENALTY: A warning will be issued for the first offense, followed by a technical foul for all subsequent offenses.
EXCEPTION: Full court defense is allowed in the "Open" classification tournament.
 - E. "C" Division boys and girls will not use the three (3) point shot. **(JRL) No 3 point shot in "Instructional Division as well. EXCEPTION: The three (3) point shot will be allowed in the "Open" classification tournament.**
3. **STARTING TEAM:** A team may start a game with four (4) rostered players to avoid a forfeit. When a fifth player arrives, he/she may enter the game at the next dead ball, but must enter by the second dead ball, meeting player's minimum play requirement (see rule 4).
4. **MINIMUM PLAY RULE**
 - A. Each player must play a minimum of five (5) consecutive minutes in each half. An official's timeout, not charged to either team, shall be called at the nearest midway point of each quarter, or on the next dead ball, for the sole purpose of substitutions to meet the minimum play rule. Each player must start his/her consecutive minutes at either the beginning or midpoint of a quarter in each half. Consecutive minutes begun in one quarter may not be carried over into the next quarter or half. **(JRL) 5 consecutive minutes in each quarter for divisions B and higher. 4 consecutive minutes for C division and lower in each quarter.**
 - B. **LATE ARRIVING PLAYERS:** Players reporting to the scorekeeper with more than five (5) minutes remaining in the first half must meet the requirement of five (5) consecutive playing minutes in that half. Players reporting to the scorekeeper with less than five (5) minutes remaining in the first half may not participate until the second half. Said player must meet the minimum play requirement for the second half.
 - C. Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury, illness, or disqualification.
 - D. As a courtesy, scorekeepers are encouraged to notify all coaches at the start of each quarter, on the status of satisfying the minimum play rule. The ultimate accountability for compliance, however, lies solely with the head coach. The official scorekeeper shall determine compliance.
 - E. Penalty for non-compliance with the minimum play rule is forfeiture of the game. In the event of a question regarding compliance, the site director, upon consultation with the official scorekeeper, shall render the final decision on the spot.
 - F. Free substitutions may only be made if the player leaving the game has already met the minimum play requirement for that half. Free substitutions are defined as those made at any time other than the beginning or midpoint timeout.

NOTE: The player(s) leaving and entering the game will not get credit for playing time unless substitutions are made at the midpoint timeout.

5. MAXIMUM PLAY RULE

- A. In all competition, a maximum play rule of thirty-five (35) minutes in a regulation game (not including overtime) period(s) shall be enforced. **(JRL) Twenty-eight (28) minutes in C division and lower..**
- B. Each player must be out of the game a minimum of five (5) consecutive minutes. Each player's time on the bench must start at either the beginning or midpoint of a quarter in either half. Consecutive minutes begun in one quarter may not be carried over into the next quarter or half. (JRL) Four (4) consecutive minutes C division and lower.
- C. Exceptions to the maximum play rule are allowed for players who are unable to participate due to injury, illness or disqualification.
- D. Penalty for non-compliance with the maximum play rule is forfeiture of the game.
- E. **LATE ARRIVING PLAYERS:** For a team with only five (5) players, if a sixth player reports to the scorekeeper by the end of the first quarter, the team must adhere to this rule.

6. GAME TIME

A game shall consist of four (4), ten (10) minute quarters **(JRL) C-I Division four (4) eight (8) minute quarters**, running clock, with regulation clock during the last two (2) minutes of the fourth quarter only. The clock will stop for all timeouts, technical fouls, and the midpoint substitution timeout. If at any time in the last two (2) minutes of the fourth quarter, a team has a fifteen (15) or more point lead, a running clock shall be used. If during the last two (2) minutes of the fourth quarter, the score differential falls below fifteen (15) points, a regulation clock will be use.

7. OVERTIME

Any overtime, or necessary extra period, shall consist of two (2) minutes, utilizing a regulation clock. If there is not a winner after the completion of the second overtime, the game will end in a tie. **(JRL) Overtimes are limited to one (1) per game. Games tied after the overtime expires will be recorded as a tie.**

8. TIME BETWEEN PERIODS

There shall be one (1) minute between quarters and five (5) minutes between halves. **(JRL) C & I Division there shall be three (3) minutes between halves.**

9. TIMEOUTS

Four (4) timeouts, one (1) minute in duration, shall be allotted to each team, per game. For each overtime period, one (1) timeout shall be allotted to each team. Unused timeouts during regulation time may not be carried over into any overtime period.

10. DUNKING: No dunking is permitted in Divisions "B", or "C" The penalty for dunking in these divisions is a technical foul. Dunking may be permitted in Division "A", "AA" subject to local facility rules. ***(JRL) No dunking permitted in any division.***

11. BACKCOURT PRESS

A team with a lead of fifteen (15) or more points may not guard the offensive in the backcourt. In this instance, the defense must allow the offense to move the ball across the plane of the mid-court line.

PENALTY: A warning will be issued for the first offense, followed by a technical foul for all subsequent offenses.

NOTE: For "C" Division backcourt press rules, see #2 above.

12. FREE THROW RESTRICTIONS

All players occupying lane spaces during a free throw are governed by free throw restrictions until the attempt strikes the backboard, ring, or until the free throw ends. This includes the shooter.

13. SPORTSMANSHIP RULE

When a team has a lead of fifteen (15) or more points, all of the following rules are in effect.

- A. The leading team must allow the offense to move the ball across the plane of the top of the key extended sideline to sideline in the frontcourt. **PENALTY:** A warning will be issued for the first offense, followed by a technical foul for all subsequent offenses.
- B. The team trailing in the score shall attempt two (2) free throws on all defensive fouls, except for fouls committed during a made basket (one shot).
- C. During the last two (2) minutes of the fourth quarter, running time shall be used.
- D. The possession arrow will be set toward the trailing team's basket, and will not be reversed until an alternating-possession situation occurs after the point differential falls below fifteen (15) points.
(JRL) All the above remain in effect until point differential falls to twelve (12) points or less.
- E. Players are disqualified from play after committing five (5) fouls.
- F. The minimum penalty for a disqualified player or an ejected coach is suspension from the game and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

14. Uniforms-Jerseys must be tucked in at all times during games.

15. **Spectator Decorum:** Technical fouls can and will be assessed to Teams for un-sportsmanship actions by fans.

16. **Tie Breakers-**The following formula will be used to break any ties in the standings:

- 1st - Head to Head competition
- 2nd - Sportsmanship Points
- 3rd - Point Difference – (Head to Head)
- 4th - Fewest points allowed

17. Jurupa Area Recreation and Park District's - SUPPLEMENTAL RULES

INSTRUCTIONAL DIVISION

- A. Staff officiate all games.
- B. No Back Court Press.
- C. No fouls except on shots.
- D. The game shall consist of four (4) eight (8) minute quarters.
- E. There will be a three (3) minute half time.
- F. Each player shall play 1/2 of each quarter.
- G. Division is Non-Scoring.
- H. Everyone Plays, Everyone Learns!

18. LIST OF DESIRED SPORTSMANSHIP BEHAVIORS

Everyone coaching in our programs must understand the basics of good sportsmanship. Coaches model and help develop sportsmanship in players. As role models, coaches must coach positively, modeling desired sportsmanship behaviors. (While these behaviors were originally designed for coaches only, with recent stories in the news, this list provides guidelines for all participants in J.A.R.P.D.'s youth leagues---parents, players, spectators, coaches and officials.)

1. Demonstrate that winning is not the most important thing in sport.

2. Teach how to win and lose graciously.
3. Stress playing hard to win, rather than winning itself and why it is important.
4. Instill in our players respect for one another and for players on opposing teams.
5. Develop in your players respect for officials and good behavior on and off the field.
6. Stress that foul or abusive language will not be tolerated.
7. Maintain emotional control and demonstrate respect for athletes, officials and other coaches at all times.
8. Exhibit self-control and self-discipline at all times.
9. Recognize the effect your behavior has on athletes, officials and spectators and endeavor to be a good role model for others.
10. Be positive, courteous and considerate when dealing with others in stressful situations.
11. Know the Laws of the Game. You must understand that knowledge of the rules can minimize conflicts with officials and maximize team performance.
12. Know that competition requires respect and positive regard by opponents, coaching staffs, officials and spectators - that the conduct of all participants affects the quality of the sport experience for everyone.

These are the basic desired behaviors for good sportsmanship. Use these as a framework for Teaching, Enforcing, Advocating and Modeling (TEAM) good sportsmanship. Remember, the kids and adults are watching how you act. To help in this endeavor, the following questions for monitoring our behaviors may serve as a guide:
Is it right? Is it against the rules? Is it fair to everyone involved? Would my role models do it?

SECTION B — OFFICIAL EVENTS & COMPETITION DIVISIONS

1. HOW TO QUALIFY

In order to enter any SCMAF Association or Federation Competition, agencies must register their youth basketball teams with SCMAF.

Tournament of League Champions (TLC) classification teams must have qualified through an Association tournament. In the event that two or more agencies in an Association not holding a tournament, wish to participate in the same division, the team with the earliest entry shall be selected as the Association representative.

In the event of openings in a division, the Association with the greatest number of teams participating in the Division qualifying tournament (Association level) will be offered the opportunity to send a second team.

The "AA" and Boys "Open" and Girls "Open" classifications are Federation tournaments with no Association tournament qualifiers required. Entry will be permitted on a first come, first accepted basis.

