

## 2021-22 GHSA Basketball Study Guide

1. The ideal measurements for a high school age basketball court is 94 by 50 feet. **RB 1-1**
2. The three-point line is 1 inch wide and 20 feet 9 inches from a point in the middle of the free throw lane directly below the center of the basket to the outside edge of the line. **RB 1-4-1**
3. The game ball does not have to have the NFHS authenticating mark as long as the referee decides it is a legal ball. **RB 1-12-1g**
4. The free throw lane is 15 feet wide measured to the outside of each lane boundary. **RB 1-5-1**
5. The circumference of the ball for high school age competition is a minimum of 28.5 inches and a maximum of 29 inches for high school girls competition. **RB 1-12-1d2**
6. Logos are permitted on backboards as long as it is not obstructing the white rectangle located on the backboard. **RB 1-7-4**
7. The possession arrow shall be located only on the scoreboard. **RB 1-16**
8. An "X" to locate the official scorer is not needed when the scorer is wearing a black and white striped officials' shirt. **RB 1-17**
9. It is legal for the PA announcer to announce how much time is remaining on the clock during the game. **RB 1-18**
10. The padding on the backboard shall extend up to cover 15 inches measured from the bottom of the backboard edge. **RB 1-9-1**
11. The three-point line shall be the same color as the free throw lane lines. **RB 1-4-2**
12. The spaces for the non-jumpers around the center restraining circle are 36 inches deep. **RB 1-3-1**
  
13. If videotape replay equipment is available, it shall not be viewed by the officials to make any decision if there is a dispute as to whether a try is from the 3-point area or the 2-point area. **RB 2.2.1**
  
14. When an error involving awarding a merited free throw is corrected and no change of team possession occurred, play shall continue following the free throw(s) as though there had been no correction. **RB (2.10.6)**
15. When the error is a free throw by the wrong player, if corrected, the free throw and any common foul committed during such a free throw shall be cancelled. **RB 2.10.4**
16. Only the referee is authorized to correct the erroneous awarding of a score. **RB 2.10.1**
  
17. Correctable errors include failure to award a merited free throw. **RB 2.10.1a**
  
18. If a mistake has been made and an umpire is still on the floor at the end of the game, he/she may call the referee back to make the correction. **RB 2.2.4**
19. No official has the authority to set aside or question decisions made by any other official within the limits of their respective outlined duties. **RB 2.6**
20. A1 and B1 hit heads in diving for a loose ball and both are injured. In the opinion of the officials A1 was unconscious for a short period of time; however, the coach disagrees and questions the determination. Ruling: As long as the coach accepts responsibility, A1 may continue to play after sitting out until the next opportunity to substitute. **RB 2.8.5**
21. Only the referee shall determine when a player is apparently unconscious. **RB 2.8.5**
22. Correctable errors do not include permitting the wrong team to attempt a throw-in. **RB 2.10.1**
23. Correctable errors include having more than five squad members participating simultaneously. **RB 2.10.1**
24. Correctable errors include awarding the ball to the wrong team on an alternating possession throw-in. **RB 2.10.1**
25. A team is assessed one technical foul for the violation of not presenting its team member list nor designating its starting lineup prior to the scheduled game starting time. **CB 3.2 A**
26. Only the captain may address an official to request a time out. **RB 3-1-2**
27. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach following disqualification. **RB 3-3-3**
28. A 1 appears to be injured and the official halts play and the team A coach rushes to the court to check on A1. A1 is ok and may remain in the game without Team A requesting a timeout. **CB 3.3.6 B**
29. The torso of the jersey shall be the same single solid color for all team members. **RB 3-4-1.a**

