

2008-09 GHSA BASKETBALL RULES STUDY GUIDE

GHSA POLICIES AND PROCEDURES

1. Officials may not be assigned to work more than (4) regular season games involving one school. **TRUE**
2. Officials are expected to arrive at the game site no less than (30) minutes prior to game time. **FALSE**
3. Officials who are a member of the GAOA are issued an ID card that allows the card holder and a guest to enter GHSA sanctioned events at no charge. **FALSE**
4. The new GHSA insignia must be worn on the left sleeve of the official's game shirt. **TRUE**
5. It is optional to wear the Certified chevron for officials who have earned the certified designation. **TRUE**
6. In the new "Tier" evaluation system, officials who have been rated 1, 2, or 3 can be considered for any level of post-season play. **FALSE**
7. The new Wilson Wave ball must be used in all GHSA sanctioned games. **FALSE**
8. To be eligible to officiate varsity level games, an individual must have attended the current year rules clinic and must have taken the current year rules exam. **TRUE**
9. Coaches and players are not allowed to sit beyond the 28' line except during timeouts. **TRUE**
10. The Game Manager may be the boy's JV coach during the boy's varsity game and may be part of the coaching staff during the varsity game. **FALSE**

RULE #1

11. The coaching box begins at the 28' line and extends 14' towards the nearest end line. **TRUE**
12. The home team is responsible to have a visible possession arrow at the scorer's table. **TRUE**
13. During dead ball periods and between quarters, spectators are allowed to use artificial noisemakers. **FALSE**
14. The game ball must have both the NFHSA and GHSA authentication marks to be used. **FALSE**
15. If the court does not have a reporting "X" the home team may use tape to mark the sport without penalty. **TRUE**
16. The padding on the backboards must be a single color, but may have contrasting colors on both ends. **FALSE**
17. It is legal to have the school mascot painted in the center circle as long as there is a clearly visible continuous division line through it. **TRUE**
18. It is illegal to have a red light or LED light on the backboards. **FALSE**
19. In the event of a clock malfunction, the home team is responsible to have an alternative timing device at the table. **TRUE**
20. If there is less than 3' of unobstructed area outside the boundary lines, a narrow broken line shall be marked 3' feet inside the boundary line. **TRUE**

RULE #2

21. The jurisdiction of the officials end and the final score has been approved when all officials leave the visual confines of the playing area. **TRUE**
22. The replacement time for a disqualified or injured player is 20 seconds, and the warning horn is sounded with 5 seconds remaining. **FALSE**
23. The jurisdiction of the officials starts when they arrive on the floor during the pre-game. **TRUE**
24. A warning horn shall be sounded to signal 15 seconds remaining in a 30 seconds timeout and with 20 seconds remaining in a 60 second timeout. **FALSE**
25. The official scorebook shall remain at the scorer's table at all times until the game has been completed. **TRUE**
26. The player's names must be listed in descending numerical order in the official scorebook. **FALSE**

27. The official score keeper must wear a black-and-white striped during ALL GHSA contests. **TRUE**
28. A bookkeeping error may be corrected at any time until the referee approves the final score. **TRUE**
29. In order to correct an error regarding the failure to award a merited free throw, the error must be recognized no later than the first dead ball after the clock has started. **TRUE**
30. If a correctable error involves a free throw by the wrong player, the free throw and all activity during it shall be canceled. **FALSE**

RULE #3

31. Headbands must match the predominant color of the jersey, or be white, black, or beige. **TRUE**
32. Any hair control device that goes around the entire head is considered a headband and must adhere to the headband standards. **TRUE**
33. Ponytail holders do not have to adhere to the same standards of headbands and hair control devices, but may not be ribbons or have hard objects attached to them. **TRUE**
34. No less than 12 minutes prior to the start of the game, each team shall submit the name, number, and indicate the five starters to the official score keeper. **FALSE**
35. The team captain may request a "defensive match-up" when three or more substitutes enter the game from the opposing team. **TRUE**
36. A player, who has been replaced, may not re-enter the game until the next opportunity substitute after the clock has been properly started. **TRUE**
37. A team must start the game with five players, but when the number of eligible players reaches 4 or less the game is terminated at that point. **FALSE**
38. If a coach, or medical personnel, is beckoned onto the court to tend to an injured player, the player shall be directed to leave the game. **TRUE**
39. A visible manufacturer's logo is permitted on the jersey as long as it is placed above the neckline or on a legal undergarment. **FALSE**
40. Only one visible logo or school mascot is allowed on headbands and/or wristbands. **TRUE**

