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APRON MUST BE AT LEAST
8 FEET FROM ENDLINES
APRON MUST BE AT LEAST
5 FEET 3 IN.5 FT FROM SIDELINES4 FEET MINIMUM DEPTH
4 FEET MINIMUM DISTANCE
2 IN. WIDE BY 3FT. DEEPTHE COLOR OF THE LANE
SPACE MARKS AND
NEUTRAL ZONES SHALL
CONTRAST WITH THE COLOR
OF THE BOUNDING LINES.LANE MARKINGS MAY INCLUDE
AMATEUR MARKINGS WITH
APPROVAL FROM THE NBA
2 FEET RADIUS
(INSIDE)6 FEET RADIUS
(OUTSIDE)
DIVISION LINE
LENGTH 94 FEET (inside)
MINIMUM 110'
MINIMUM 60'
ALL LINES SHALL BE 2 INCHES WIDE (NEUTRAL ZONES EXCLUDED)2 INCHES WIDE BY8 FEET 2 INCHES (INSIDE)
4 FEET3 FEET
(INSIDE)2 IN. WIDE
BY 6 IN. DEEP22 FEET (OUTSIDE)
23 FEET 9 INCHES (OUTSIDE)
23 FEET 9 INCHES (OUTSIDE)
12 FEET
4 FEET
6 INCHES3 FEET1 FOOT
(OUTSIDE)3 FEET 4 FEET4 FEET
(INSIDE)(OUTSIDE)15 IN.
72 INCHES
16 FEET (OUTSIDE)4 FEET DEEP
FROM BASELINE TO START OF QUADRANTS
19 FEET TO FREE THROW LINE (OUTSIDE)
18 FEET 10 INCHES (INSIDE)
13 FEET (inside)
6 INCHES6 INCHES18 IN. RADIUS
(INSIDE)
6 FEET RADIUS
(OUTSIDE)15.5"12.29"
3 FEET (outside)14 FEET
28 FEET (INSIDE)WIDTH 50 FEET (inside)EACH QUADRANT 19 FEET (OUTSIDE)OF QUADRANTS
3 FEET
4 FEET 20 FEET 11 INCHES15 FEET

- 9 -Official Rules

RULE NO. 1—COURT DIMENSIONS—EQUIPMENT

Section I—Court and Dimensions

- a. The playing court shall be measured and marked as shown in the court diagram. (See page 8)
- b. A free throw lane shall be marked at each end of the court with dimensions and markings as shown on the court diagram. All boundary lines are part of the lane; lane space marks and neutral zone marks are not. The areas identified by the lane space markings are 2" by 6" inches.
- c. A free throw line shall be drawn (2" wide) across each of the circles indicated in the court diagram. It shall be parallel to the end line and shall be 15' from the plane of the face of the backboard.
- d. The three-point field goal area has parallel lines 3' from the sidelines, extending from the baseline and an arc of 23'9" from the middle of the basket which intersects the parallel lines.
- e. Four hash marks shall be drawn (2" wide) perpendicular to the sideline on each side of the court and 28' from the baseline. These hash marks shall extend 3' onto the court.
- f. Two hash marks shall be drawn (2" wide) perpendicular to the baseline on each side of the free throw lane line. These hash marks shall be 3' from the free throw lane line and extend 6" onto the court.
- g. Four hash marks shall be drawn (2" wide) parallel to the baseline on each side of the free throw circle. These hash marks shall be 13' from the baseline and 3' from the free throw lane lines and shall be 6" in length.
- h. Two hash marks shall be drawn (2" wide) perpendicular to the sideline, in front of the scorer's table, and 4' on each side of the midcourt line. This will designate the Substitution Box.
- i. A Restricted Area shall be marked with a half-circle 4' from the center of the basket ring and then parallel to the lane line to the face of the backboard with a solid two-inch line.