30. The American flag may be worn anywhere on the team jersey provide it does not exceed 2 x 3 inches and does not interfere with the visibility of the player's number. RB 3-4-2.b
31. The sleeves/tights, compression shorts shall be black, white, beige, or the predominant color of the jersey and the same color sleeves/tights shall be worn by teammates. RB 3-5-3 B
32. A player may wear shoes which have a light mechanism or have lights which are activated by heel contact with the floor. CB 3.5 B
33. The shoes and socks are not considered part of the uniform for purpose of visible logo size. CB 3.6.1
34. Hair controlled devices are not required to meet color restrictions. RB 3-5-4.d
35. Team fouls are to be reset to 0 in overtime. Rules Clinic
36. A1 has their back to the basket and is fouled. A1 then starts their shooting motion. Continuous motion should apply. RB 4-11-2
37. Warning a coach for misconduct is also a delay warning. RB 4-47
38. A warning is required prior to calling a technical foul for misconduct. RB 4-48 note
39. When screening an opponent outside the visual field, the screener must give their opponent one normal step backwards. RB 4-40-4
40. The screener shall stay within their vertical plane with a stance approximately shoulder width apart. RB 4-40-3.
41. A1 catches a pass and is ready to fall on the floor and places their hand on the floor to regain their balance. Their pivot foot never moves. This is legal. RB 4-42-5a
42. The boundary lines consist of end lines and sidelines. 4-9-1
43. Boundary lines are a minimum of 3 inches in width. RB 1-2-1
44. To obtain a legal guarding position the guard shall have at least one foot touching the playing court and the guard's torso shall be facing the opponent. RB 4-23-2 a and b
45. A1 lifts their pivot foot and then begins a dribble. This is legal. RB 4-44-3-c.
46. After obtaining legal guarding position it is legal for a defender to turn or duck to absorb the shock of imminent contact. RB 4-23-3e
47. A screen is a legal action without causing contact that delays or prevents an opponent from reaching a desired position. The screener must have both feet inbounds while screening. RB 4-40-1
48. With 0.3 seconds left in the 2<sup>nd</sup> period A1 releases the throw in to A2. A2 catches the ball and then shoots and scores. The points could count for team A. RB 5-2-5
49. Extra periods are an extension of the 4<sup>th</sup> period. RB 5-7-3
50. Team B head coach goes to the table to request a timeout for a correctable error. The officials stop play and determine there was no correctable error situation. Team B will always be charged with a 30 second timeout. RB 5-11-4
51. The ball is dead and the clock stopped with 27.7 seconds remaining in the 4<sup>th</sup> period. Team B requests and is granted a timeout. Team A then requests a timeout but is denied. The officials made an incorrect ruling. RB 5-11-7
52. At the start of the game, the game clock starts when the tossed ball is legally touched. RB 5-9-2
53. Each quarter begins when the game clock properly starts. RB 5-6-1
54. Varsity games are played with 4 quarters of 8 minutes each and intermissions of 90 seconds after the first and third quarters. RB 5-5-1
55. Each team is entitled to an additional 30 second time out during each extra period. RB 5-11-1

56. A1 and B1 are both injured during play and the officials stop the clock. Team attendants from both teams come onto the court. If the coaches of each team want their players to remain on the court then each team must request a time out and they are to run consecutively. RB 5-11-8
57. Once the ball becomes live in the extra period, it will be played even though a correction in the 4<sup>th</sup> quarter score is made. RB 5-7-4
58. The ball becomes dead, or remains dead, when time expires for a quarter of extra period regardless of whether the ball for a try is in flight. RB 6.7.6. exception a
59. For any jump ball, each jumper shall have at least one foot within that half of the center restraining circle which is farther from his/her basket. RB 6.3.1
60. Neither jumper shall touch the ball more than once. RB 6.3.7d
61. To start the second, third, and fourth quarters, the throw-in shall be from out of bounds at the division line opposite the scorer's and timer's table. RB 6.4.2
62. When the official is ready and until the ball is tossed, non-jumpers are free to move onto the restraining circle. RB 6.3.2a
63. Neither jumper shall touch the ball before it reaches its highest point. RB 6.3.7a
64. The ball becomes live when on a jump ball it is touch by one of the jumpers. RB 6.1.2a
65. During an alternating possession throw-in, the direction of the possession arrow is reversed immediately when the official hands the ball out of bounds to the thrower. RB 6.4.4
66. The ball becomes dead, or remains dead when a held ball occurs, or the ball lodges between the backboard and the ring or comes to rest on the flange. RB 6.7.3
67. To start the third quarter the ball shall be put in play by a jump ball in the center restraining circle. RB 6.2.3
68. If the defensive team commits a violation during an alternating possession throw-in, the possession arrow is not switched. RB 6.4.5
69. On the tossed ball to start the game neither jumper touches the ball and it hits the floor. A1 secures the ball and starts a dribble. The official allows play to continue. The official is correct. RB 6.3.6
70. A player is out of bounds when he/she touches another player/person out of bounds. RB 7-1-1
71. A player is out of bounds when he/she touches an object out of bounds. RB 7-1-1
72. The ball is out of bounds when it touches the supports or back of the backboard. RB 7-1-2.3
73. If the ball is caused to go out of bounds simultaneously by two opposing players, play is resumed by using the A/P arrow. RB 7-3-1
74. When a team does not make a thrower-in available following a time out, the resumption of play procedure is used. RB 7-5
75. When using the resumption of play procedure, the official will sound the whistle to indicate play will resume. RB 7-5
76. After a goal is scored, the ball may be inbounded anywhere along the sideline. RB 7-5-7
77. The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass. RB 7-6-3
78. Teammates shall not occupy adjacent positions which are parallel to and within 3 ft of the boundary when the opponent desires a position? RB 7-6-5
79. When an official administers a throw-in to the wrong team, this mistake shall be rectified after the throw-in ends. RB 7-6-2
80. After the ball has been placed at the disposal of A1 for a free throw, B5 who is not in a marked lane space moves below the free throw line extended but outside the 3-point line. This is a legal position. RB 8-1-5
81. After the free throws for an intentional foul that occurred in the back court, near the end line, the resuming play throw in shall be at the division line opposite the scorer's table. RB 8-5-3
82. The free throws awarded for a technical foul may be attempted by any player of the offended team, including an eligible substitute or designated starter. The coach or captain shall designate the free thrower(s). RB 8-3.