2. COMPETITION DIVISIONS

- A. Ages: The year born is the primary criterion for determining the age for competition. Players must provide written verification of date of birth. Special provision players using grade for the division must provide written verification of current grade.
- B. Divisions: SCMAF will publish a yearly listing of competition divisions and corresponding birth years and grade levels. This listing may be obtained by checking the SCMAF website at www.scmaf.org.
- C. Eligibility and Format:
 1. Any player who has participated in a CIF league game within the current academic year is ineligible to participate in a SCMAF league or tournament for that sport.
 2. Boys and Girls will compete in separate Boys and Girls divisions. All mixed gender teams will compete in the Boys division.
 3. Team rosters may be composed of a minimum of five (5) players, and a maximum of twelve (12) players, with a maximum of one head coach and two (2) assistant coaches.
 4. All teams will be scheduled for a minimum of two games. A single elimination, consolation or round

robin format shall be used. If a single elimination/consolation format is used, the outcome of the first game determines whether the team goes into the championship or consolation bracket. The Tournament Director has the right, in the case of a forfeit, no-show or adverse conditions that affect the original draw, to change or adjust the tournament format.

5. Official medals will be awarded, up to four teams in each division, along with team trophies for the top two teams. A Sportsmanship Award will be awarded to the most sportsmanlike team in each division.
6. A player may compete in only one Federation basketball tournament classification per sport.
7. If qualifications are met, any recreational team may enter either classification (TLC or Open Championships)
8. The SCMAF Minimum Play Rule will be in effect at all Federation tournaments.
9. The final classification for qualifying teams shall be at the discretion of the Federation Youth Basketball Committee.

3. CLASSIFICATION: TOURNAMENT OF LEAGUE CHAMPIONS (TLC)

A Tournament of League Champions (TLC) will be conducted in A, B & C boys and girls divisions. Teams must adhere to the following criteria.

- A. All teams must have participated as a team in a league that is promoted, organized, conducted, and supervised by an agency that holds active or associate membership in SCMAF.
- B. Only league champions shall be admitted to the tournament.
- C. No roster additions will be permitted to the league roster.
- D. Teams must be formed by a player draft of a minimum of 32 participants per age division, with all participants placed on teams of comparable ability. If a division or agency has less than 3 teams, team composition must be formed by the distribution of ability equally through a player skills assessment and subsequent even distribution of players to all teams.
- E. Specifically ineligible will be
 1. Year-round, multi-season/sport teams with consistent rosters
 2. Park teams formed through the recruitment of players which are non-skills tested or drafted participants of less than 32 players
 3. School-based teams with try-out and player cut programs
- F. No more than two provisional players are allowed per team roster.
- G. There are no "cuts" made on any team in the division.
- H. Prior to the Association tournament, the total number of games played together as a team may not exceed 15 (i.e. practice games, league games, playoff games, non-SCMAF sanctioned tournaments, etc.)
- I. A minimum play rule must be followed for all divisions during agency league play.
- J. Prior to the registration deadline for the Association tournament, each agency must submit to the Association tournament director the following:

A copy of the team roster from the SCMAF agency showing that the team played together during the regular season.

1. Their league schedule to show that they actually played in a SCMAF agency league
2. SCMAF official roster (signed by a SCMAF representative)
3. SCMAF waiver/release forms
4. Verification of dates of birth
5. Proof of current grade for any provisional players

4. CLASSIFICATION: OPEN

All players must have participated in a league program that is promoted, organized, conducted, and supervised by an agency that holds active or associate membership in SCMAF. All teams must be registered with SCMAF. Teams must adhere to the following criteria.

- A. All teams not meeting the criteria for the SCMAF TLC, as listed above, or TLC teams choosing to enter the

- Open classification are eligible.
- B. No Association qualifier participation is required.
 - C. Prior to the registration deadline for the Federation tournament, each active or associate member must submit the following.
 - 1. A SCMAF official roster verifying that players have participated in the same program that is promoted, conducted and supervised by an agency that holds active or associate membership in SCMAF.
 - 2. SCMAF waiver/release forms
 - 3. Verification of dates of birth
 - 4. Proof of current grade for any provisional players
 - D. A player may compete in only one Federation basketball tournament classification per sport.
 - E. Each agency may enter one team per division. Additional teams may be added per division, at the discretion of the committee, as space allows.

RULE 1 The Game — Court — Equipment

For any ruling not specifically covered in the body of these rules, please refer to the Basketball Rules Book, as published annually by the National Federation of State High School Associations.

(YB) indicates sections where SCMAF rules for Youth play may differ or require further clarification and **(JRL)** indicates a **Jurupa Recreation League Modification.**

1. THE GAME

Basketball is a game played between two teams, under direction and control of a coach, played on an enclosed court in accordance with these rules, under the jurisdiction of two or more officials.

- A. Five (5) rostered players shall constitute a team; however, a team may start and play a game with four (4) rostered players.
- B. Four (4) players are required to start a game, however, if a team has no substitutes to replace disqualified or injured players, it must continue with fewer than four. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that the team has an opportunity to win the game.

2. THE COURT

The game shall be played on a court with dimensions adequate to accommodate adult play. The court shall contain baskets with nets, backboards, sidelines, end lines and a center dividing line. It shall also contain free throw lanes with marked lane spaces, and a three-point shooting arc. (SEE DIAGRAM)

NOTE: It is recommended that the three-point arc be at a radius of 19-feet, 9-inches from a point in the middle of the free-throw lane directly below the basket. This dimension may vary, depending upon the restrictions of the available court; however, the distance shall be the same at both ends of the court.

3. THE BALL

The ball shall be spherical, with a deeply-pebbled cover, and the traditionally-shaped eight panels bonded tightly to the rubber carcass.

- A. The circumference of the ball shall be 29 1/2 to 30 inches. **(YB 28 1/2 to 29 1/2 not to exceed 30. Instructional Division 27)**
- B. The weight of the ball shall be 20-22 ounces.
- C. The black rubber rib separating the panels shall not exceed 1/4-inch in width.
- D. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6-feet,

measured to the bottom of the ball, it shall rebound to a height, measured to the top of the ball, of not less than 49 inches, nor more than 54 inches.

- E. The game ball shall be provided by the hosting agency. If such provision is not available, the home team shall provide a game ball acceptable to the officials. The referee is the sole judge, as to the legality of the game ball.

4. THE TEAM BENCHES

The location of each team's bench shall be designated by game management. Both team benches shall be on the same side of the court as the scorer's table, and on opposite ends of the scorer's table. All players not actively participating in the game shall be seated while the ball is in play. **(FOR FURTHER RESTRICTIONS ON BENCH PLAYERS AND COACHES, SEE PLAYERS CODE OF CONDUCT – RULE 9)**

5. TIMING DEVICES

A visible game clock and scoreboard shall be available for use during each contest. A shot-clock may be used, at the discretion of the hosting agency, in which case shot-clock restrictions shall apply. (SEE RULE 4) **(JRL)**

6. ALTERNATING POSSESSION ARROW

A visible display shall be located at the scorer's table to indicate team possession for the alternating-possession procedure. (SEE RULE 2)

7. FORFEITED GAMES

A forfeited game shall be declared by the referee in favor of the team not at-fault in the following cases.

- A. If a team fails to appear upon the court, or being on the court, refuses to begin a game for which it is scheduled or assigned at the time scheduled, or within the time set for forfeitures by the hosting agency.
- B. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the referee.
- C. If, after play has been suspended, one side fails to resume playing after the official has called for such play resumption.
- D. If a team employs tactics designed to delay or hasten any game.
- E. If, after warning by the official, any one of the rules of the game is willfully violated.
- F. If the order for removal of a player, for any reason, is not obeyed within one minute.
- G. Officials have the authority to forfeit a game when they feel the situation is such that physical harm may come to themselves, players or spectators.
- H. The score of a forfeited game shall be 2-0 in favor of the team not at-fault. (see EXCEPTION – Rule 3, Section 6)

8. INTERRUPTED GAMES

An interrupted game is a game that must be stopped for any reason, other than a forfeit, and cannot be resumed within a reasonable amount of time, as determined by the official and/or hosting agency.

- A. A game that is interrupted in the first half of play shall be declared a "no-contest" and replayed from the beginning at a later date, at the discretion of the hosting agency.
- B. A game that is interrupted in the second half of play shall be declared a "suspended" game, and shall be continued from the point of suspension at a later date, at the discretion of the hosting agency.
- C. A suspended game shall be resumed using the same players, with all statistics as at the point of suspension. Substitutes may be used for players not in attendance for the resumed game, and rostered players present for the resumed game, who were not in attendance for the suspended contest, may also be used as legal substitutes.
- D. A suspended game may be declared a legally completed contest, at the discretion of the hosting agency, if the agency feels that the time remaining and/or the difference in score would be prohibitive to a change in the outcome of the game. Such guidelines should be quantified and in-writing by the hosting agency. Otherwise, all suspended games shall be completed.

9. OUTCOME

The winner of the game shall be the team scoring the greater number of points when the game is concluded according to the provisions of these rules

RULE 2 Definitions

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

ALTERNATING POSSESSION is the method of putting the ball in play after a held-ball or other situation, as outlined in these rules. The alternating possession arrow and/or device shall be located at the scorer's table.

BACKCOURT of a team consists of its "defensive" half of the court, including the entire division line and the opponent's basket, and inbounds portion of the opponent's backboard.

BASKET is the goal into which players attempt to throw the ball. The basket consists of both the circular ring and the attached net. Each team's basket for practice, and for the first half of the game, shall be the one farther from said team's bench. Teams shall switch baskets for the second half. In the event of an overtime period, teams shall continue to shoot at the same basket used in the second half of the game.