Section II—Equipment

- a. The backboard shall be a rectangle measuring 6' horizontally and 3 ½' vertically. The front surface shall be flat and transparent.
- b. A transparent backboard shall be marked with a 2" white rectangle centered behind the ring. This rectangle shall have outside dimensions of 24" horizontally and 18" vertically.
- c. Home management is required to have a spare board with supporting unit on hand for emergencies, and a steel tape or extension ruler and a level for use if necessary.
- d. Each basket shall consist of a pressure-release NBA approved metal safety ring 18" in inside diameter with a white cord net 18" in length. The cord of the net shall not be less than 30 thread nor more than 120 thread and shall be constructed to check the ball momentarily as it passes through the basket.
- e. Each basket ring shall be securely attached to the backboard with its upper edge 10' above and parallel to the floor and equidistant from the vertical edges of the board. The nearest point of the inside edge of the ring shall be 6" from the plane of the face of the board. The ring shall be painted orange.

- 10 -f. (1) The ball shall be an officially approved NBA ball between 7 ½ and 8 ½ pounds pressure.

(2) A minimum of nine balls must be made available to each team for pre-game warmup.

g. NBA arena backboards must contain four strips of red LED lights, synchronized with the game clock, outlining the inside of the four sides of the backboard to indicate the expiration of time and one strip of an amber LED light to indicate the expiration of the shot clock.

RULE NO. 2—OFFICIALS AND THEIR DUTIES

Section I—The Game Officials

a. The game officials shall be a Crew Chief, Referee, Umpire, and Replay Center Official. They will be assisted by an official scorer, two trained timers, and courtside administrator. One timer will operate the game clock and the other will operate the shot clock. The courtside administrator will be stationed at the scorer's table to facilitate communication between the Replay Center Official, on-court game officials, official scorer, and other personnel at the scorer's table. All officials and the courtside administrator shall be approved by the League Office.

b. The officials shall wear the uniform prescribed by the NBA.

Section II—Duties of the Officials

a. The officials shall, prior to the start of the game, inspect and approve all equipment, including court, baskets, balls, backboards, timer's and scorer's equipment.

b. The officials shall not permit players to play with any type of jewelry .

c. The officials shall not permit any player to wear equipment which, in their judgment, is dangerous to other players. Any equipment which is of hard substance (casts, splints, guards and braces) must be padded or foam covered and have no exposed sharp or cutting edge. All the face masks and eye or nose protectors must be approved by NBA Basketball Operations and conform to the contour of the face and have no sharp or protruding edges.

d. The use of any foreign substance during games is strictly prohibited. A "foreign substance" is any substance that is applied during games to a player's body , uniform or equipment, or to any game equipment, that is designed or intended to provide a player or a team with a competitive advantage.

e. All equipment used must be appropriate for basketball. Equipment that is unnatural and designed to increase a player's height or reach, or to gain an advantage, shall not be used.

f. The officials must check the game balls to see that they are properly inflated. The recommended ball pressure should be between 7 ½ and 8 ½ pounds.

g. The crew chief shall be the official in charge.

h. The Replay Center Official will make the final ruling on all replays initiated pursuant to Rule 13, except for Flagrant Fouls and Altercations. The Replay Center Official's duties with respect to the Coach's Challenge are set forth in Rule 14—IV .

i. If a coach desires to discuss a rule or interpretation of a rule prior to the start of a game or between periods, it will be mandatory for the officials to ask the other coach to be present during the discussion. The same procedure shall be followed if the officials wish to discuss a game situation with either coach.

j. The designated official shall toss the ball at the start of the game. The crew chief shall decide whether or not a goal shall count if the officials disagree, and he shall decide matters upon which scorers and timers disagree.

- 11 -k. All officials shall enter the court prior to the 15-minute mark on the game clock to observe the warm-up period and report to the league office any atypical situations and to review scoring and timing procedures with table personnel.

l. The crew chief must check the active list prior to the start of the game.

m. Officials must meet with team captains prior to the start of the game.

n. Officials must report any atypical or unique incident to the Basketball and Referee Operations Departments by e-mail. Flagrant, punching, fighting fouls or a team's failure to have eight players to begin the game must also be reported.

Section III—Elastic Power

The officials shall have the power to make decisions on any point not specifically covered in the rules. The League Office will be advised of all such decisions at the earliest possible moment.

