

# 2007-08 GHSA BASKETBALL RULES STUDY GUIDE

During the second of two free throw attempts by A-1, B-1 enters the lane prematurely and A-1 steps on the free throw line prior to the ball touching the ring. A-1's violation should be ignored and granted another free throw due to B-1's violation. **(F) Case Book 9-1-3H**

Prior to Team A's throw-in ending, A-2 fouls B-2. Team B is awarded a throw-in, but Team A retains the AP arrow. **(T) Rule 6-4-5**

For GHSA contests the coaching box begins 28 feet from the end line and extends to the end line. **(F) GHSA Policy**

It is the responsibility of the game officials to direct an unruly spectator to leave the arena. **(F) GHSA Policy**

Beginning with the 2007-2008 season the home team must wear white jerseys during varsity games. **(T) Rule 3-4-6b**

Players are allowed to wear a compression shirt with long sleeves with a medical release. **(T) Rule 3-5-2**

A-2 sets a legal screen near the sideline on B-1 who leaves the court to avoid the screen and remains off the court by faking an injury. B-1 is assessed a technical foul for purposely delaying to return to the court. **(T) Rule 10-3-3**

Players are allowed to wear barrettes and bobby pins as long as the officials feel they are being used as hair control devices. **(F) Rule 3-5-3d**

During a try, Team A retains team control until a player from Team B secures control of the ball. **(F) Rule 4-12-3**

The dribble ends when the ball touches, or is touched by, an opponent and causes the dribbler to loose control. **(T) Rule 4-15-4d**

There is no distance requirement for a defender when obtaining initial legal guarding position. **(T) Rule 4-23-2**

When guarding a moving opponent without the ball, the defender must allow a distance of (1) full stride to obtain legal guarding position. **(F) Rule 4-23-5c**

Team A is the home team and is wearing light colored jerseys. Each starter is assessed a technical foul, and the game is started with (10) free throws, followed by the jump ball to start play. **(F) Rule 10-3-2**

Team A is the home team and is wearing light colored jerseys. Every substitute from the home team who enters the game is assessed a technical foul. **(T) Rule 10-3-2**

A-2 should be assessed a personal foul for extending his/her arms outside the vertical plane of the body while setting a screen, even though B-1 avoids contact by moving around the illegal screen. **(F) Rule 4-19-1**

During tournaments the home team is allowed to wear dark colored jerseys by prior approval of the opposing team and tournament director. **(T) GHSA Policy**

In order to call an illegal screen the opposing player must make contact with the screener. **(T) Rule 4-19-1**

Spectators are allowed to use artificial noisemakers as part of a special event promotion. **(F) Rule 1-18**

In the event that the placement of chairs in the bench area extends beyond the 28' mark, the referee should not allow the game to be played until the violation is corrected. **(T) GHSA Policy (Move the chairs)**

If the reporting "X" is not on the floor prior to the start of the game, a technical foul is assessed to the home team. **(F) Put tape down.**

A visible possession arrow must be located at the scorer's table. **(T) 1-16**

The game ball must have the NFHS authentication mark on it. **(T) Rule 1-12-1g**

The padding on all rectangular backboards may be a single solid color, but shall be the same color on both backboards. **(T) 1-9-1**

The assistant coach and head coach are both allowed to stand in the bench area during a live ball. **(F) Rule 10-5-1**

During a free throw attempt players on the defensive team can occupy empty spaces designated for the offensive team. **(F) GHSA Policy**

During a free throw attempt players outside the 3-point arc are allowed to enter the arc on the release of the try. **(F) Rule 9-21-2f**

The official scorekeeper must wear a black and white striped garment during all GHSA basketball games. **(T) GHSA Policy**

It is legal to paint a mascot in center restraining circle as long as a continuous division line is clearly visible. **(T) Rule 1-3-note**

The warning horn for a 30-second time out is to be sounded with 10 seconds remaining. **(F) Rule 2-12-4**

Replacement time for a disqualified player is 20 seconds with warning a horn sounded with 10 seconds remaining. **(F) Rule 2-12-5**

All timing events have a 15-second warning horn remaining. **(T) Rule 2-12-4 & 5**

If both feet are off the floor and both feet land simultaneously the player can lift either foot without violating. **(T) Rule 4-44-2a-1**

A player holding the ball while standing who loses his/her balance may legally go to a knee. **(F) Rule 4-44-5**

The provisions for a legal screening position and legal guarding position are exactly the same. **(F) Rule 4-23-2a & b & Rule 4-40-2a**

The referee may designate another member of the crew to administer the jump ball to start the game. **(T) Officials Manual**

Official's jurisdiction begins at the pre-game conference. **(F) 2-2-2**

During timeouts officials are to put the ball on the floor at the spot where play will be resumed by a throw-in. **(F) GHSA Policy**