BASKET INTERFERENCE occurs when a player:

- A. Touches the ball or any part of the basket while the ball is on or within the basket.
- B. Touches the ball while any part of the ball is within the imaginary cylinder, which has the basket ring as its lower base.
- C. Reaches through the basket from below and touches the ball outside the cylinder.
- D. Pulls down a moveable ring so it contacts the ball before the ring returns to its original position.

BLOCKING is illegal personal contact which impedes the progress of an opponent with or without the ball.

BONUS FREE THROW is the second free throw awarded for a common foul (except a player-control foul) as follows.

- A. Beginning with a team's seventh (7th) foul in each half and for the eighth and ninth foul, the bonus free throw is awarded only if a first free throw is successful.
- B. Beginning with a team's tenth (10th) foul in each half, the bonus free throw is awarded whether or not the first free throw is successful.
- C. Player-control fouls and technical fouls are counted as team fouls to reach the bonus free throw.

BOUNDARY LINES are the lines on the court denoting the end-lines and side-lines. The inside edges of these lines define the in-bounds and out-of-bounds areas. A player coming in contact with any part of a boundary line is considered out-of-bounds.

CHARGING is illegal personal contact caused by pushing or moving into an opponent.

- A. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
- B. If a defender has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
- C. There must be reasonable space between two defensive players or a defensive player and a boundary line to allow

the dribbler to continue in his/her path. If there is less than three (3) feet of space, the dribbler has the greater responsibility for the contact.

D. The player with the ball may not push the defender to gain an advantage to pass, shoot or dribble.

CLOSELY GUARDED situation occurs when a player in control of the ball in his/her team's frontcourt, is guarded by an opponent who is within six (6) feet of the player who is holding or dribbling the ball.

CONTINUOUS MOTION applies to a try or tap r field goals and free throws. Its only significance is in the event that there is a foul by the defense during the interval which begins when the shooting motion starts a try or with the touching on a tap attempt, and ends when the ball is clearly in flight. If the foul occurs during a jump shot, the continuous motion does not end until the shooting player has returned to the floor.

NOTE - Continuous motion does not apply if a teammate fouls after the player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.

CONTROL of the ball applies to a player, as well as a team.

A. A player is in control of the ball when he/she is holding or dribbling a live ball inbounds. There is no player control during an interrupted dribble.

B. A team is in control of the ball when a player of the team is in control, while a live ball is being passed among teammates, and during an interrupted dribble.

C. Team control continues until

1. The ball is in flight during a try or tap for a goal
2. An opponent secures control
3. The ball becomes dead

D. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for a goal.

E. Team control does not exist during a jump ball or the touching of a rebound, but is re-established when a player secures control.

F. Neither team control nor player control exists during a dead ball, throw-in, a jump ball, or when the ball is in flight during a try or tap for goal.

CORRECTABLE ERRORS may be corrected by an official if a rule is inadvertently set aside and results in:

- A. 1. Failure to award a merited free throw.
2. Awarding an unmerited free throw.
3. Permitting a wrong player to attempt a free throw.
4. Attempting a free throw at the wrong basket.
5. Erroneously counting or canceling a score.

B. In order to correct any of the official's errors listed in Section A., such error must be recognized by an official no later than during the first dead ball after the clock has properly started.

C. If in Section A. 5. the error is made while the clock is running and the ball is dead, it must be recognized by an official before the second live ball.

D. If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional or technical fouls, shall be canceled.

- E. Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Errors because of free-throw attempts by the wrong player or at the wrong basket shall be corrected by applying the free throw administration procedures given in Rule 6-4.
- F. If an error is corrected, play shall be resumed from the point of interruption to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free-throw attempt(s).

DELAY OF GAME is any act by a team meant to delay the contest, and may result in a warning by an official, a technical foul, or a forfeit.

DISQUALIFIED PLAYER is one who is prohibited from further participation in the game because of having committed his/her sixth foul (personal and technical), **(YB)** two technical fouls, or a flagrant foul. The penalty for a player participating in the game after having been disqualified is a forfeit.

DRIBBLE is ball movement caused by a player in control who bats (intentionally strikes the ball with the hand) or pushes the ball to the floor once or several times. The dribble may be started by pushing, throwing or batting the ball to the floor.

- A. During a dribble the ball may be batted into the air provided that it is permitted to strike the floor before the ball is touched again with the hand(s).
- B. The dribble ends when:
 - 1. The dribbler catches or causes the ball to come to rest in one or both hands.
 - 2. The dribbler palms/carries the ball by allowing it to come to rest in one or both hands.
 - 3. The dribbler simultaneously touches the ball with both hands,
 - 4. An opponent touches or is touched by the ball.
 - 5. The ball becomes dead.
- C. An **INTERRUPTED DRIBBLE** occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble.
- D. During an interrupted dribble, a closely guarded count shall not be started, and should be terminated.
- E. During an interrupted dribble, a player control foul cannot be committed, and a time-out request cannot be granted.

NOTES REGARDING DRIBBLE

- 1. It is not possible for a player to travel during a dribble.
- 2. A player is not dribbling while slapping the ball during a jump, when a pass rebounds from his/her hand, when he/she fumbles, or when he/she bats a rebound or pass away from other players who are attempting to get it. The player is not in control under these circumstances.
- 3. It is a dribble when a player stands still and bounces the ball.
- 4. It is not a dribble when a player stands still and holds the ball and touches it to the floor once or more than once.

DUNKING is the driving, forcing, pushing, or attempting to force a ball through the basket with the hand(s). Dunking during pre-game warm-up or during intermission is a technical foul. Dunking shall be allowed during the game, at the discretion of the hosting agency. **(YB) (JRL)**

EXTRA PERIOD is the extension of playing time necessary to break a tie score. The length of each extra period is

three (3) minutes, consisting of two (2) minutes running clock, followed by one minute regulation clock **(YB) (JRL)**

FOUL is an infraction of the rules which is charged and is penalized.

- A. A **PERSONAL FOUL** is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal offensive or defensive movements.
- B. A **COMMON FOUL** is a personal foul which is neither flagrant nor intentional, nor committed against a player trying or tapping for a field goal nor a part of a double, simultaneous, or multiple foul.
- C. An **INTENTIONAL FOUL** is a personal or technical foul designed to stop the clock or keep the clock from starting, or to neutralize an opponent's obvious advantageous position, or intentional contact away from the ball or when not playing the ball. A foul may also be ruled intentional if, while playing the ball, a player causes excessive or repeated contact with an opponent.
- D. A **FLAGRANT FOUL** may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeling. If technical, it involves dead-ball contact or non-contact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is considered a flagrant act.
- E. A **TECHNICAL FOUL** is:
 1. A foul by a player not actively involved in the game.
 2. A non-contact foul by a player.
 3. An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.
 4. A direct technical, which is a technical foul charged to the head coach only because of his/her direct actions.
 5. An indirect technical, which is a technical foul assessed to the head coach as a result of a bench technical foul being assessed to team bench personnel or a player technical foul being assessed to a team member for dunking or grasping the ring during pre-game warm-up or at intermission.
- F. A **PLAYER-CONTROL FOUL** is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.
- G. A **TEAM CONTROL FOUL** is a common foul committed by a member of the team that has team control.
- H. A **DOUBLE FOUL** is:
 1. A situation in which two (2) opponents commit personal fouls against each other at approximately the same time. No free throws are awarded and the ball shall be returned to play at the point of interruption.
 2. A situation in which two (2) opponents commit technical fouls against each other at approximately the same time. No free throws are awarded and the ball shall be returned to play at the point of interruption.
- I. A **FALSE DOUBLE FOUL** is a situation in which there are fouls by both teams, the second of which occurs before the clock is started following the first, and such that at least one of the attributes of a double foul is absent.
- J. A **SIMULTANEOUS FOUL** (personal or technical) by opponents is a situation in which there is a foul by both teams which occurs at approximately the same time, but are not committed by opponents against each other. No free throws are awarded and the ball shall be returned to play at the point of interruption.

K. A **MULTIPLE FOUL** is a situation in which two (2) or more teammates commit personal fouls against the same opponent at approximately the same time.

L. A **FALSE MULTIPLE FOUL** is a situation in which there are two (2) or more fouls by the same team and the last foul is committed before the clock is started following the first, and at least one of the attributes of a multiple foul is absent.

M. A **TEAM FOUL** is any personal foul or technical foul which is charged to either team. All team fouls are counted to reach the bonus free throw.

N. An **UNSPORTSMANLIKE** foul is a non-contact technical foul which consists of unfair, unethical or dishonorable conduct. Acts of deceit such as accepting a teammate's foul or free throw, faking being fouled, use of profane or inappropriate language or gestures are unsportsmanlike fouls.

FREE THROW is the opportunity given a player to score one point by an unhindered try for goal from within the free throw semi-circle, and behind the free throw line. The free throw begins when the ball is at the disposal of the free thrower. The free throw ends when the try is successful, when it is certain the try will not be successful, when the try touches the floor or any player, or when the ball becomes dead.

FRONTCOURT of a team consists of its "offensive" half of the court, including its basket and inbounds portion of the backboard.

GOALTENDING occurs when a player touches the ball during a field goal try or tap while:

- A. The ball is in downward flight.
- B. The entire ball is above the level of the basket ring.
- C. The ball has a possibility of entering the basket in flight.
- D. The ball is not touching an imaginary cylinder which has the basket ring as its lower base.
- E. Goaltending also occurs when an opponent of a free thrower touches the ball outside the cylinder during a free throw attempt.

HELD BALL occurs when opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness. A held ball also occurs when an opponent places his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try

INCIDENTAL CONTACT is contact with an opponent which is permitted and which does NOT constitute a foul.