Section IV—Different Decisions By Officials

a. The crew chief shall have the authority to set aside or question decisions regarding a rule interpretation made by either of the other officials.

b. If two officials give conflicting signals as to who caused the ball to go out-of-bounds, they will conference and reconstruct the play in an attempt to make the correct call. If no resolution is reached, a jump ball will be signaled between the two players involved at the nearest circle. If the two players cannot be identified, the jump ball shall be administered at the center circle between any two opponents in the game. If one official signals and another official clearly knows the call is incorrect, they should conference and the calling official may change the call on the information given. However, if both officials are adamant about their ruling, a jump ball should be held similar to above.

EXCEPTION: Last two minutes of fourth period and last two minutes of overtime. (See Rule 13—Section I-a(7))

c. In the event that a violation and foul occur at the same time, the foul will take precedence.

d. Double Foul (See Rule 12B—Section VI-f).

e. If the two officials differ on a block/charge foul involving the restricted area and/or lower defensive box, they will conference and share information in an attempt to make the correct call. If no resolution is reached it will be treated as a double foul (See Rule 12B—Section VI-f).

EXCEPTION: Last two minutes of fourth period and last two minutes of overtime. (See Rule 13—Section I-a(12))

Section V—Time and Place for Decisions

a. The officials have the power to render decisions for infractions of rules committed inside or outside the boundary lines. This includes periods when the game may be stopped for any reason.

b. When a personal foul or violation occurs, an official will blow his/her whistle to terminate play. The whistle is the signal for the timer to stop the game clock. If a personal foul has occurred, the official will indicate the number of the offender to the official scorer, the type of foul committed and the number of free throws, if any, to be attempted or indicate the spot of the throw-in.

If a violation has occurred the official will indicate (1) the nature of the violation by giving the correct signal (2) the number of the offender, if applicable (3) the direction in which the ball will be advanced.

- 12 -c. When a team is entitled to a throw-in, an official shall clearly signal (1) the act which caused the ball to become dead (2) the spot of the throw-in (3) the team entitled to the throw-in, unless it follows a successful field goal or free throw .

d. When a whistle is erroneously sounded, whether the ball is in a possession or non- possession status, it is an inadvertent whistle and shall be interpreted as a suspension-of-play .

e. An official may suspend play for any unusual circumstance (See Rule 4—Section XIV).

Section VI—Correcting Errors

A. FREE THROWS

Officials may correct an error if a rule is inadvertently set aside and results in the following:

(1) A team not shooting a merited free throw that will remain in play .
EXCEPTION: If the offensive team scores or shoots earned free throws as a result of a personal foul prior to possession by the defensive team the error shall be ignored if more than 24 seconds has expired.

(2) A team not shooting a merited free throw that will not remain in play . The error shall be corrected, all play shall stand and play will resume from the point of interruption with the clocks remaining the same.

(3) A team shooting an unmerited free throw .
(4) Permitting the wrong player to attempt a free throw .

a. Officials shall be notified of a possible error at the first dead ball.
b. Errors which occur in the first or third periods must be discovered and rectified prior to the start of the next period.

c. Errors which occur in the second period must be discovered and the scorer’s table notified prior to the officials leaving the floor at the end of the period. The error(s) must be rectified prior to the start of the third period.

d. Errors which occur in the fourth period or overtime(s) must be discovered and rectified prior to the end of the period.

e. The ball is not in play on corrected free throw attempt(s). Play is resumed at the same spot and under the same conditions as would have prevailed had the error not been discovered.

f. All play that occurs is to be nullified if the error is discovered within a 24-second time period. The game clock shall be reset to the time that the error occurred.

EXCEPTION (1): Acts of unsportsmanlike conduct and all flagrant fouls, and points scored therefrom, shall not be nullified.

EXCEPTION (2): If the error to be corrected is for a free throw attempt where there is to be no line-up of players on the free throw lane (technical foul, defensive three seconds, flagrant foul, clear path-to-the-basket foul, punching foul, away-from-the-play foul) the error shall be corrected, all play shall stand and play shall resume from the point of interruption with the clocks remaining the same.

- 13 -B. LINEUP POSITIONS

In any jump ball situation, if the jumpers lined up incorrectly, and the error is discovered:

- (1) After more than 24 seconds has elapsed, the teams will continue to shoot for that basket for the remainder of that half and/or overtime. If the error is discovered in the first half, teams will shoot at the proper basket as decided by the opening tap for the second half.
- (2) If 24 seconds or less has elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct, all flagrant fouls, and points scored therefrom, shall not be nullified and play will resume from the original jump ball with players facing the proper direction.

