

2022-23 GHSA Basketball Study Guide

1. It is permissible for the scoreboard operator to play a broken glass sound effect when a player misses a field goal or free throw attempt. 1-18
2. The public address announcer is not permitted to lead the spectators with the chant "Defense, Defense!!" over the public address system. 1- 18
3. The referee has sole authority to have the visiting team bench area relocated, because the visiting team has to walk 10 more feet to the reporting table than the home team. 1-13-1
4. It is optional to have a "X" 12 inches long and 2 inches wide placed directly in front of the official scorer. 1-17
5. A red light behind each backboard or an LED light on each backboard is mandatory to signal the expiration of time for a quarter or extra period. 1-14
6. A visible display of the possession arrow at the scorer's and timer's table is mandatory to indicate team possession for the alternating-possession procedure. 1-16
7. To create more school spirit, the backboards shall be painted with the school colors. 1-7-2
8. The free throw line shall be 15 feet from the plane of the face of the backboard and 1 inch wide drawn across both semicircles. 1-6
9. The ideal measurements for a high school age basketball court are 84 feet in length and 50 feet in width. 1-1
10. The center restraining circle has a radius of 8 feet measured to the outside edge. 1-3-1
11. The officials' jurisdiction prior to the game begins when they arrive on the floor. The official's arrival on the floor shall be at least 12 minutes before the scheduled starting time of the game. 2.2.2
12. The jurisdiction of the officials is terminated, and the final score has been approved when the referee leaves the visual confines of the playing area. 2.2.4
13. Team A leads by one point with two seconds left in the game. B1 releases the ball on a try. The noise level is too great for the covering official to hear the horn. He signals the basket good. The referee definitely hears the horn before the shot but does not see the umpire signal good. They both run off the court to the dressing room. Ruling: Team B wins by one. 2.2.4
14. The score is Team A - 62 and Team B - 61 when the horn sounds to end the 4th quarter. Prior to the referee's approval of the final score, the coach of Team A directs obscene gestures at the officials. Ruling: The game is over, and no technical foul(s) can be called. Rule 5-6-2 Exception 4
15. 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. (2.2.1)
16. 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. (2.10.6)
17. 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. (2.10.4)
18. Correctable errors include awarding the ball to the wrong team on an alternating possession throw-in. (2.10.1)
19. A1 is fouled but is not awarded a one-and-one even though the bonus is in effect. Team A is given a throw-in. A1 inbounds the ball to A2 who is immediately tied up by B1 resulting in a jump ball, the error for not awarding free throws is then discovered. The alternating possession arrow is pointing toward Team B. Ruling: Too late to shoot free throws--B's ball for an alternating possession throw-in. (2.10.1a)
20. The crowd reacts to an official's call by throwing debris onto the court. RULING: The officials should stop the game until the host management resolves the situation and the game can resume in an orderly manner. (2.8.1) Note.
21. If a team has no substitutes to replace disqualified or injured players, it shall continue with few than five. Rule 3, section 1, article 1
22. When a player is required by rule to be replaced prior to administering the free throw(s), then all other substitutes who are legally reported may also enter the game Rule 3, section 3, Article 1C.
23. A player, who has been replaced or directed to leave the game, is allowed to re-enter at anytime. Rule 3, section 3, article 4