- A. The mere fact that contact occurs does not constitute a foul.
- B. Contact which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform offensive or defensive movements, should not be considered illegal, even though the contact might be severe.
- C. Contact which does not hinder the opponent from participating in normal defensive or offensive movements should be considered incidental.
- D. A player who is screened within his/her visual field is expected to avoid contact with the screener by stopping or going around the screener. In cases of legal screens outside the visual field, the screened player may make inadvertent contact with the screener, and such contact is to be ruled incidental contact, provided the screener is not displaced. If however, a screener approaches an opponent from behind or from a position from which he/she has no reasonable chance to play the ball without making contact with the opponent, the responsibility for contact is on the screener. (See the definition of "Screen")

JUMP BALL is the method of putting the ball into play to start the game, and each overtime period by tossing it up between two opponents in the center restraining circle. In all other "held ball" or jump ball situations, teams will use the

alternating possession method for determining possession. The jump ball begins when the ball leaves the referee's hand(s) and ends when the touched ball contacts a non-jumper, the floor, or either basket or backboard.

KICKED BALL is the act of INTENTIONALLY striking the ball with the foot or any other part of the leg.

PASS is the movement of the ball caused by a player who throws, bats or rolls the ball toward another player.

PENALTIES for rules infractions fall into one of the following two categories.

- A. The penalty for a foul is the charging of the offender with the foul, and awarding free throw(s) and/or the ball for a throw-in, as specified by the type of infraction committed.
- B. The penalty for a violation is the awarding of the ball to the opponents for a throw-in, or the awarding of one or more points, or the awarding of a free throw, as specified by the type of infraction committed.

PIVOT takes place when a player, who is holding the ball, steps once, or more than once, in any direction with the same foot, while the other foot, referred-to as the "pivot foot," is kept at its point of contact with the floor. For more explanation, including how the pivot foot is established, see the definition of "Traveling."

PLAYER LOCATION is determined by where the player is touching the floor, as it pertains to inbounds/out-of-bounds, frontcourt/backcourt, or inside/outside of the 3-point field goal line.

- A. When a player is touching the center court line, out-of-bounds line, or 3-point field goal line, said player is located, respectively, in the backcourt, out-of-bounds, and inside the 3-point field goal line.
- B. The location of an airborne player is the same as at the time such player was last in contact with the floor.

POINT OF INTERRUPTION is the method of resuming play due to an official's accidental whistle, and interrupted game, a correctable error, or a double personal, double technical or simultaneous foul. Play shall resumed by one of the following methods.

- A. A throw-in to the team that was in control at a spot nearest to where the ball was located when the interruption occurred.
- B. A free throw or a throw-in when the interruption occurred during this activity or if a team is entitled to such.
- C. An alternating possession throw-in when neither team is in control and no goal, infraction, nor end of quarter/extra period is involved when the game is interrupted.

PLAYER LOCATION is determined by where the player is touching the floor, as it pertains to inbounds/out-of-bounds, frontcourt/backcourt, or inside/outside of the 3-point field goal line.

- A. When a player is touching the center court line, out-of-bounds line, or 3-point field goal line, said player is located, respectively, in the backcourt, out-of-bounds, and inside the 3-point field goal line.
- B. The location of an airborne player is the same as at the time such player was last in contact with the floor.

REBOUNDING is an attempt by any player to secure possession of the ball following a try or tap for goal. In a rebounding situation, there is no player or team control.

- A. To obtain or maintain legal rebounding position, a player may not:
 1. Displace, charge or push an opponent.
 2. Extends shoulders, hips, knees or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
 3. Bend his/her body in an abnormal position to hold or displace an opponent.
 4. Violate the principal of verticality. (See the definition of "Verticality")
- B. Every player is entitled to a spot on the floor, provided the player gets to the spot first, without illegally contacting an opponent.

SCREEN is a legal action by a player who, without causing contact, delays or prevents an opponent from reaching

a desired position.

- A. To establish a legal screening position:
 - 1. The screener may face any direction.
 - 2. Time and distance ARE relevant.
 - 3. The screener must be stationary, except when both players are moving in the same path and the same direction.
- B. When screening a stationary opponent from the front or side, within his/her visual field, the screener may be anywhere short of contact. When screening a stationary opponent from behind, the screener must allow the opponent one normal step backward without contact.
- C. When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact. The distance need not be more than two (2) strides.
- D. When screening an opponent who is moving in the same path and direction as the screener is moving, the opponent is responsible for contact if the screener slows up or stops.

SHOT/TAP/TRY begins simultaneously with the start of the try or tap and ends when the ball is clearly in flight, and includes the airborne shooter.

- A. A try or shot for field goal is an attempt by a player to score two (2) or three (3) points by throwing the ball into a team's own basket. A player is trying for goal when the player has the ball and in the official's judgment, is throwing or attempting to throw for goal. It is not essential that the ball leave the player's hand.
- B. The try begins when the player starts the motion which habitually precedes the release of the ball.
- C. The try ends when the throw is successful, when it is certain the throw is unsuccessful, when the thrown ball touches the floor, or when the ball becomes dead.
- D. A tap for goal is the contacting of the ball with any part of the player's hand(s) in an attempt to direct the ball into his/her basket.
- E. The tap shall be considered the same as a try for field goal.
- F. The tap starts when the player's hand(s) touches the ball.
- G. The tap ends in exactly the same manner as for a try or shot.

SIGNALS shall be used by the officials as described below.

- A. When a foul occurs, an official shall signal the timer to stop the clock. The official shall designate the offender to the scorer and indicate with finger(s) the number of free throws
- B. When a team is entitled to a throw-in, an official shall clearly signal:
 - 1. The act which caused the ball to become dead.
 - 2. The team entitled to the throw-in.
 - 3. The throw-in spot unless it follows a made goal or an awarded goal.

THROW-IN is a method of putting the ball in play from out of bounds.

- A. The thrower is the player who attempts to make the throw-in.
- B. The throw-in begins when the ball is at the disposal of the team entitled to it.
- C. The throw-in count ends when the ball is released by the thrower into the court of play.
- D. The throw-in ends when the ball is legally touched or touched by another player who is either inbounds or out of bounds.
- E. The designated throw-in spot is three (3) feet wide, with no depth limitation, and is established by the official prior to putting the ball at the thrower's disposal. The thrower must keep one foot on or over the spot until the ball is released. Pivot-foot and traveling rules are NOT in effect for the throw-in.

NOTE – for more information on throw-in count, and throw-in violations, see Rule 7 – Violations.

TIME-OUT is a stoppage of play, for a period of one minute, requested by a team, and in accordance with the rules as defined in Rule 4 – Scoring & Timing.

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

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

VERTICALITY applies to a legal position. The basic components of the principle of verticality include:

- A. Legal guarding position must be obtained initially and movement thereafter must be legal.
- B. From this position, the defender may rise or jump vertically and occupy the space within his/her vertical plane.
- C. The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air.
- D. The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane.
- E. The offensive player, whether on the floor or airborne, may not "clear out" or cause contact within the defender's vertical plane, which is a foul.
- F. The defender may not "belly up" or use the lower part of the body or arms to cause contact outside his/her vertical plane, which is a foul.
- G. The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

VIOLATION is one of three types of rule infractions which are listed. Penalties for said violations may apply, and are listed in Rule 7 – Violations.

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

RULE 3 Teams—Players—Substitutes

1. TEAMS

A team shall consist of five (5) rostered team members, however a game may be started with four (4) rostered players. See Rule 1, Section 1 for further restrictions on number of players required to start and finish a game.

- A. At least five (5) minutes prior to game time, each team should submit a line-up to the scorer's table. Said line-up shall consist of at least the first and last name of each eligible team member, as well as each player's uniform number.
- B. The team manager, coach or captain, shall meet with the game official(s) prior to the beginning of play. After play has begun, only said manager, coach or captain may discuss game issues with the game official(s).

2. PLAYERS

A Player is one of five (5) team members who are legally on the court at any given time.

- A. Bench personnel are all individuals who are part of or affiliated with a team, including, but not limited to: substitutes, coaches, manager and statisticians.
- B. The location of a player or non-player is determined by where the player is touching the floor.
 1. When a player is touching the center line, which is part of the backcourt, the player is considered to be in the backcourt.
 2. When a player is touching the 3-point line or key, the player is considered to be inside the 3-point line or key, respectively.
 3. When a player is touching the out-of-bounds line, the player is considered to be out-of-bounds.
 4. The location of an airborne player is the same as the location of the player when he/she was last in contact with the playing surface.

3. SUBSTITUTIONS

A substitute who desires to enter shall report to the scorer's table, giving his/her uniform number. **(YB See Rules 4 & 5)**

- A. The substitute shall remain outside the boundary of the court until an official beckons him/her onto the court. The substitute is officially in the game when he/she legally enters the court. An active player becomes bench personnel immediately when his/her substitute is officially in the game. The entering substitute may not replace a designated free thrower, except as provided in Rule 6, Section 4E.
- B. A player who has been substituted-for shall not re-enter the game before the next opportunity to substitute after the clock has been started properly following his/her replacement.
- C. A player who has been injured to the extent that it is necessary to delay the game for more than a brief period of time shall be removed from the game until the next opportunity to substitute after the clock has been properly re-started. **EXCEPTION** – The injured player in this situation may remain in the game, at the cost of a time-out for his/her team. If the team does not currently have any time-outs, the removal of the player must occur, in accordance with said rule, regardless of whether or not a legal substitute is available.
- D. A player who is bleeding, has an open wound, or has an excessive amount of blood on his/her uniform or person, shall be directed to leave the game until such issue can be adequately remedied, at the discretion of the game official(s). **NOTE** – The team of the injured player may request a time out, if they have one available, and if the situation can be remedied prior to the resumption of play, said player may continue to participate.