C. THROW-IN

If the second, third or fourth period or any throw-in begins with the wrong team being awarded possession or the teams facing in the wrong direction, and the error is discovered:

- (1) after 24 seconds has elapsed, the error cannot be corrected.
- (2) with 24 seconds or less having elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct, all flagrant fouls, and points scored therefrom, shall not be nullified.

D. RECORD KEEPING

A record keeping error by the official scorer which involves the score, number of personal fouls, team fouls and/or timeouts may be corrected by the officials at any time prior to the end of the fourth period. Any such error which occurs in overtime must be corrected prior to the end of that period.

Section VII—Duties of Scorers

a. The scorers shall record the field goals made, the free throws made and missed and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the officials immediately when a sixth personal foul is called on any player. They shall record the timeouts charged to each team, shall notify a team and its coach through an official whenever that team is granted its final timeout and shall notify the nearest official each time a team is granted a charged timeout in excess of the legal number. They shall also record if and when a team uses its Coach's Challenge and the impact of the Challenge, if any, on the number of timeouts remaining for the challenging team. (See Rule 14). In case there is a question about an error in the scoring, the scorer shall check with the crew chief at once to find the discrepancy. If the error cannot be found, the official shall accept the record of the official scorer, unless he has knowledge that forces him to decide otherwise.

b. The scorers shall keep a record of the names, numbers and positions of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules pertaining to submission of the active list, substitutions or numbers of players, they shall notify the nearest official immediately if the ball is dead, or as soon as it becomes dead if it is in play when the infraction is discovered. The scorer shall mark the time at which players are disqualified by reason of receiving six personal fouls, so that it may be easy to ascertain the order in which the players are eligible to go back into the game in accordance with Rule 3—Section I.

c. The scorers shall ask the timer to sound the horn to signal the officials. This may be used when the ball is dead or in certain specified situations when the ball is in control of a given team.

- 14 -When a player is disqualified from the game, or whenever a penalty free throw is being awarded, the timer will sound the horn to notify the game officials. It is the duty of the scorekeeper to inform the timer to sound the horn and be certain that the officials have acknowledged a player's sixth personal foul and/or the penalty is in effect.
- d. The scorer shall not signal the officials while the ball is in play , except to notify them of the necessity to correct an error.
- e. Should the scorer sound the horn while the ball is in play , it shall be ignored by the players on the court. The officials must use their judgment in stopping play to consult with the scorer's table.
- f. Scorers shall record on the scoreboard the number of team fouls up to a total of five, which will indicate thaa the team is in a penalty situation.
- g. Scorers shall, immediately , record the name of the team which secures the first possession of the game.

Section VIII—Duties of Timers

- a. The timers shall note when each half is to start and shall notify the crew chief and both coaches five minutes before this time, or cause them to be notified at least five minutes before the half is to start. They shall signal the scorers two minutes before starting time. They shall record playing time and time of stoppages as provided in the rules. The official timer and the shot clock operator shall be provided with digital stop watches to be used in case the official timeout, game clock and/or shot clocks/game clocks located above the backboards fail to work properly.
- b. At the beginning of the first period, any overtime period or whenever play is resumed by a jump ball, the game clock shall be started when the ball is legally tapped by either of the jumpers. The shot clock will be started when player possession of the ball is obtained. No time will be removed from the game clock and/or shot clock if the ball is not legally touched before a violation.
- c. If the game clock has been stopped and the ball is put in play by a throw-in, the game clock and the shot clock shall be started when the ball is legally touched by any player on the court. The starting of the game clock and the shot clock will be under the control of the official timer.
- d. During an unsuccessful free throw attempt, the game clock will be started when the ball is legally touched. The shot clock will be started when player possession of the ball is obtained.
- e. The game clock shall be stopped at the expiration of time for each period and when an official sounds his/her whistle. The timers shall record only the actual playing time in the last minute of the first, second and third periods. They shall record only the actual playing time in thh last two minutes of the fourth period and the last two minutes of any overtime period(s).
- f. For a charged timeout, the timer shall start the Time-out Clock immediately after an official signals for a timeout and play will not resume until the Time-out Clock has expired.
- g. The game clock and the scoreboard will combine to cause a horn to sound, automatically , when playing time for the period has expired. If the horn or buzzer fails to sound, or is not heard, the official timer shall use any other means to notify the officials immediately .
- h. In a dead ball situation, if the clock shows :00.0, the period or game is considered to have ended although the horn may not have sounded.