24. Anything worn on the arm and/or leg is a sleeve. Rule 3, section 5, article 3A
25. Undershirts shall be a single solid color similar to the torso of the jersey and shall be hemmed and not have frayed or have ragged edges. Rule 3, section 5, article 6
26. A substitute becomes a player when he/she legally enters the court. Rule 3, section 3, article 3
27. Hair beads are legal. Rule 3,
28. The torso color of the jersey can be gray for the home team. Rule 3, section 4, article 1C
29. Religious and medical-alert medals, are not considered jewelry. Rule 3, section 5, article 7
30. A captain may request a defensive match-up if three or more substitutes from the same team enter during an opportunity to substitute. Rule 3, section 3, article 1E
31. A warning is required prior to calling a technical foul for misconduct. 4-48
32. When screening an opponent outside the visual field, the screener must give their opponent one normal step backwards. 4-40-4
33. The screener shall stay within their vertical plane with a stance approximately shoulder width apart. 4-40-3
34. Establishing legal guarding position requires both feet on the court and facing your opponent. 4-23-2
35. A1 lifts their pivot foot and then starts a dribble. This is legal. 4-44-3
36. A1's pass to A2 strikes an official and goes out of bounds. The officials should award the throw in to Team B at the closest spot. 4-4-4
37. Team fouls reset to 0 in overtime. 4-8-1-a, 4-17
38. A1 has their back to the basket and is fouled, A1 then starts their shooting motion. Continuous Motion will apply in this situation. 4-11-2.
39. A1 has their back to the basket and is attempting a try and is fouled. Continuous Motion apply in this situation. 4-11-2.
40. 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. 4-42-5-a.
41. With the game tied at 50 and both teams having timeouts left from regulation play, Team A Head Coach would like to take a timeout before starting overtime period. The officials would be correct by not granting this timeout. 5-11-7
42. The referee shall only correct an obvious mistake by the timer to start or stop the clock properly only when he/she has definite information relative to the time involved. 5-10-1
43. Three 60-second and two 30-second time-outs may be charged to each team during a regulation game. Each team is entitled to one additional 60-second time-out during each extra period. 5-11-1
44. When play is resumed with a throw-in or free throw and three-tenths (.3) of a second or less remains on the clock, a player may gain control of the ball and try for a field goal. 5-2-5
45. The referee may also forfeit a game if any player, team member, bench personnel or coach fails to comply with any technical-foul penalty, or repeatedly commits technical-foul infractions or other acts which make a travesty of the game. 5-4-1
46. A goal can only be counted when the clock is running because you cannot score a dead ball. 5-1-2
47. The score is tied with 5 seconds remaining as Team A comes up the floor. A1 throws the ball toward her basket from behind the three-point line. The horn to end the game sounds as B1 jumps and then legally touches the ball which is redirected into Team A's basket. Basket is no good and overtime will be played. – 5-6-2 and 6-7 NOTE and 4-41-4 (when it is certain the throw is unsuccessful – redirecting would be the unsuccessful part of this).
48. Score is tied at 54 when A3 drives to basket attempting a game winner. Attempt is unsuccessful and the horn to end the game sounds. In frustration, believing she was fouled, A3 uses profanity at the official. The official calls a Technical foul on A3. Anyone from Team B can shoot the technical free throws and if one of the free throws is successful then Team B wins the game. 5-6-4

49. A1 is throwing the ball in from out of bounds behind the three-point line. The ball from the throw in was untouched and went into the basket. The officials determine the basket counts, and then award 3 points to Team A. 5-1-1
50. In a tie ball game, team A's head coach became irate about a no call. The 4th period ends, and the coach continued to harass the officials. One official gives the coach a technical foul. The officials determine that there will be overtime. The overtime will start with a technical foul and play on from there. 5-6-2
51. Neither jumper shall touch the ball more than once. 6.3.7d
52. 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. 6.4.2
53. When the official is ready and until the ball is tossed, non-jumpers are free to move onto the restraining circle. 6.3.2a
54. Neither jumper shall touch the ball before it reaches its highest point. 6.3.7a
55. The ball becomes live when on a jump ball it is touched by one of the jumpers. 6.1.2a
56. The direction of the possession arrow is reversed immediately when the official hands the ball out of bounds to the thrower. 6.4.4
57. 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. 6.7.3
58. To start the third quarter the ball shall be put in play by a jump ball in the center restraining circle. 6.2.3
59. If the defensive team commits a violation during the throw-in, the possession arrow is not switched. 6.4.5
60. 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. 6.3.6
61. A player is out of bounds when he/she touches another player and/or person out of bounds. Rule 7 Sec 1 Art 1
62. A player is out of bounds when he/she touches an object located out of bounds. Rule 7 Sec 1 Art 1
63. The Ball is out of bounds when it touches supports or the back of the backboard. Rule 7 Sec 1 Art 2a
64. The Ball is out of bounds when it passes over a fan shaped backboard. Rule 7 Sec 1 Art 2b
65. The Ball is awarded out of bounds after a common foul before the bonus rule is in effect. Rule 7 Sec 4 Art 6
66. When a team does not make a thrower-in available after a time out, resumption of play is used to prevent delay. Rule 7 Sec 5 Art 1
67. When a team does not make a thrower-in available to start either half, resumption of play is used to prevent delay. Rule 7 Sec 5 Art 1
68. When a violation occurs, the designated spot throw-in is nearest the violation. Rule 7 Sec 5 Art 2
69. The Thrower-In must release the ball for a throw-in prior to the expiration of 10 seconds. Rule 7 Sec 6
70. When the official administers a throw-in to the wrong team, the mistake must be rectified before the throw-in ends. Rule 7 Sec 6 Art 6.
71. 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. Rule 8-1-5.
72. 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. Rule 8-5-3.
73. 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). Rule 8-3.
74. 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). Rule 8-2.
75. 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. Rule 8-4.
76. 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. Rule 8-1-3