4. UNIFORMS

A Team shall wear matching uniforms in order to distinguish themselves from the opposing team.

- A. Each team shall have matching uniform jerseys, with a permanent uniform number affixed to the back of the

jersey. It is recommended that the jersey have a uniform number permanently affixed to both the front and back.

- B. Any player who does not have a matching uniform, at the discretion of the game official(s) may participate at the expense of a team technical foul issued prior to the start of the ballgame. One technical foul shall be issued for each said starting player without a uniform. Substitutes without uniforms may participate at the expense of a team technical foul issued upon their entry into the ballgame.
- C. At the discretion of the game official(s), teams shall be required to keep their uniform jerseys tucked into their pants or shorts. **(JRL)**

5. APPAREL/EQUIPMENT/JEWELRY

The official(s) shall not permit any team member to wear apparel, equipment, or jewelry that is, in the judgment of the official(s), dangerous or confusing to other players, or is inappropriate for any of the reasons listed below.

- A. No hard casts, headwear, necklaces, rings, watches, earrings, or other jewelry shall be worn by any player.
- B. Religious and medical alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped, but may be visible.
- C. Shirts that contain vulgar language, or language, pictures or graphics that are deemed inappropriate by the game official(s) shall not be permitted.
- D. Shoes are required, and shall be closed-toed, with soles designed for athletic play and not destructive in any way to the playing surface.
- E. Equipment which is unnatural and/or designed to increase a player's height or reach to gain an advantage shall not be permitted.

6. FORFEITS

The score of a forfeited game shall be 2-0, in favor of the team not at fault, under the following circumstances.

EXCEPTION – If the team to which the game is forfeited is ahead at the time of forfeiture, the score at the time of forfeiture shall stand.

- A. If a team refuses to play after being instructed to do so by any official. The referee may also forfeit a game if any player, team member, bench personnel or coach fails to comply with any instructions given by the game official(s).
- B. If at any time a game official feels that a manager or coach does not have control of his/her team, and circumstances are such that the safety of players, officials, staff or spectators is at peril.
- C. If through player disqualification, for any reason, a team is left with only one player, and the official does not feel as though the team has a legitimate opportunity to win the ball game

RULE 4 Scoring — Timing

1. SCORING

A "goal" is made when a live ball enters the basket from above and remains in the basket or passes through.

NOTE – No goal is scored if an untouched throw-in goes through the basket.

- A. It does not matter if the clock is running or stopped, or if time has expired before the ball passes through the basket.
- B. If a player-control foul occurs immediately after a goal, the goal is cancelled.
- C. A goal that is made from behind the 3-point arc shall count as three (3) points. If any part of a player's person is touching the 3-point arc when the ball is released, a made goal shall count as two (2) points. **(YB Division C TLC has no 3-point goals)**
- D. A goal from a free throw shall count as one point.
- E. All other goals, except as described in Rule 4, Section 1 (C & D) shall count as two (2) points.
- F. Points on a successful goal shall be awarded to the team into whose basket the ball is thrown, regardless of which team threw the ball.
- G. The winning team is the one which has accumulated the greater number of points when the game ends.

2. TIMING

The following timing regulations shall be in effect for all play. Note that regulations may vary, depending upon the individual timing capacity for any given hosting agency.

- A. The game shall consist of two (2), twenty (20) minute halves. The first eighteen (18) minutes of each half shall be timed using a "running clock." During "running clock" time, once the game has begun, the clock shall run continuously, except as stopped by a team or official's time-out. **(See YB Rule 2 Timing)**
- B. The last two (2) minutes of each half shall utilize a "regulation clock" in which is clock is started and stopped, according to regulations, as set forth in these rules (see Section 3). **(YB last 2 minutes 4th quarter)**
- C. Any overtime period shall be three (3) minutes, in length. The first two (2) minutes of the overtime period shall utilize a running clock, and the last one minute of the overtime period shall utilize a regulation clock. **(See YB Rule 7 Overtime)**
- D. Each team is entitled to two (2) timeouts per half. **(see YB Rule 9 Timeouts)**
These timeouts may not be carried from one half to another, or from the second half, or any overtime period, to another overtime period. Timeouts may be requested by any player who is currently in the game, when:
 1. The ball is in control of or at the disposal of the player requesting the timeout.
 2. The ball is in control of or at the disposal of a player on the same team as the player requesting the timeout.
 3. The ball is dead.**NOTE -** The timeout must be requested by a player who is in the game at the current time. Timeouts shall not be granted to requests made by non-active players or coaches, and requests for such shall be ignored.
- E. Timeouts may also be requested by the team manager from the bench.
 1. Timeouts shall be sixty (60) seconds in length.
 2. Timeout requests, by players in the game, in excess of the allotted number of timeouts, shall be granted at the expense of a team technical foul for each.

3. REGULATION CLOCK

During regulation clock timing, the following regulations shall apply.

- A. The clock shall stop for all team or official's timeouts.
- B. The clock shall stop for any foul, violation, or held ball. **(YB Rule 6 Game Time)**
- C. The clock shall stop due to any unusual delay in making a dead ball live. **(YB Rule 6 Game)**
- D. The clock shall stop for any emergency, injury, or unusual circumstance, as judged by the game official(s).
- E. When the clock is stopped in accordance with the above rules, the clock shall re-start when the ball again becomes live, as signaled by the game official.

4. SHOT CLOCK

A shot clock may be utilized at the discretion of the hosting agency.

RULE 5 Live Ball — Dead Ball

1. LIVE BALL

The game and each extra period shall be started by a jump ball in the center of the court. After any subsequent dead ball, the ball is made live again only by means of another jump ball, a throw-in, or a free throw.

- A. The ball becomes live when:
 1. On a jump ball, when the tossed ball leaves the referee's hands.
 2. On a throw-in, when the ball is placed at the disposal of the thrower.
 3. On a free throw, when the ball is placed at the disposal of the free thrower.
- B. Starting a game

1. To start a game, and each extra period, the ball shall be put in play in the center of the court by a jump ball.
2. To start the second half of the game, the ball shall be put in play using a throw-in by the team entitled to it according to the alternating possession method. The throw-in shall take place at center court, from the side of the court opposite the scorer's table.

C. Jump-ball administration

1. For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farthest from his/her basket.
2. When the referee is ready, and until the ball is tossed, non jumpers from either team shall not:
 - a. Move onto the center restraining circle.
 - b. Change position around the center restraining circle.
3. Teammates shall not occupy adjacent spaces around the center restraining circle if an opponent indicates a desire to occupy one of these positions before the referee tosses the ball.
4. The referee shall toss the ball directly upward between the jumpers, to a height greater than either jumper can jump.
5. Until the tossed ball is touched by one or both of the jumpers, non jumpers from either team shall not:
 - a. Have either foot break the plane of the imaginary cylinder which has the center restraining circle as its lower base.
 - b. Take a position in any occupied space.
6. The tossed ball must be touched by one or both jumpers after it reaches its highest point. If the ball touches the floor without being touched by at least one of the jumpers, the referee shall toss it again. Neither jumper is required to jump or attempt to touch the toss. However, if neither jumper makes any attempt to touch the toss, and it is necessary for the referee to toss the ball again, both jumpers shall be ordered to attempt to touch the toss.
7. Neither jumper shall:
 - a. Touch the tossed ball before it reaches its highest point.
 - b. Leave the center restraining circle until the ball has been touched.
 - c. Catch the tossed ball.
 - d. Touch the ball more than twice.
8. The jump ball, and these restrictions end, when the touched ball contacts one of the non jumpers, the floor, a basket, or a backboard.

D. Alternating Possession Method

1. In all jump-ball situations, other than the start of the game, and each overtime period, the teams will alternate taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating-possession method. A movable arrow shall be controlled from the scorer's table, and shall be set in the direction toward the basket of the team that did NOT obtain possession on the jump ball.

NOTE – Possession may also be established by the results of a violation or foul.

2. Other than the start of the game, and each over time period, a jump-ball situation occurs when:
 - a. A held ball occurs.
 - b. A live ball lodges between the backboard and basket ring, or comes to rest on the basket flange, unless a free throw or throw-in is to follow.
 - c. A simultaneous free throw violation occurs.
 - d. Double personal, double technical, or simultaneous fouls occur and the point of interruption is such that neither team is in control and no goal, infraction nor end of quarter/extra period is involved.
 - e. Opponents commit simultaneous goaltending or basket-interference violations.

- f. The ball becomes dead when neither team is in control, and no goal, infraction or end of a half is involved.
- g. Any other time that a jump-ball situation occurs, as specified elsewhere within these rules.

NOTE – If the alternating possession arrow has not yet been established, a jump ball shall take place between the two players involved in the center restraining circle.

- 3. The throw-in, in all situations except those involving technical fouls, or to start the second half, shall be from the out-of-bounds spot nearest to where the situation occurred. When technical fouls are involved, the throw-in shall be from center court, on the side of the court opposite the scorer's table.
- 4. The direction of the possession arrow is reversed immediately after the alternating possession throw-in ends.
- 5. The opportunity to make an alternating possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating possession throw-in, it does not cause the throw-in team to lose the possession arrow.

2. DEAD BALL

The ball becomes dead, or remains dead, when:

- A. A goal is made.
- B. It is apparent the free throw will not be successful on a free throw which is to be followed by another free throw or throw-in.
- C. A held ball occurs.
- D. The ball lodges between the backboard and basket ring, or comes to rest on the basket flange.
- E. A foul occurs.
- F. A violation (other than during a free throw) occurs.
- G. An official's whistle is blown.
- H. Time expires at the end of either half or any overtime period. EXCEPTION – The ball does not become dead until the try or tap ends, if a try or tap occurs prior to any of the above.
- I. A free throw violation occurs by the throwing team.