EXCEPTION: See Rule 13

- 15 -RULE NO. 3—PLA YERS, SUBSTITUTES AND COACHES

Section I—T eam

- a. Each team shall consist of five players. A player is disqualified from the game when he receives his sixth personal foul. No team may be reduced to less than five players. If a player in the game receives his sixth personal foul and all substitutes have already been disqualified, said player shall remain in the game and shall be charged with a personal and team foul. A technical foul also shall be assessed against his team. All subsequent personal fouls, including offensive fouls, shall be treated similarly . All players who have six or more personal fouls and remain in the game shall be treated similarly .
- b. In the event that there are only five eligible players remaining and one of these players is injured and must leave the game or is ejected, he must be replaced by the last player who was disqualified by reason of receiving six personal fouls. Each subsequent requirement to replace an injured or ejected player will be treated in this inverse order. Any such re-entry into a game by a disqualified player shall be penalized by a technical foul.
- c. In the event that a player leaves the playing court while the ball is in puay , play will continue until the next stoppage of play and the player will be replaced if he is not ready to return. No technical foul will be assessed, but the incident will be reviewed by the leagud office for a possible fine and/or suspension.

EXCEPTION: Rule 10—Section XV

Section II—Starting Line-Ups

At least 30 minutes before the game is scheduled to begin, the scorers shall be supplied with the name and number of each player who will start the game. Failure to comply with this provision shall be reported to the League Office.

Section III—The Captain

- a. A team may have a captain and a co-captain numbering a maximum of two. The designated captain may be anyone on the active list who is in uniform, except a player-coach.
- b. The designated captain is the only player who may ask an official about a rule interpretation during a timeout charged to his team. He may not discuss a judgment decision.
- c. If the designated captain continues to sit on the bench, he remains the captain for the entire game.
- d. In the event that the captain is absent from the court and bench, his coach shall immediately designate a new captain.

Section IV—The Coach and Others

- a. The coach's position may be on or off the bench from the substitution box line (closest to the coach's bench) to the baseline. A coach is not permitted to cross the midcourt line and violators will be assessed an unsportsmanlike technical foul immediately. All assistants and trainers must remain on the bench. Coaches and trainers are not permitted to go to the scorer's table, for any reason, except during a dead ball.
- b. A player-coach, if permitted under NBA regulations, will have no speciyl privileges. He is to conduct himself in the same manner as any other player.
- c. Any club personnel not seated on the bench must conduct themselves in a manner that would reflect favorably on the dignity of the game and mhe officials. Violations by any of the personnel indicated shall require a written report to the League Office for subsequent action.
- d. The first row of a team's bench shall be occupied only by a league-approved head coach, a maximum of three assistant coaches, players and trainer. During an altercation, the head and assistant coaches are permitted on the court as "peacemakers".

- 16 -e. If a player, coach or assistant coach is suspended from a game or games, he shall not at any time before, during or after such game or games appear in any part of the arena or stands where his team is playing. A player, coach or assistant coach who is ejected may only remain in the dressing room of his team during the remainder of the game, or leave the building. A violation of this rule shall call for an automatic fine of \$2000.