Headbands, hair control devices, and wristbands must match the dominant color of the jersey. **(F) 3-3-3a**

Officials may correct an error at any time as long as points haven't been scored by either team. **(F) Rule 2-10**

The only "game incident report" that must be submitted to the GHSA Office are ejection reports. **(F) GHSA Policy**

Compression sleeves may be worn as long as they match the predominant color of the jersey. **(F) Rule 3-5-2d**

Following a stoppage in play it is legal for A-1 to be replaced by A-6, who is then replaced by A-7 prior to the ball becoming live. **(T) Rule 3-3**

Headbands may be white or match the predominant color of the of the jersey, and all must be the same for the entire team. **(T) Rule 3-3-3a**

Players are allowed to remove jerseys in the bench area to clean off blood or exchange jerseys. **(F) 10-3-7h**

A player determined apparently unconscious is allowed to return to play when cleared by the team trainer. **(F) Rule 2-8-5**

A disqualified player becomes bench personnel when the head coach is notified following disqualification and a substitute has legally entered the game. **(F) 4-14-2**

All undershirts are legal as long as they match the predominant color of the jersey and have equal length hemmed sleeves. **(F) Rule 4-6**

Knee and ankle braces are legal as long as the exposed hinges and hard pieces are covered. **(T) Rule 3-5-2c**

During a throw-in, Team A shall be awarded two points if the untouched throw-in goes in the basket. **(F) Rule 9-2-7**

During a throw-in, a player is allowed to gain control of the ball and attempt a try as long as .3 of a second or more remain on the clock. **(F) Rule 5-2-5**

The referee shall forfeit a game if a team refuses to continue play after being instructed to do so by any official. **(T) Rule Rule 5-4-1**

Halftime intermission may be extended by agreement between Game Management and the Referee, based on the location of the visiting team's dressing area. **(T) GHSA Policy**

During the 2007-08 season competing teams have the option of utilizing the GHSA experimental rule on the location of players during free throw administration. **(F) GHSA Policy**

Once the ball becomes live in an overtime period, the overtime will not be continued if a correctable error at the conclusion of the previous period is discovered and could have an affect on the outcome of the game. **(F) Rule 2-10**

During the administration of the jump ball, opposing players obtain possession of the ball and a held ball is called. Any player from the opposing teams is allowed to jump during the subsequent jump ball. **(F) Rule 4-28**

The referee may correct a timing error at any time during the game if there is conclusive knowledge of the timing error. **(T) Rule 5-10-2**

During the replacement time for a disqualified player, coaches are allowed to meet with the players on the court as long as they stay in their respective bench area. **(F) GHSA Policy**

A time-out shall not be granted until after the ball has become live to start the game. **(T) Rule 5-12-4**

The ball becomes dead when time expires while a try is in flight, and a foul on the defensive team should be ignored. **(F) Rule 5-6-2-1**

During warm-ups A-1 is assessed a technical foul for dunking and after reporting to start the game B-1 is assessed a technical foul for a uniform violation. The technical fouls offset each other and the game is started with a jump ball. **(F) Case Book 6-4-1**

Prior to a throw-in ending by Team A, B-1 is assessed a technical foul. Team A will retain the AP arrow following the administration of the penalties for the technical foul assessed to B-1. **(T) Rule 6-4-5**

Team B is awarded the ball for an altering possession throw-in. During the throw-in, B-1 extends the ball through the boundary plane and A-1 grabs it resulting in a held ball. A-1 should be awarded the ball under the alternating procedure. **(F) Rule 4-42-5**

Airborne shooter A-1 is fouled by B-1. Before returning to the floor, A-1 fouls B-2 as the ball goes through the basket. The basket is awarded to A-1, A-1 is charged with a player-control foul, and A-1 is awarded (1) free throw for being foul in the act of shooting by B-1. **(F) Case Book 4-19-9A**

After the release of the ball by A-1, but prior to the ball contacting the ring, during an unsuccessful free throw attempt an official inadvertently sounds the whistle for a lane violation on B-1. The ball becomes dead when the whistle sounds and A-1 should be awarded another free throw. **(F) Rule 6-7-5**

After obtaining a legal guarding position, the defensive player may move laterally and still maintain position. **(T) Rule 4-23-3c**

When guarding an opponent with the ball, or a stationary opponent, time and distance are not a factor in obtaining legal guarding position. **(T) Rule 4-23-4a**

A-1's pass to A-2 bounces off A-2's shoulder and enters the basket as time expired. The officials should disallow the basket. **(T) Rule 4-41-1 thru 8**

Team A scores a goal and B-1 catches the ball as it exits the net. A-1 immediately calls a time out. The official should ignore the request for the time out by A-1. **(T) Rule 4-4-7**