RULE 6 Out-of-Bounds – Throw-in – Free Throws

1. OUT OF BOUNDS

- A. A player is out-of-bounds when he/she touches the floor, or any other object or player, on or outside a court boundary. For the location of an airborne player, see the definition of "Player Location" in Rule 2.
- B. The ball is out-of-bounds when it:
 - 1) Touches a player who is out-of-bounds.
 - 2) Touches any other person, the floor, or any object outside a boundary.
 - 3) Touches the supports or back of either backboard.
 - 4) Touches the ceiling or any other overhead equipment or objects.
 - 5) Passes over a backboard that is rectangular in shape.
- C. The ball is caused to go out-of-bounds by the last player in bounds to touch it or be touched by it. However, if the ball first touches a player who is out-of-bounds, or if a player who is out-of-bounds causes the ball to go out-of-bounds, then said player caused the ball to go out-of-bounds.
- D. If the ball goes out-of-bounds after being touched simultaneously by members of both teams, or if the official is doubt as to who caused the ball to go out-of-bounds, then play shall be resumed according to the alternating possession procedure, at the spot where the ball went out-of-bounds. If the alternating possession arrow has not yet been established, then play shall be resumed with a jump ball in the center restraining circle.

2. THROW-IN SPOT

- A. At the beginning of the second, third, and fourth quarters, the throw-in spot shall be at the out-of-bounds spot at mid-court, opposite the scorer's table.
- B. When the ball goes out of bounds, or after any violation not otherwise addressed in this section, the throw-in spot shall be at the out-of-bounds spot nearest where the ball went out-of-bounds, or nearest where the violation occurred. EXCEPTION — If during a throw-in, the ball goes out-of-bounds before touching any player, the throw-in spot shall be the same spot as the previous throw-in spot.
- C. After a dead ball, when there is no violation or end-of-period, the throw-in spot shall be the out-of-bounds spot nearest the dead ball spot.
- D. After a foul, when there is no award of free throw(s), the throw-in spot shall be the out-of-bounds spot nearest the foul.
- E. After a goal or made free throw, the throw-in spot is from the end of the court where the goal or free throw was made, and from any point outside the end line. Any player may make this throw-in, and he/she may pass the ball along the end line to other teammate(s) outside the boundary line.
- F. After a technical foul, the throw-in spot shall be at the out-of bounds spot at mid-court, on the side of the court opposite the scorer's table.
- G. After an intentional or flagrant personal foul, the throw-in spot shall be at the out of bounds spot nearest the point of the foul
- H. If the throw-in spot is behind either backboard, then the throw-in spot shall be the out-of-bounds spot at the nearer free throw lane line extended.

3. THROW-IN ADMINISTRATION

- A. Any player legally in the game, of the team entitled to a throw-in may make the throw-in at the designated throw-in spot.
- B. If the team entitled to the throw-in is not ready when the official indicates ready for play, the ball shall be placed on the floor at the throw-in spot. If a throw-in violation occurs prior to said team completing the throw-in, the throw-in procedure is repeated for the opposite team.
- C. The throw-in starts when the ball is placed at the disposal of the player of the team entitled to the throw-in. The thrower shall release the ball on a pass directly into the court within five (5) seconds after the throw-in starts. The ball must be released, and not handed to a teammate, and no player from either team may touch the ball until it has been released by the thrower.
- D. The clock shall start when the ball touches a player on the court.
- E. The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass. EXCEPTION — As noted in Rule 6, Section 2(E) above.
- F. No defensive player shall have any part of his/her person on or over out-of-bounds space until the ball is released on a throw-in pass. The thrower shall be entitled to a 3-foot space perpendicular to the boundary line for a throw-in. If court restrictions do not permit this space, then such space shall be imposed by the official.
- G. Teammates shall not occupy adjacent positions which are parallel to, and within three (3) feet of the boundary line if an opponent indicates a desire for one of the positions.

4. FREE THROWS

- A. When any free throw is awarded, the ball shall be placed at the disposal of the designated thrower, at which time said thrower shall have ten (10) seconds to release the ball on a try. The try shall be attempted from within the free-throw semicircle and behind the free-throw line. The free thrower may bounce the ball prior to the try.
- B. During the free throw, lane spaces may be occupied, according the following guidelines.
 - 1. Marked lane spaces may be occupied by maximum of four defensive and two offensive players.
 - 2. During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the

end line vacant. These new first spaces shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces.

3. The second marked lane spaces on each side may be occupied by teammates of the free thrower.
 4. The third marked lane spaces may be occupied by opponents of the free thrower.
 5. Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.
 6. Not more than one player may occupy any part of a marked lane space.
- C. All players who do not occupy marked lane spaces must be behind the free throw line extended, and behind the 3-point arc.
- D. Free throw(s) awarded because of a personal foul shall be attempted by the offended player. If said player is unable to attempt the free throw(s) for any reason, then the free throw(s) shall be attempted by his/her substitute. If no substitute is available, then the free throw(s) may be attempted by any teammate, as designated by the coach.
- E. Free throws awarded as the result of a technical foul may be attempted by any player of the offended team, including an eligible substitute, as designated by the coach of the offended team.
- F. If the final free throw, other than for an intentional, flagrant or technical foul, is unsuccessful, the ball remains alive after the try.
- G. If the final free throw does not touch the basket rim, the ball becomes dead and the ball is awarded to the opposing team for a throw-in.

RULE 7 Violations — Penalties

1. FREE THROW VIOLATIONS

After the ball is placed at the disposal of the free-thrower:

- A. The free-thrower shall release the ball on the free throw try within ten (10) seconds.
- B. The free-thrower shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to violate.
- C. No player shall enter or leave a marked lane space.
- D. The free-thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line until the ball enters the basket or contacts the rim.
- E. The free-thrower shall throw the ball in such a way that it enters the basket or contacts the rim. Otherwise it is a violation.
- F. Any player other than the free-thrower, who does not occupy a marked lane space, shall not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket, until the ball enters the basket or contacts the rim.
- G. Any player who occupies a marked lane space shall not have either foot beyond the vertical plane of any edge of the lane space until the free throw is released by the thrower. **(YB See Rule 12 Free Throw Restrictions)**
- H. **PENALTY** - It is a violation if any player fails to comply with the above provisions.
 1. If the violation is by the free-thrower or a teammate of the free-thrower, the ball is dead immediately, and the free throw is canceled. If there is to be another free throw, it should be attempted. If the free-throw had been awarded due to a personal foul, the ball shall be placed at the disposal of opponents of the free-thrower, for a throw-in at a designated spot nearest the violation. If the free-throw had been awarded due to technical foul, the ball is given to the thrower's team for a throw-in at the division line. If the free-throw had been awarded due to a flagrant or intentional foul, the ball is given to the thrower's team at the spot nearest to where the foul occurred.

2. If the violation is by an opponent of the free-thrower, the try shall continue until the try is over. If the try is successful, the free throw counts and play continues without reference to the violation. If the try is unsuccessful, a substitute try is awarded to the free-thrower.
3. If there is a simultaneous violation by each team, the ball becomes dead and no point can be scored. Remaining free throws are administered or play is resumed by the team entitled to the alternating possession throw-in from the designated out of bounds spot nearest to where the simultaneous violation occurred.
4. If there is a violation first by the free-throwers opponent followed by the free thrower or a teammate:
 - a. If both offenders are in a marked lane space, the second violation is ignored.
 - b. If the second violation is by the free thrower or a teammate behind the free throw line extended and the three point line, both violations are penalized as though they occurred simultaneously. (See H. iii. above).
 - c. If a violation by the free thrower follows disconcertion by an opponent, a substitute free throw shall be awarded.
 - d. If a fake by an opponent causes the free thrower or teammate of the free thrower to violate, only the fake is penalized.

2. THROW-IN VIOLATIONS

- A. The thrower shall not leave the designated spot until the ball has been released on a throw-in pass.
- B. The thrower shall cause the ball on the throw-in pass to be touched by another player on the court before going out-of-bounds untouched.
- C. The thrower shall not pass the ball so that it is touched by a teammate while the ball is on the out-of-bounds side of the throw-in boundary line-plane.
- D. The thrower shall release the ball on a throw-in pass within five (5) seconds after the ball is placed at his/her disposal.
- E. The thrower shall not carry the ball onto the court.
- F. The thrower shall not touch the ball on the court before it is touched by another player.
- G. The thrower shall not throw the ball so that it lodges between either the rim and backboard, or comes to rest on the basket flange, before it is touched by another player.
- H. No player shall replace the thrower after the ball is placed at the disposal of the thrower.
- I. No teammate of the thrower shall be out-of-bounds after a designated throw-in begins.
- J. No opponent of the thrower shall any part of his/her person through the boundary plane until the ball has been released on a throw-in pass.

K. PENALTY

1. For Articles A-I: It is a throw-in violation by the throwing team, and the ball is placed at the disposal of the opponent's team at the same throw-in spot.
2. For Article J: It is a violation by the opponent's team. The first such violation on a given throw-in will result in a warning being issued to the violator's team. The second violation during the throw-in results in a team technical foul.
3. If the opponent reaches through the boundary plane and touches the ball, it is a technical foul, whether or not a warning has been issued.
4. If the opponent reaches through the boundary plane and fouls the thrower, it is an intentional foul charged to the violator.

