

2012-13 GHSA BASKETBALL STUDY GUIDE

1. The edge of the restraining circle shall be designated with a minimum of ¼-inch single line but no wider than 2 inches. (T) Rule 1-3-1
2. There shall be at least 4 feet (preferably 10 feet) of unobstructed space outside boundaries. (F) Rule 1-2-1
3. A visible game clock and scoreboard are mandatory. (T) Rule 1-15
4. The use of artificial noisemakers is permissible for special events. (F) Rule 1-18
5. The location of each team bench shall be designated by home team coach. (F) Rule 1-13-1
6. The ideal court measurements are 84 feet by 50 feet. (T) Rule 1-1
7. The game ball must have both NFHSA and GHSA marks to be used in an official game. (F) Rule 1-12-1
8. In the event of a clock malfunction, the home team is responsible to have an alternate timing device at the table. (T) Rule 1-15
9. The Game Manager shall be the sole judge of the legality of the ball and may select a ball provided by the visiting team if necessary. (F) Rule 1-12-3
10. The coaching box begins at the 28' line and extends 14' toward the nearest end line. (T) Rule 1-13-2
11. The official reports a foul on A1. Play continues with a throw in and team control has changed several times. While team A has control the scorekeeper realizes that A1 has five fouls. The scorekeeper should wait until the clock stops to inform the officials of the mistake. (F) Rule 2-11
12. It is the referee's responsibility to insure that the official timer scorekeeper be seated next to each other at the score table. (T)
13. Even though there may be a discrepancy between the visitors' scorebook and the home scorebook, the referee shall determine that the home book is the official book of record. (T)
14. The referee must administer the toss to start the game and any subsequent overtime periods. (F)
15. Following a successful three-point attempt by A-1, that was not signaled by the officials, team B scores a basket on the subsequent possession. At that time, the opportunity to correct the three-point field goal has passed. (F)
16. In the third quarter A-1 is discovered to be wearing a class ring. A technical foul shall be called at that time. (F)
17. When two officials blow the whistle simultaneously, and signal different infractions, they should get together and determine which action occurred first. (T)
18. In order to correct any of five correctable errors, the error must be recognized by an official before the ball becomes live after the first dead ball, after the clock has properly started. (T)
19. The officials shall arrive on the court 20 minutes prior to the scheduled starting time. (F)
20. During the pre-game warm-up period player A-1 is observed to dunk the ball. A-1 shall be charged with a technical foul and the bench shall be charged with an indirect technical. (F)
21. Team A adds three names to the official book after the 10 minute mark, prior to the start of the game. Three technical fouls shall be called on Team A. (F) Rule 3-2 10-11
22. When there is a player disqualification, all substitutes at the table may enter the game prior to any subsequent free throws. (T) Rule 3-3-1C
23. A player receiving his/her fifth foul becomes bench personnel immediately after the foul is called. (F) Rule 3-3-3 and 4-34
24. If the official stops the game for an apparent injured player, the player must leave the game whether attendants come on the court or not. (F) Rule 3-3-4 and 3-3-6
25. Home team shall wear white jerseys and the visiting team dark jerseys. (T) Rule 3-4-1C
26. Players may wear jewelry during warm up. (F) Rule 3-5-1 and 4-34-4
27. A brace or cast can be worn below the elbow if properly padded. (F) Rule 3-5
28. Headbands and sweatbands must be the same color for all team members. (T) Rule 3-5
29. Hair control devices can be any color and do not have to match. (T) Rule 3-5
30. Bead and bobby pins are legal as long as they are covered with tape. (F) 3-5
31. If undershirts are worn, all sleeve lengths must be the same on all players. (F) Rule 3-5
32. Wrist bands worn above the elbow are legal as long as they are less than 4 inches wide. (F) Rule 3-5
33. A-1 secures possession of the ball with one knee on the floor – A-1 stands with ball prior to dribbling. A-1 has traveled. (T) Rule 4.44.5