77. 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. Rule 8-1-4e and Case Book 8-1-4 Situation A(b).
78. A1 is assessed a technical foul. Substitute B6 reports to the scorer's table to enter the game and attempt the free throws. Officials prevent B6 from entering and require a current player to attempt the free throws. Rule 8-3.
79. 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. Rule 8-2.
80. 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. Rule 8-1-4-a.
81. B1 is fouled in the act of shooting a two-point try by A1. Team B coach vehemently argues that the official's ruling should have included an intentional foul charged to A1. Team B coach is assessed a direct technical foul. B1 will attempt two free throws with no players along the free throw line, followed by two free throws by any member of Team A, followed by a throw-in by Team A at the division line opposite the scorer's table. Rule 8-6-2.
82. A1 is fouled by B1 while attempting a two-point goal. As the official is reporting the foul, A2 and B1 begin to fight. B1 and A2 are disqualified and play is resumed with A1 attempting two free throws. Rule 8-6-3.
83. A1 is fouled while attempting a 2-point goal and becomes injured. Team A has no substitutes available. Team B coach will choose the shooter from the players on the court. Rule 8-2
84. Only the Coach may designate the free throw shooter that is the result of a technical foul. Rule 8-3.
85. A1 is fouled by B1 while attempting a 2-point goal. A1 then taunts B1 and is assessed a technical foul. B3 will attempt the two free throws for the technical foul without anybody lined up on the free throw lane and then followed by A1 shooting his/her free throws with players lined up. Rule 8-6-2.
86. Any player, other than the free thrower, who does not occupy a marked lane space shall be behind the free throw line extended and behind the three-point line. Rule 8-1-5
87. A1 is fouled by B1 while attempting a 2-point goal. The ruling official has properly reported the foul and is in position for the free throws. The administering official has given all the instructions and signals. Team B is properly occupying the required spaces but 3 players from Team A are huddling inside the free-throw lane. Team A is warned for the delay and it is recorded in the scorebook. If Team A commits any delay thereafter in the game, a team technical shall be charged. Rule 10-2-1-b, c
88. A1 is fouled and is at the free throw line to attempt his/her free throws. Team B refuses to occupy the first (lowest) lane spaces. Team B should be charged with a technical foul for unsporting conduct. Rule 8-1-4.
89. A1 is unable to attempt either of the two free throws awarded on a shooting foul due to an injury. A6 enters the game and attempts the first free throw. A7 then reports and enters to replace A6 and attempt the 2nd free throw. This is a legal play. Rule 8-2
90. A1 is about to attempt the first of a one and one free throw. The administering official erroneously steps in and informs the players that two free throws will be taken. The missed free throw is rebounded by: (a) B1 with all other players motionless in anticipation of another throw; or (b) A2 with all other players motionless in anticipation of another throw. Play should be ruled dead immediately and resumed using the alternating-possession procedure. Rule 2-3
91. In a three person crew all officials shall officiate the free throw. OM
92. On a free throw where players are to occupy the first lane spaces players are allowed to enter the lane on the release of the ball. RB 9-1 Penalty
93. A1 is attempting a throw in. He tosses the ball off the back of B1 who is inbounds, steps in bounds and retrieves the ball. Legal play. RB 9-2-2
94. The 3 second violation is to be ignored by officials if they choose to do so.
95. The "Euro Step" is legal for NFHS rules regarding traveling. RB 9-4