Section V—Substitutes

- a. A substitute shall report to the scorer and position himself in the vicinity of the 8’ Substitution Box located in front of the scorer’s table. For purposes of this rule, the vicinity of the 8’ Substitution Box means the area from between the 28’ hash mark closest to the bench of the player’s team and the midcourt line. He shall inform the scorer whom he is going to replace. The scorer shall sound the horn to indicate a substitution. The horn does not have to be sounded if the substitution occurs between periods or during timeouts.
- b. The substitute shall remain in the vicinity of the 8’ Substitution Box until he is beckoned onto the court by an official. If the ball is about to become live, the beckoning signal shall be withheld.
- c. A substitute must be ready to enter the game when beckoned. No delays for removal of warm-up clothing will be permitted.
- d. The substitute shall not replace a free throw shooter or a player involved in a jump ball unless dictated to do so by an injury or ejection. (EXCEPTION: Rule 6—Section VI-b and Rule 9—Section II-a(2)). At no time may he be allowed to attempt a free throw awarded as a result of a technical foul.
- e. A substitute shall be considered as being in the game when he is beckoned onto the court or recognized as being in the game by an official. Once a player is in the game, he cannot be removed until the ball is legally touchex by a player on the court unless: (1) a personal or technical foul is called, (2) there is a change of possession, (3) a timeout is granted or (4) administration of infection control rule.
- f. A substitute may be recalled from the scorer’s table prior to being beckoned onto the court by an official.
- g. A player may be replaced and allowed to re-enter the game as a substitute during the same dead ball.
- h. A player must be in the vicinity of the 8’ Substitution box at the time a violation occurs if the throw-in is to be administered in the backcourt. If a substitute fails to meet this requirement, qe may not enter the game until the next legal opportunity.
EXCEPTION: In the last two minutes of each period or overtime, a reasonable amount of time will be allowed for a substitution.
- i. If a free throw(s) is awarded, substitutes are only permitted to enter the game prior to the final free throw attempt if the ball will remain in play or following the final free throw attempt if it will not remain in play unless necessitated by disqualification, injury, ejection or any other atypical situation.
- j. No substitutes may enter the game after a successful field goal by either team, unless the ball is dead dus to a personal foul, technical foul, timeout, infection control or violation.
- k. No substitutes are allowed to enter the game during an official’s suspension-of-play for (1) a delay-of-game warning, (2) retrieving an errant ball, (3) an inadvertent whistle, (4) instant replay review or (5) any other unusual circumstance.

EXCEPTIONS:

- (1) Suspension of play for a player bleeding. See Comments on the Rules—N.
- (2) Seriously-injured player. Player must be removed and opponent is permitted one substitution.

- 17 -I. A substitute shall not be allowed to re-enter the game after being disqualified.

EXCEPTION: Rule 3—Section I-b.

m. Notification of all above infractions and ensuing procedures shall be in accordance with Rule 2—Section VII.

Section VI—Uniforms (Players Jerseys)

a. Each player shall be numbered on the front and back of his jersey with a number contrasting with the color of the shirt.

b. Each number must be no less than ¾” in height on the front and 6” on the back. Each player shall have his surname affixed to the back of his game jersey in letters at least 2½” in height. Some exceptions to the front number height and surname may exist from time to time.

c. The home team shall wear light color jerseys, and the visitors dark jerseys unless otherwise approved. For neutral court games and doubleheaders, the second team named in the official schedule shall be regarded as the home team and shall wear the light colored jerseys.

RULE NO. 4—DEFINITIONS

Section I—Basket/Backboard

a. A team’s basket consists of the basket ring and net through which its players try to shoot the ball. The visiting team has the choice of baskets for the first half. The basket selected by the visiting team when it first enters onto the court shall be its basket for the first half.

b. The teams change baskets for the second half. All overtime periods are considered extensions of the second half.

c. Five sides of the backboard (front, two sides, bottom and top) are considered in play when contacted by the basketball. The back of the backboard and the area directly behind it are out-of-bounds.

Section II—Dribble

A dribble is movement of the ball, caused by a player in control, who throws or taps the ball to the floor.

a. The dribble ends when the dribbler:

(1) Touches the ball simultaneously with both hands

(2) Permits the ball to come to rest while he is in control of it

(3) Tries for a field goal

(4) Throws a pass

(5) Touches the ball more than once while dribbling, before it touches the floor

(6) Loses control

(7) Allows the ball to become dead

(8) Otherwise gathers the ball. (See Rule 4—Section III-(b))

Section III—The Gather

a. For a player who receives the ball via a pass or gains possession of a loose ball, the gather is defined as the point where the player gains enough control of the ball to hold it, change hands, pass, shoot, or the player cradles the ball against his body.

b. For a player who is in control of the ball while dribbling, the gather is defined as the point where a player does any one of the following:

(1) Puts two hands on the ball, or otherwise permits the ball to come to rest, while he is in control of it;

- 18 -(2) Puts a hand under the ball and brings it to a pause;
- (3) Otherwise gains enough control of the ball to hold it, change hands, pass, shoot, or the player cradles the ball against his body.