RULE #4

41. A loose ball that makes contact with an official who is outside the boundaries, and bounces onto the playing court, is considered a live ball. **FALSE**
42. At any time a player makes contact with the ball, while any part of the ball is within the imaginary cylinder, "goal tending" should be called. **FALSE**
43. Team control is lost at any time when a player loses player control of the ball. **FALSE**
44. A disqualified player does not become bench personnel until an official has notified the head coach of the disqualification. **TRUE**
45. When two or more teammates commit personal fouls against the same opponent at approximately the same time, a "multiple Foul" should be called. **TRUE**
46. During a live ball status, a contact foul cannot be called a "technical foul". **TRUE**
47. At any time the ball strikes any part of the leg or foot, a kicking violation shall be called. **FALSE**
48. During a spot throw-in, the thrower may move laterally as long as he/she keeps one foot within the imaginary 3' throw-in spot. **TRUE**
49. To establish initial legal guarding position, the defender may have one or both feet on the floor with the torso facing the opponent. **FALSE**
50. To establish legal screening position, the screener may be facing any direction and time and distance are not relevant as long as the screener is stationary. **FALSE**

RULE #5

- 51. When a player control foul is called, the goal is cancelled regardless of whether the foul occurred before or after the ball entered the basket. **TRUE**
- 52. Only two points may be awarded when any player standing inside the 3-point arc touches a try from beyond the 3-point arc. **FALSE**
- 53. During a throw-in, if less than .5 of a second remain on the game clock, a try can only be counted on a tap. **FALSE**
- 54. The NFHS and the GHSA do not recognize protests for officials' misapplication of a rule. **TRUE**
- 55. Halftime intermission may be extended to a maximum of 15 minutes, provided the officials and the visiting team have been notified prior to the start of the game. **TRUE**
- 56. When one team is trailing by more than 30 points at halftime, the referee shall inform both teams that the "mercy rule" will be enacted at the beginning of the 3rd quarter. **FALSE**
- 57. Each quarter ends when the game clock displays no time left (.00). **FALSE**
- 58. When a foul occurs near the expiration of time, and the clock sounds the end of the quarter, all relative activity must be completed prior to starting subsequent periods. **TRUE**
- 59. If a technical foul is called after the ball has become dead to end a quarter, the penalty will be administered to start the subsequent quarter/overtime period. **TRUE**
- 60. Any official may correct an obvious timing error made with regard to starting or stopping the clock. **FALSE**

RULE #6

- 61. On a jump ball, the ball becomes live when it is legally touched by one of the jumpers. **FALSE**
- 62. Until the ball is touched by one or both of the jumpers, non-jumpers are not allowed to move into or away from the plane of the restraining circle. **FALSE**
- 63. When a live ball becomes lodged between the backboard and the ring, play shall be resumed by virtue of the alternating possession arrow. **TRUE**
- 64. The alternating possession arrow is reset when a throw-in touches a player inbounds or the throw-in team commits a violation during an alternating possession throw-in. **TRUE**
- 65. If the offensive team fouls during an alternating possession throw-in, the alternating possession arrow will be reversed. **FALSE**
- 66. The ball becomes dead immediately when either team violates during free throw administration. **FALSE**
- 67. The ball does not become dead during a continuous motion foul until the result of the try is determined. **TRUE**
- 68. During a jump ball, both jumpers must attempt to touch the ball thrown by the referee. **FALSE**
- 69. During a throw-in, the ball becomes live when it is touched by another player on the court. **FALSE**
- 70. After a successful field goal or free throw, the thrower is allowed to run with the ball and/or dribble the ball outside the end line. **TRUE**