3. OUT OF BOUNDS VIOLATIONS

- A. A player shall not cause the ball to go out-of-bounds (See Rule 6, Section 1)
- B. A player shall not leave the floor for an unauthorized reason.
- C. **PENALTY** – The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

4. TRAVELING, KICKING, FISTING VIOLATIONS

- A. A player shall not travel with the ball (see Rule 2), intentionally kick-it, intentionally cause the ball to be contacted with the leg or foot, or strike it with the fist, or cause it to enter and pass through the basket from below.
- B. **PENALTY** - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

5. DOUBLE-DRIBBLE VIOLATIONS

- A. A player shall not dribble the ball a second time after his/her first dribble has ended, or contact the ball with both hands on a dribble between bounces, unless it is after he/she has lost control of the ball as the result of:
 - 1. A try for a field goal.
 - 2. The ball touching or is touched by an opponent.
 - 3. A pass or fumble which has been touched by another player.
- B. **PENALTY** - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

6. JUMP BALL VIOLATIONS

- A. A player shall not violate any provision of the jump ball administration (see Rule 5, Section 1(C)). If the referee makes a bad toss, the ball shall be whistled dead, and the toss shall be repeated.
- B. **PENALTY** - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation. If there is a simultaneous violation by both teams, the ball shall be re-tossed by the referee.

7. THREE-SECOND/TEN-SECOND VIOLATIONS

- A. Three (3) Second Violations (**YB See Rule 2 Sec. C**)
 - 1. A player shall not remain for three (3) continuous seconds in that part of his/her free throw lane while the ball is in control of his/her team in his/her frontcourt.
 - 2. This restriction applies to any player who has any part of his/ her person touching any part of the free throw lane, which includes the boundary lines of the lane.
 - 3. Allowance shall be made for a player who, having been in the lane for less than three (3) seconds, dribbles in or moves immediately to try for a goal.
 - 4. The three (3) second violation does not apply when there is no team control (e.g. – during a try for a field goal).
- B. Ten (10) Second Violations - A team shall not be in continuous control of a ball which is in his/her backcourt for a period of ten (10) seconds.
- C. **PENALTY** (for both A & B) - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

8. FIVE-SECOND CLOSELY GUARDED VIOLATIONS

- A. A player of the team in control shall not, while closely-guarded (see Rule 2), in his/her frontcourt, hold the ball for five (5) seconds, or dribble the ball for five (5) seconds. Said player shall also not control the ball for five (5) seconds in an area enclosed by screening teammates.
- B. The closely-guarded count shall be visible by the official, and shall be terminated during an interrupted dribble. Said count shall also not be started during an interrupted dribble.
- C. **PENALTY** - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

9. BACKCOURT VIOLATIONS

- A. A player of the team in control shall not be the first to touch a ball after it has been in the frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went into the backcourt.
- B. A player of the team in control shall not, while in his/her backcourt, cause the ball to go from backcourt to

frontcourt, and return to the backcourt, while still in team control, without the ball touching a player in the frontcourt.

- C. It is not a violation if player control is secured while the player is in the air, and then lands with one or both feet in the backcourt. It does not matter which foot lands first, or from where the player left the court surface prior to gaining control.
- D. **PENALTY** - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

10. BASKET INTERFERENCE/GOALTENDING

- A. Basket Interference is a violation, and occurs when:
 - 1. A player touches the ball or basket (including the net) when the ball is on or within either basket.
 - 2. A player touches the ball when it is touching the cylinder having the ring as its lower base.
 - 3. A player touches the ball outside the cylinder while reaching through the basket from below.
 - 4. A player pulls down a moveable ring so that it contacts the ball before the ring returns to its original position.
- B. Goaltending is a violation, and occurs when a player touches the ball during a field goal try or tap, while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight. It is also goaltending when an opponent of the free thrower touches the ball outside the cylinder during a free throw attempt.
- C. **PENALTY** -
 - 1. If the violation is at the opponent's basket, the opponents are awarded one (1) point if during a free throw attempt, three (3) points if during a three-point field goal attempt, or two (2) points in any other case. The score is credited to the person attempting the try.
 - 2. If the violation is at the team's own basket, no points can be scored. The ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.
 - 3. If there is a violation by both teams, play shall be resumed by the team entitled to the ball using the alternating-possession procedure, for a throw-in at the out-of-bounds spot nearest the simultaneous violations.

11. EXCESSIVE SWINGING OF ARMS/ELBOWS

- A. A player shall not excessively swing his/her arm(s) or elbow(s), regardless of whether or not contact with another player occurs.
- B. Actions of arm(s) or elbow(s) resulting from normal body movements associated with the play of the game shall not be considered excessive.
- C. **PENALTY** - The ball is dead and is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation. Repeated violations may result in a technical foul being called against the violator (see Rule 9).

RULE 8 Fouls — Penalties

1. TECHNICAL FOULS

- A. Team Technical Fouls
 - 1. Failure to submit a proper line-up, as outlined in Rule 3, Section 1, to the scorer's table, may result in a team technical foul against the team in violation of this rule..
 - 2. Once said line-up is submitted, as outlined in Rule 3, Section 1, it is a team technical foul for each subsequent addition or deletion of a player's name to the line-up. All eligible players should be listed on the initial line-up. Corrections of spelling or uniform numbers shall not be penalized, unless excessive, as judged by the game official.
 - 3. Players of each team shall remain on the team bench when not actively involved in the game. Failure to do so may result in a team technical foul.
 - 4. Unnecessary delay of the game, for any reason, may result in a team technical foul against the offending team.
 - 5. It is a team technical foul anytime there are more than five (5) players actively participating in the game at one time.
 - 6. It is a team technical foul when a player requests an additional timeout when his/her team does not have any timeouts remaining.

7. It is a team technical foul when a substitute enters the court without first reporting to the scorer's table, or without first being beckoned onto the court by a game official.
8. **PENALTY** - The penalty for a team technical foul is two free throws, plus the ball out-of-bounds for a throw-in at center court, awarded to the team not at-fault in the above circumstances.

B. Player Technical Fouls

1. It is a player technical foul when a player actively participates in the game after having been disqualified from further play for any reason.
2. It is a player technical foul when a player grasps either basket ring for any reason other than to prevent personal injury to himself/herself, or others.
3. It is a player technical foul when a player touches either basket ring or backboard in order to gain any type of advantage.
4. Intentionally slapping or striking the backboard or causing the ring to vibrate while a tap or try is in flight or is touching the backboard or is in the basket or in the cylinder above the basket is a player technical foul.
5. It is a player technical foul when a player knowingly attempts a free throw or accepts a foul to which he/she is not entitled.
6. Goaltending during a free throw is a player technical foul.
7. It is a player technical foul when a player reaches through the throw-in boundary plane and touches the ball.
8. It is a player technical foul when a player waves his/her hands near the eyes of an opponent, in order to obstruct his/her vision.
9. In the case that an agency has a written rule prohibiting dunking, it is a player technical foul when such rule is violated. Additional penalties may apply, according to specific agency rules. **(JRL)**
10. Player technical fouls may also apply in the case of violation of the Player's Code of Conduct, as outlined in Rule 9.
11. **PENALTY** - The penalty for a player technical foul is two free throws, plus the ball out-of-bounds for a throw-in at center court, awarded to the team not at-fault in the above circumstances. If a player receives two (2) player technical fouls during a game, he/she shall be disqualified from further play in that game.

2. COMMON FOULS — CONTACT

- A. A player shall not hold, push, charge, trip nor impede the progress of an opponent by extending the arm, shoulder, hip, knee, or by bending the body into other than a normal position. A player shall not contact an opponent with his/her hand unless such contact is only with the opponent's hand while it is on the ball, and such contact is incidental. The use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or assists a teammate in starting or stopping is not permitted. Extending the arms fully or partially, other than vertically, so that freedom of movement of an opponent is hindered when contact with the arms occurs is not legal. A player may not use the forearm and/or hand to prevent an opponent from attacking the ball during a dribble or when shooting. A player may hold his/her hands or arms in front of his/her face or body in order to absorb force from imminent contact by a charging opponent.
- B. A dribbler shall not charge into, nor contact, an opponent in his/ her path. A dribbler shall not attempt to dribble between two opponents or between an opponent and a boundary, unless the space is adequate to provide a reasonable chance for him/her to go through without contact. If a dribbler, without contact, sufficiently passes an opponent to have head and shoulders in advance of that opponent, the greater responsibility for subsequent contact is on the opponent. If a dribbler in his/her progress is moving in a straight-line path, he/she may not be crowded out of that path. But if an opponent is able to legally obtain a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble. The dribbler is not afforded additional rights in executing a jump try for goal, pivoting, feinting, or starting a dribble. Contact that is caused by the momentum of a player who has executed a try for goal is a form of charging.
- C. A player who is executing a screen may not:
 1. When he/she is outside the visual field of a stationary opponent, take position closer than a normal

- step from the opponent.
2. When he/she assumes a position at the side of or in front of a stationary opponent, make contact with that opponent. If the screen is set within the visual field of the stationary opponent, the screener may take a position as close to the opponent as desired, short of contact.
3. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. This position will vary, based on the speed of the opponent, and may be one to two normal steps or strides from the opponent.
4. After assuming a legal screening position, move to maintain it, unless he/she moves in the same direction and path of the opponent.

NOTE - A player who is screened within his/her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener, and if the opponent is moving rapidly, the contact may be severe. Such a case is to be ruled as incidental contact, provided the opponent stops, or attempts to stop, on contact. A player may not use the arms, hands, hips, or shoulders to force his/her way through a screen, or to hold the screener and then push the screener aside in order to maintain position.