34. A-1's shot attempt fails to hit the rim, backboard or any other player. A-1 catches the ball and begins to dribble. A-1 has committed a violation. (F) Rule 4.44
35. During Team A's alternating possession throw-in, B2 kicks the pass. The ball shall be awarded to team A and the possession arrow reversed. (F) Rule 4.42.5
36. A1 attempts a try at the wrong basket and is fouled prior to returning to the floor prior to the ball entering the basket. The goal shall be counted and award A1 one free throw. (F) Rule 4.41.2
37. A player is permitted to stop the ball by placing his/her foot on top of the ball and then picking it up. (F) 4.29
38. An intentional foul shall be called at any time when a player grabs an opponent's jersey in an effort to stop the clock at the end of the game. (T) 4.19.3
39. A-1 and B-1 foul each other at approximately the same time during a dead ball period. Both shall be charged double personal fouls. (F) 4.19.8
40. When a double foul occurs, the alternating possession arrow shall be used in determining how to resume play. (F) 4.36
41. A goal is made when a live ball enters the basket from above and remains in or passes through. (T)
42. When a player control foul occurs, the goal shall be counted if the shooter has released the ball prior to the foul being called. (F)
43. When play is resumed with three tenths (.3) of a second or less remaining on the clock, a player may not gain control of the ball and try for a field goal. (T)
44. The length of time for each extra period for a varsity game shall be four minutes. (T)
45. For varsity games, if the point differential is 40 points or more at halftime, the clock shall run continuously the entire second half. (F)
46. Once the ball becomes live in the extra period, it will be played even though a correction from the fourth quarter score is recognized. (T)
47. If play is resumed by a throw-in, the clock shall be started when the ball touches, or is legally touched by a player on the court after it is released by the thrower. (T)
48. The referee may correct an obvious mistake by the timer when there is conclusive knowledge of a timing error. (T)
49. Four 60-second and two 30-second timeouts shall be awarded to each team during a regulation varsity game. (F)
50. If time runs out and the horn sounds immediately after the official blows his/her whistle to indicate a shooting foul, the free throw shooter shall attempt the resulting free throws with no time remaining on the game clock and no players occupying the lane spaces. (F)
51. A-1 violates during an alternating possession throw-in. Team B is awarded the ball without reversing the arrow. (F)
52. As A-1 begins the free throw motion for the 2nd attempt in the bonus situation, B-2 fouls A-2 prior to the successful shot. Team A shall receive a throw-in at a designated spot on the end line. (F)
53. Prior to the start of the 2nd period, B-1 is assessed a technical foul. Team A is entitled to the next alternating possession arrow. Team A is awarded two free throws, inbounds the ball at the division line, and the arrow is reversed. (F)
54. The opportunity for alternating possession throw-in is lost if either team fouls during an alternating throw-in. (F)
55. The ball is always dead when the clock is not running. (F)
56. The ball becomes dead or remains dead when a player-control or team-control foul occurs. (T)
57. After the toss to start the game, non-jumper B-3 moves into the restraining circle. This is technical foul. (F)
58. After the jump ball, A-3 momentarily possesses the ball then fumbles it out of bounds. Team B is awarded the throw-in at that spot, and has the next alternating possession throw-in. (T)
59. When the ball lodges on the rim during a try by A-1, the ball shall be awarded to the team B. (F)
60. Team A is erroneously allowed an alternating possession throw-in. When the throw-in ends the mistake cannot be corrected. (T)