RULE #7

- 71. When a ball goes out of bounds after being touched simultaneously by two opponents, an alternating possession throw-in will occur nearest the spot when the ball went out of bounds. **TRUE**
- 72. When resuming play by a throw-in, if the throwing team does not make a thrower available, the administering official shall sound the whistle, place the ball on the floor, and start the count. **TRUE**
- 73. Following a technical foul, and the awarded free throws, the team awarded the ball may request, and be allowed, to make the throw-in on the tableside of the court at the division line. **FALSE**
- 74. Following the jump ball, and prior to the alternating possession being determined, any two opposing players may be involved in the subsequent jump when a held ball occurs. **FALSE**

75. After the awarded free throws have been completed following an intentional foul, play shall be resumed with a designated spot throw-in nearest where the foul occurred. **TRUE**

RULE #8

76. During free throw administration, the lane spaces nearest the end line shall remain vacant. **TRUE**
77. During free throw administration, the lane spaces nearest the free thrower may be occupied by opponents of the free thrower. **TRUE**
78. During free throw administration, if both personal and technical fouls occur they will be administered in the order in which they occurred. **TRUE**
79. If a player is unable to attempt awarded free throws due to an injury, the opposing coach may select the substitute to attempt the free throws. **FALSE**
80. Free throws awarded due to a technical foul may be attempted by an eligible substitute designated by the head coach. **TRUE**

RULE #9

81. It is a violation for a player to visibly or verbally attempt to disconcert a free thrower. **TRUE**
82. During the final free throw, if a fake by an opponent causes a teammate of the free thrower to violate, the ball shall become dead and an alternating possession throw-in will be used to resume play. **FALSE**
83. If the dribbler is not in contact with the ball when he/she steps on the boundary line, no violation occurs. **FALSE**
84. It is not a violation if; during a throw-in following a made free throw, the thrown ball is passed to a teammate of the thrower who is standing out-of-bounds along the end line. **TRUE**
85. In an attempt to avoid contact a player may voluntarily leave the court without penalty. **FALSE**
86. When an offensive player receives the ball in the lane prior to a 3-second violation, the player may immediately move to attempt a try without penalty, but if he/she passes the ball to a teammate a violation should be called immediately. **TRUE**
87. If during a throw-in, the thrown ball deflects off a player in his/her frontcourt and is first touched in the backcourt by a teammate a violation should be called. **FALSE**
88. A violation shall be called if a player inadvertently slaps the backboard during an attempt to block a shot. **FALSE**
89. A technical foul shall be called, and the goal awarded, if a player intentionally slaps the backboard in an attempt to affect a ball on the cylinder. **FALSE**
90. If a player loses control of the ball during a dribble, while being closely guarded, the count shall continue. **FALSE**

RULE # 10

91. If the home team fails to wear white jerseys, the penalty is a technical foul for every player who enters the game. **FALSE**
92. A statistic device is the only electronic device that may be used during the game in the bench area. **TRUE**
93. A technical foul shall be assessed for a subsequent violation of any of the delay of game violations. **TRUE**
94. It is not necessary for a substitute to be beckoned onto the court if he/she has reported to the scorer's table. **FALSE**
95. A disqualified player is permitted to remove his/her jersey after being notified of the fifth foul by the official. **FALSE**
96. Following notification of a disqualified player to the coach, a subsequent technical foul by the disqualified player is also charged to the head coach. **TRUE**
97. A technical foul shall be assessed to a coach or player who attempts to incite undesirable crowd reactions. **TRUE**
98. Following his/her 1st technical foul, the coach can only stand to request a timeout, confer with the score's table, assist in replacing a disqualified or injured player. **TRUE**
99. During a loose ball, players are allowed to make contact with an opponent even if it places the opponent in a disadvantaged position. **FALSE**
100. A defensive player is allowed to place a forearm/hand on the dribbler as long as the arm is not extended. **FALSE**