B-1 is called for a goaltending violation on airborne shooter A-1's try. A-1 fouls B-2 after returning to the floor. The officials should ignore the goaltending violation due to A-1 fouling B-2. **(F) Rule 4-19-1 Note**

Team A scores a two-point field goal. B-1 picks up the ball after the made basket, then proceeds out of bounds to start the throw-in. Team A is called for a violation prior to the throw-in ending. B-1 shall still be allowed to run the end line. **(T) Rule 7-4-3**

After a double personal foul, play shall be resumed using the alternating possession arrow. **(F) Case Book 4-19-8A**

After an intentional personal foul, the team to whom the free throws have been awarded shall make the throw-in from the out-of-bounds spot nearest the foul. **(T) Rule 10-6 Penalty 4**

A-1 is dribbling the ball near the sideline. B-1 creates a held-ball with A-1 while one foot is on the sideline. The alternating possession procedure should be used to resume play. **(F) 7-2**

Following a timeout, the administering official erroneously puts the ball at A-1's disposal. After the throw-in has ended, but prior to the next dead ball, the officials recognizes the mistake and should blow the whistle and give the ball to B-1 out of bounds. **(F) Case Book 7-5-2**

While A-1's unsuccessful try is in flight, there is an inadvertent whistle. B-1 rebounds the unsuccessful try. Team B should be awarded a throw-in at a spot nearest the location of the ball when the whistle sounded. **(F) Rule 4-36-2c**

During a throw-in by A-1 in their frontcourt, it is legal for A-2 to catch the ball while in the air and land in the backcourt. **(T) Case Book 9-9-1**

While the clock is running with five seconds or less remaining in the period, a throw-in plane violation following a goal should be ignored if its only purpose is to stop the clock. **(T) Case Book 9-2-10**

On a designated spot throw-in, the thrower must keep one foot in the designated throw-in area until the ball is released. **(T) Rule 9-2-1**

The ball shall be bounced to the free thrower by the lead official, or it shall be placed on the floor at the free throw line if he/she purposely delays receiving the ball. **(T) Rule 8-1**

Following a delay of game warning by one or both teams, a technical foul shall be assessed for a subsequent delay by either team. **(F) Rule 7-5-1c & d**

If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy any spaces along the free-throw lane. **(T) Rule 8-1-3**

During free throw administration, the two lane spaces nearest the end line shall be occupied by an opponent of the free thrower. **(F) GHSA Experimental Rule**

During free throw administration, a teammate of the free thrower may occupy an opponent's designated lane space if the opponent(s) choose not to occupy the spaces. **(F) GHSA Experimental Rule**

Once a legal position on the court has been established, a player is allowed to maintain that position by backing an opponent away from the basket. **(F) Rule 10-6**

Only the opponents of the free thrower are allowed in the free throw lane spaces nearest the shooter. **(T) GHSA Experimental Rule**

During free throw administration B-1 violates, causing A-2 to violate. This is a double violation and play shall be resumed by the AP arrow. **(F) Rule 9-1-3b**

During free throw administration, players not occupying lane spaces must be behind the free-throw line extended and behind the three-point line. **(T) Rule 8-1-5**

It is legal for a defensive player to "tag on" to a player with the ball to obtain defensive positioning. **(F) Rule 4-24-4 thru 6**

Visible manufacturer's logos are permissible on undershirts, but not on jerseys. **(F) Rule 3-6**

Hair control devices, ribbons, and rubber bands are allowed as long as they match in color and design. **(F) 3-5**

A player is allowed to excessively swing his arm(s) or elbow(s), as long as contact to an opponent doesn't occur. **(F) 9-13-1**

Goaltending occurs when a player touches the ball or basket, when the ball is on or within the basket. **(F) Rule 4-22**

The throw-in ends when the ball is legally touched by another player who is either in, or out of, bounds. **(T) Rule 4-42-5**

No teammate of the thrower shall be out of bounds after a designated-spot throw-in begins. **(T) Rule 7-6**

A kicking violation shall be called anytime the ball makes contact with a player from the knee down to the foot. **(F) Rule 4-29**

The new spreading of the arms signal shall be used anytime the defender is beyond the 6' closely guarded distance. **(F) Case Book page 4**

A closely guarded count shall continue during an interrupted dribble. **(F) Rule 4-15-6a**

To be eligible to officiate varsity level competition, an official must attend the current year rules clinic and take the current year rules exam every other year. **(F) GHSA Policy**

To be eligible for post-season (any game after the regular season) consideration, an official must have attended the current year rules clinic, scored an (85) or higher on the current year rules exam, worked a minimum of (10) games, and attended a GHSA sanctioned development camp in the previous two years (2006 or 2007). **(T) GHSA Policy**