- 1 61. When the ball touches the ceiling, overhead equipment, or supports, it is considered to be out of bounds. (T) 7-1-
2 2
- 3 62. If the ball goes out of bounds and was last touched simultaneously by two opponents, play shall be resumed by
4 the alternating possession arrow. (T) 7-3-1
- 5 63. If the ball goes out of bounds and the officials disagree on who last touched the ball, the official nearest the play
6 will make the ruling. (F) 7-3-1
- 7 64. Following a resumption of play violation by Team A, if Team B delays when authorized to make a throw-in it is a
8 technical foul. (F) 7-5-1
- 9 65. The throw in spot following an intentional foul shall be at mid-court opposite the scorer's table. (F) 7-5-4-b
- 10 66. After a defensive basket interference violation the team not credited with the score will make a throw-in from any
11 point outside the end line. (T) 7-5-7
- 12 67. The throw-in starts when the ball is at the disposal of the thrower. (T) 7-6-2
- 13 68. On a designated spot throw-in the thrower shall have a minimum of 4 feet horizontally to move. (F) 7-6-4
- 14 69. When an official administers a throw-in to the wrong team this is a correctable error and can be fixed using the
15 correctable error procedure. (F) 7-6-6
- 16 70. If the alternating possession arrow has not been established, play shall be resumed by a jump ball involving any
17 of the ten players on the floor. (F) 7-3-2
- 18 71. Following a time-out the resumption of play procedure may be used for free throws to prevent delay. (T)
- 19 72. Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free-throw
20 line extended and behind the three point line. (T)
- 21 73. During Free Throw administration, the shooting team is allowed 4 players in marked land spaces. (F)
- 22 74. If the Free Throw shooter violates after the defense violates in a marked lane space, it is a double violation. (T)
- 23 75. If the offended player of a personal foul is injured and cannot attempt his or her free throws, the opposing coach
24 may pick the shooter to attempt the free throws. (F)
- 25 76. The coach or captain may designate who is to attempt free throws awarded for a technical foul. (T)
- 26 77. Penalties for fouls are administered in the order in which the fouls occurred. (T)
- 27 78. Free throw administration shall begin with the center official placing the ball at the disposal of the free thrower. (F)
- 28 79. If the ball is to become dead when the last free throw of a penalty is not successful, players shall not occupy any
29 spaces along the free-throw lane line. (T)
- 30 80. The Free thrower shall attempt the free throw within 5 seconds or it is a violation. (F)
- 31 81. During a free throw - if there is a simultaneous violation by each team the ball stays alive and points can be
32 scored. (F)
- 33 82. During a free throw and after the ball is placed at the disposal of a free thrower a player other than the free
34 thrower, who does not occupy a marked land space may not have either foot beyond the vertical plane of the free
35 throw line extended and the three-point line which is farther from the basket. (T)
- 36 83. During a throw-in the thrown ball shall not touch the thrower in the court before it touches or is touched by another
37 player. (T)
- 38 84. During a throw-in the opponent(s) of the thrower shall not have any part of his/her persons through the inbounds
39 side of the throw-in boundary-line plane until the ball has been touched by an opponent. (F)
- 40 85. If both teams simultaneously commit violations during the jump ball or if the referee makes a bad toss the toss
41 shall not be repeated. (F)
- 42 86. The three-second restriction applies only to a player who has both feet in the lane. (F)
- 43 87. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles
44 in or moves immediately to try for a goal. (T)
- 45 88. During a jump ball, throw-in, or while on defense, a player may legally jump from his/her frontcourt, secure control
46 of the ball with both feet off the floor and return to the floor with one or both feet in the backcourt. (T)
- 47 89. A closely guarded count shall not terminate during and interrupted dribble. (F)
- 48 90. A player can excessively swing his/her arms(s) or elbows(s) without contacting an opponent. (F)
- 49 91. Team B is warned in the first half when B1 reaches over the line during a throw-in. Early in the fourth quarter B2
50 does the same thing. The correct ruling should be a Team Technical Foul. (T)
- 51 92. A6 enters the game without being beckoned. An official notices the entry after the ball is handed to the free
52 thrower. It is now too late to charge A6 with a Technical Foul for the illegal entry. (T)
- 53 93. During the warm-up before the game two team members of Team A dunk the ball. Each one should be charged
54 with a technical foul and the head coach charged with two indirect technical fouls. (T)
- 55 94. When a fight occurs on the court officials should grab the players involved and pull them away from the fight. (F)

- 56 95. A fight takes place during a dead ball. A1, A2, A3, B1, and B2 participate in the fight. A6, A7, and B6 come off the
57 bench but do not fight. The game resumes with Team B shooting 2 free throws. (F)
- 58 96. After the head coach receives 2 direct technical fouls the officials forget to eject the coach. One minute later he
59 gets another technical. This one is ignored since he should have been already ejected. (F)
- 60 97. A disqualified player is permitted to remove his/her jersey after being notified of the fifth foul by the official. (F)
- 61 98. A technical foul shall be assessed to a coach or player who attempts to incite undesirable crowd reactions. (T)
- 62 99. During an interrupted dribble either team may be granted a timeout. (F)
- 63 100. An intentional foul could be a technical foul or a personal. (T)
- 64 101. Not providing name and number of participants and designated five starters by the 10 minutes prior to the
65 tip-off is a flagrant foul. (F)
- 66 102. Disrespecting an official, using profane language/gestures, baiting/taunting opponents are all examples of
67 an intentional foul. (T)
- 68 103. Intentionally or flagrantly contacting an opponent during a dead ball should be ignored. (F)
- 69 104. A1 and B1 begin to fight during a live ball – substitutes A6, A7, B6, and B7 enter the court without
70 fighting. No free throws are shot and play continues with an alternating possession throw in. (F)
- 71 105. A1, A2, and B1 begin to fight during a dead ball – substitutes A6, B6, and B7 enter the court without
72 fighting. No free throws are shot. (F)
- 73 106. A1 and B1 begin to fight during a live ball – the assistant coach of team A comes onto the court and grabs
74 A1 to control the fight. No free throws are shot. (T)
- 75 107. A1 and A2 begin to fight during a live ball. Four free throws are shot. (T)
- 76 108. Substitutes A6, A7, and A8 all begin to fight each other in the bench area. Team A head coach is ejected.
77 (T)
- 78 109. A1 and B1 begin to fight during a live ball – substitutes A6, A7, B6, B7, and B8 enter the court. B6 joins
79 the fight along with A7. Team A will shoot 2 free throws. (T)
- 80 110. A6 is sitting on the bench – he spits on B1 as he dribbles near the sideline. A6 is ejected for fighting. (T)