83. The free throws awarded for an intentional personal foul may be attempted by any player of the offended team, including an eligible substitute or designated starter. The coach or captain shall designate the free thrower(s). RB 8-2
84. The try for goal shall be made within 5 seconds after the ball has been placed at the disposal of the free thrower at the free throw line. This shall apply to each throw. RB 8-4.
85. If the ball is to become dead when the last free throw for an intentional foul is not successful, players may line up in the marked lane spaces. RB 8-1-3
86. A1 is at the free throw line for the first attempt of a bonus situation. Two team B players occupy the first (lowest) lane spaces. The offense (team A) chooses not to occupy any marked free-throw lane spaces. The two other team B players may move down into the unoccupied spaces. RB 8-1-4e and CB 8-1-4 Situation A(b).
87. A1 is assessed a technical foul. Substitute B6 reports to the scorer's table to enter the game and attempt the free throws. Officials should prevent B6 from entering and require a current player to attempt the free throws. RB 8-3.
88. A1 is fouled in the act of shooting and is injured and is unable to attempt his/her merited free throws. Team B coach shall designate a member of Team A to attempt A1's free throws. RB 8-2.
89. A1 is at the free throw line for the first attempt of a bonus situation. Two team B players occupy the first two lane spaces adjacent to the end line. Two team A players occupy the second two lane spaces. Team B chooses to place only one player in the third lane space on one side of the lane, so a Team A player may occupy the third lane space on the other side of the lane. RB 8-1-4-a.
90. A1 is fouled in the act of shooting a two-point try by B1. Team A coach vehemently argues that the official's ruling should have included an intentional foul charged to B1. Team A coach is assessed a direct technical foul. A1 will attempt two free throws with no players along the free throw line, followed by two free throws by any member of Team B, followed by a throw-in by Team B at the division line opposite the scorer's table. RB 8-6-2.
91. A1 is fouled by B1 while attempting a two-point goal. As the official is reporting the foul, A2 and B1 begin to fight. A2 and B1 are ejected and play is resumed with A1 attempting two free throws. RB 8-6-3
92. Team A has used all 5 timeouts. With 45 seconds remaining in the 4<sup>th</sup> period A3 requests and is granted a timeout. Ruling – this results in a technical foul on Team A and an indirect technical foul on the head coach of Team A. CB 10.2.3
93. A1 has blood on her jersey and is removed from the game in the second period. A1 goes back into the locker room and changes the jersey to a different number not in the scorebook and returns to the court and into the game after informing an official and the scorekeeper about the change. At halftime her original jersey is cleaned and she changes back into the original number and informs an official and the scorekeeper and is allowed to play. All parts of this play are legal. CB 10.4.1
94. Team foul totals are reset to 0-0 at the end of each period including the 4<sup>th</sup> period when going into overtime. Rules Clinic
95. Post players A1 and B1 begin punching each other and play is stopped. A6, A7, and B6 come onto the court but do not participate in the fight. B7 comes onto the court and begins to fight. Both head coaches are charged with 2 indirect technical fouls. CB 10.5.5
96. Post players A1 and B1 begin punching each other and play is stopped. A6, A7, and B6 come onto the court but do not participate in the fight. B7 comes onto the court and begins to fight. When play resumes Team A will shoot free throws. CB 10.5.5 Situations A and E
97. After the signal to end the first half, A1 removes his jersey near the team bench. The head coach has lost the coaching box privileges for the second half. CB 10.5.1
98. After introductions and just before the toss to start the game all of the bench personnel for team A are standing in the bench area. The table side official sees this. He/she shall blow the whistle to alert the tossing official to stop action and then instruct the Team A coach that bench personnel must be seated. The official will issue a warning to Team A and instruct the scorer to note this in the scorebook. Rules Clinic Slide 31
99. A1 attempts a jump shot and is fouled during the attempt. While the ball is airborne the horn sounds ending the first quarter. The shot is successful. Immediately the coach of Team B jumps up to protest the

call by the official and is assessed a technical foul. The second quarter will start with the team foul count Team A Zero and Team B One. CB 10.6.5 Situation A

100. Post player A5 is guarded by B5 from behind. A5 receives the inlet pass. B5 places both hands on the lower back of A5. This is an automatic foul regardless of the severity or outcome of the contact. CB 10.7.12 Situation B