D. PENALTY - The offender is charged with a personal foul. Upon receipt of **six (6)/five (5) (YB)** fouls (personal and technical) during a game, said player shall be disqualified from further play in that game. **(JRL)**

3. SUMMARY OF PENALTIES FOR ALL FOULS

- A. No free throws:
 1. For each common foul before the bonus rule is in effect.
 2. For a player-control foul or a team control foul.
 3. For double personal fouls or double technical fouls.
 4. For simultaneous personal or technical fouls by opponents.
 5. After time has expired in the game, unless the point(s) could possibly affect the outcome of the game.
- B. One free throw:
 1. If fouled in the act of shooting and the try is successful.
 2. For any common foul (except for a player-control foul) beginning with the seventh team foul by the opponent in each half.
- C. Bonus free throw:
 1. After the first free throw for the seventh, eighth, and ninth team fouls of each half, if the first free throw is successful.
 2. After the tenth, or more, team foul of each half, regardless of whether or not the first free throw is successful.
- D. Two free throws:
 1. For each intentional, flagrant or technical foul, except as provided for in Section A above.
 2. If fouled in the act of shooting a two-point try and the attempt is unsuccessful.
- E. Three free throws if fouled in the act of shooting a three-point try, and the attempt is unsuccessful.

RULE 9 Player's Code of Conduct

FOR THE PURPOSES OF INTERPRETING RULE 9, THE TERM "PARTICIPANT" MAY REFER TO PLAYERS, COACHES, MANAGERS, STATISTICIANS, SPECTATORS, SPONSORS, OR ANY OTHER TEAM REPRESENTATIVES. THE TERM "GAME OFFICIAL" MAY REFER TO ALL REFEREES, UMPIRES, SCORERS, TIMERS, AND ANY OTHER AGENCY REPRESENTATIVES AT THE GAME SITE.

1. **Violation of the following provisions of the Player's Code of Conduct** shall warrant a minimum of a warning, and a maximum of disqualification from further play, at the discretion of the game official.
 - A. The head coach of each team is responsible for the conduct of his/ her team, and may be held accountable for such. Any penalty assessed to any player may, at the discretion of the game official, be assessed also to the head

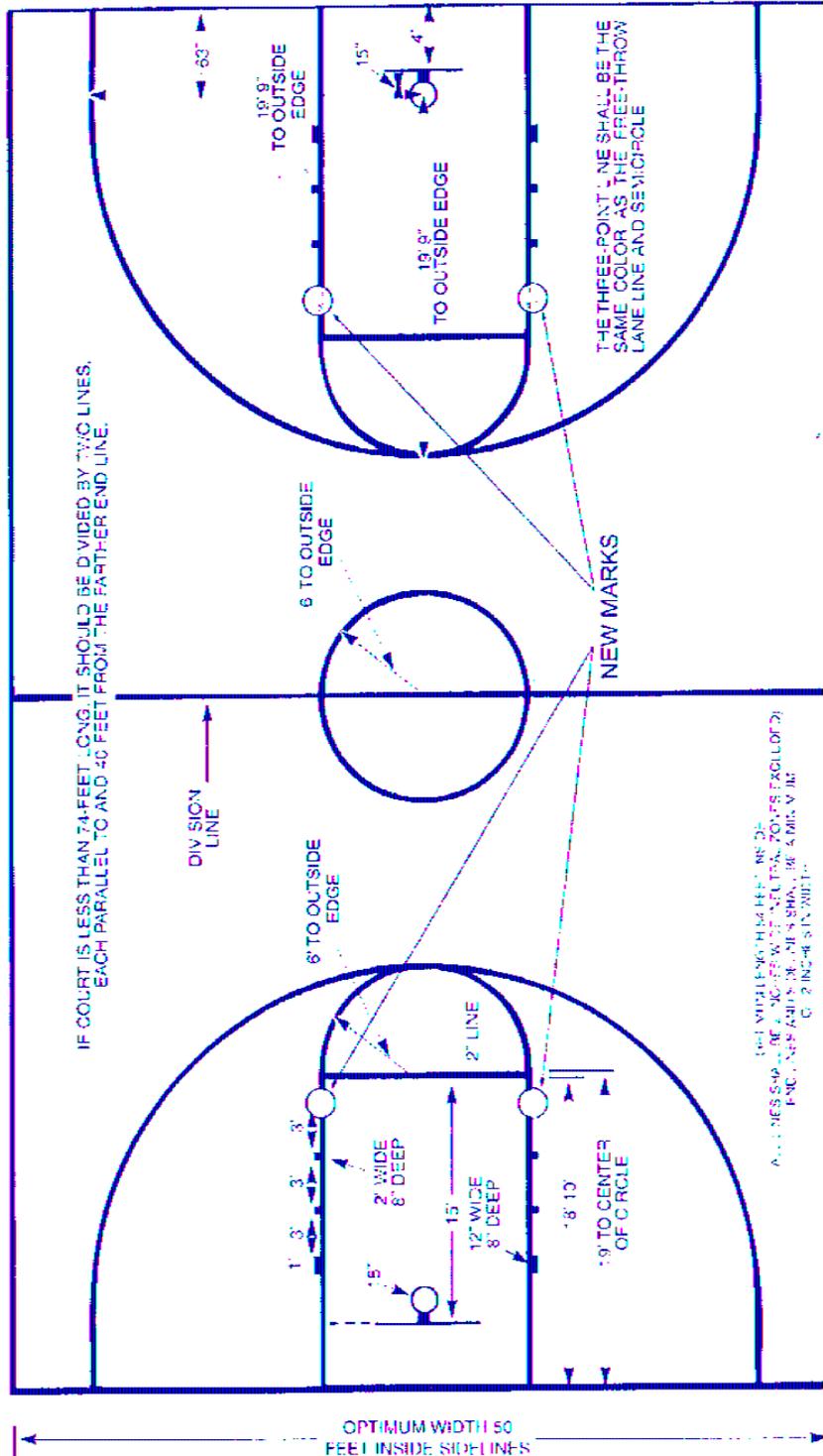
coach if he/she is deemed to be unable or unwilling to control the conduct of his/her team.

- B. NO PARTICIPANT shall disrespectfully address any game official, or gesture to a game official in any way, which indicates resentment.
 - C. NO PARTICIPANT shall heap personal, verbal abuse upon any game official for any reason.
 - D. NO PARTICIPANT shall use profane or obscene language at any time. Agencies may set specific guidelines for the tolerance level of profane language, however the game official is authorized to curb the use of any such language as he/she deems inappropriate.
 - E. NO PARTICIPANT shall "bait" or "taunt" an opponent, or engage in "trash talk" meant to embarrass, demean or ridicule an opponent.
 - F. NO PARTICIPANT shall be guilty of excessively rough tactics during play upon the person of another player.
 - G. NO PARTICIPANT shall be guilty of excessively swinging their arms and/or elbows, regardless of whether or not contact with an opponent occurs.
 - H. NO PARTICIPANT shall, while not actively involved in the game, address a game official regarding any matter associated with the game. All players and coaches not actively involved in the game shall be seated on their team bench.
 - I. Only rostered players should remain on the team bench. All others should view the game from the spectator area.
 - J. The head coach shall remain seated at all times while on the bench, and may rise only in response to an outstanding play during the game, to request that a player on the court call a timeout, to attend to an injured player, or to confer with a game official during a timeout.
 - K. Only the head coach should confer with any game official regarding any decision made. Any other player may be ejected for doing so. This conference may be requested at the first dead ball period following the decision in question.
- 2. Violation of the following provisions of the Player's Code of Conduct shall warrant a minimum of a technical foul, and a maximum of disqualification from further play, at the discretion of the game official.**
- A. NO PARTICIPANT shall lift another teammate or climb on to another teammate for the purpose of gaining a height advantage.
 - B. NO PARTICIPANT shall forcibly throw the ball to the floor in response to any perceived wrong call, decision, error, or misplay.
 - C. NO PARTICIPANT shall intentionally and/or flagrantly initiate contact with an opponent when the ball is dead.
 - D. NO PARTICIPANT shall incite, or attempt to incite, spectators or other players to actively dispute or negatively respond to the decision of any game official.
- 3. Violation of the following provisions of the Player's Code of Conduct shall warrant a minimum of player disqualification from further play, and a maximum of a game forfeit by the offending team, at the discretion of the game official.**
- A. NO PARTICIPANT shall at any time lay a hand upon, push, shove, strike, or threaten to strike an official.
 - B. NO PARTICIPANT shall be guilty of fighting, or physical attack as an aggressor, with another player.
 - C. NO PARTICIPANT not actively involved in the game shall leave the bench to engage in fighting or physical confrontation.
 - D. NO PARTICIPANT shall appear for any game in an intoxicated condition, or under the influence of illegal drugs.

NOTE - THE PENALTIES LISTED ABOVE APPLY BEFORE, DURING, AND IMMEDIATELY AFTER THE GAME, AND DO NOT INCLUDE ANY ADDITIONAL PENALTIES, AS MAY BE ASSESSED BY THE HOSTING AGENCY, ACCORDING TO THEIR LAWS, RULES, REGULATIONS OR BY-LAWS.

BASKETBALL COURT DIAGRAM

(See Rule 1-13 for location and size of optional coaching box)



Right End Shows
Far Backboard
54-Inches Wide

MINIMUM OF 3 FEET
of unobstructed space outside. If impossible to provide 3 feet, a narrow broken 1-inch line should be marked inside the court, parallel with and 3 feet inside the boundary.

Left End Shows
Rectangular Backboard
72-Inches Wide