96. Excessive swinging of the elbows is a violation. RB 9-13-1
97. A1 scores a field goal – B1 steps out of bounds with the ball and bounces it to a teammate outside the boundary along the end line. Legal play. RB 9-2
98. A1 attempts to pass to A2. B1 reaches out and punches the ball with his fist (not unsporting). This is a violation. RB 9-4
99. A1's attempt hits the top side of the backboard. This is a violation. RB 9-3
100. Jumper A1 during a jump ball strikes the ball and it goes out of bounds. Team B shall get the subsequent throw in and the AP arrow. RB 9-3
101. A1 is in a closely guarded situation when the official reaches 5 seconds and blows the whistle. This is a technical foul. RB 9-10
102. Dribbler A1 and guard B1 begin to curse at each other during a live ball. When the penalty phase begins there will be no free throws. RB Rule 10 penalty
103. Team A has used all 5 timeouts. With 45 seconds remaining in the 4th 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
104. Team A is standing in front of their bench after the jump ball cheering their team. They don't sit until team A scores a basket. This is legal. Rule 10 penalty
105. 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
106. Team foul totals are reset to 0-0 at the end of each period including the 4th period when going into overtime. Rules Clinic
107. 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
108. 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. Rule 10
109. 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
110. 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
111. Team A inbounds the ball after a score by Team B. Halfway toward the division line B1 commits a common blocking foul (no bonus in effect) on A1 in Team A's backcourt. On the inbounds after the foul the shot clock shall start at 35. Shot Clock Power point
112. Ballhandler A1 crosses the division line with 27 on the shot clock and is fouled by B1 (common foul). When Team A inbounds the ball 27 should be on the shot clock. Power point
113. A1 attempts a 25 foot shot and the shot clock horn sounds with the ball halfway to the basket. The official should sound his whistle immediately. Power point
114. A1 attempts a 25 foot shot and the shot clock horn sounds with the ball halfway to the basket. The ball misses the rim and is rebounded by the defense. The official shall sound his whistle. Power point
115. A1 attempts a 25 foot shot and the shot clock horn sounds with the ball halfway to the basket. The ball misses the rim and is rebounded by the defense. The ball should be inbounded at the spot closest to the spot where the attempt was made. Power point
116. A1 attempts a jump shot with 23 on the shot clock. The ball strikes the rim and is rebounded by A2. The shot clock should be reset to 25. Power point
117. A1 scores a 2 point basket. B1 inbounds the ball which is tapped by A2 and then controlled by B2. The shot clock should start on the tap. Power point

118. The officiating crew arrives on the court 15 minutes prior to the start of the game and notices there are no shot clocks - mounted or portable. All 4 periods will begin with an administrative technical foul. Power point
119. The officiating crew arrives on the court 15 minutes prior to the start of the game and notices there are no shot clocks - mounted or portable. The crew will use a backup stopwatch as long as a certified operator is present. Power point
120. The shot clock operator must take a certification course. Power point
121. The host school is responsible to have a 35-shot clock device only for boys varsity level games. GHSA Policy
122. The host school may employ a current year registered GHSA official at 1/2 game fee to operate the 35-second shot clock, or another shot clock certified individual. GHSA Policy
123. Failure to have a 35-shot clock device on site will result in an administrative technical foul on the host school to start each quarter, including any overtime period. GHSA Policy
124. The game clock operator may also operate the 35-second shot clock as long as they are 21 or older and shot clock certified. GHSA Policy
125. During an invitational tournament the host school is responsible to have a 35-second shot clock device on site, whether the host school team is playing or not. If not, and the host school is not playing, the game(s) will be played as normal with a jump ball to start the game and the host school will be fined \$100.00 per game played without a shot clock. GHSA Policy