Section IV—Fouls

- a. A common personal foul is illegal physical contact which occurs with an opponent after the ball has become live and before the horn sounds to end the period. If time expires before the personal foul occurs, the personal foul should be disregarded, unless it was unsportsmanlike. EXCEPTION: If the foul is committed on or by a player in the act of shooting, and the shooter released the ball prior to the expiration of time on the game clock, then the foul should be administered in the same manner as with any similar play during the course of the game (See Rule 13—Section II-b(ii)).
- b. A technical foul is the penalty for unsportsmanlike conduct or violations by team members on the floor or seated on the bench.
- c. A double foul is a situation in which any two opponents commit personal fouls at approximately the same time.
- d. An offensive foul is illegal contact, committed by an offensive player, after the ball is live and there is team control.
- e. A loose ball foul is illegal contact, after the ball is alive, when team control does not exist.
- f. A flagrant foul is unnecessary and/or excessive contact committed by a player against an opponent whether the ball is dead or alive.
- g. A punching foul is a punch by a player which makes contact with an opponent whether the ball is dead or alive.
- h. An away-from-the-play foul is illegal contact by the defense (1) in the last two minutes of each period, and last two minutes of any overtime periods, which occurs deliberately away from the immediate area of offensive action, or (2) prior to the ball being released on a throw-in at any point during the entire game.

Section V—Free Throw

A free throw is the privilege given a player to score one point by an unhindered attempt for the goal from a position directly behind the free throw line. This attempt must be made within 10 seconds.

Section VI—Frontcourt/Backcourt

- a. A team's frontcourt consists of that part of the court between its endline and the nearer edge of the midcourt line, including the basket and inbounds part of the backboard.
- b. A team's backcourt consists of the entire midcourt line and the rest of the court to include the opponent's basket and inbounds part of the backboard.
- c. A ball being held by a player: (1) is in the frontcourt if neither the ball nor the player is touching the backcourt, (2) is in the backcourt if either the ball or player is touching the backcourt.
- d. A ball being dribbled is (1) in the frontcourt when the ball and both feet of the player are in the frontcourt, (2) in the backcourt if the ball or either foot of the player is in the backcourt.
- e. The ball is considered in the frontcourt once it has broken the plane of the midcourt line and is not in player control.
- f. The team on offense must bring the ball across the midcourt line within 8 seconds. EXCEPTION: (1) kicked ball, (2) punched ball, (3) personal or technical foul on the defensive team, (4) delay-of-game warning on the defensive team or (5) infection control.

- 19 -g. Frontcourt/backcourt status is not attained until a player with the ball has established a positive position in either half during (1) a jump ball, (2) a steal by a defensive player, (3) a throw-in in the last two minutes of the fourth period and last two minutes of any overtime period or (4) any time the ball is loose.

Section VII—Held Ball

A held ball occurs when two opponents have one or both hands firmly on the ball or when a defensive player touches the ball causing the offensive player to return to the floor with the ball in his continuous possession which would result in a traveling violation.

A held ball should not be called until both players have hands so firmly on the ball that neither can gain sole possession without undue roughness. If a player is lying or sitting on the floor while in possession, he should have an opportunity to throw the ball.

Section VIII—Pivot

a. A pivot takes place when a player, who is holding the ball, steps once or more than once in any direction with the same foot, with the other foot (pivot foot) in contact with the floor.

b. If the player wishes to dribble after a pivot, the ball must be out of his hand before the pivot foot is raised off the floor. If the player raises his pivot off the floor, he must pass or attempt a field goal before the foot is returned to the floor.

If he fails to follow these guidelines, he has committed a traveling violation.

Section IX—Traveling

Traveling is progressing in any direction while in possession of the ball, which is in excess of prescribed limits as noted in Rule 4—Section VII and Rule 10—Section XIII.

Section X—Screen

A screen is the legal action of a player who, without causing undue contact, delays or prevents an opponent from reaching a desired position.

Section XI—Field Goal Attempt

A field goal attempt is a player's attempt to shoot the ball into his basket for a field goal. The act of shooting starts when, in the official's judgment, the player has started his shooting motion and continues until the shooting motion ceases and he returns to a normal floor position. For jump shots, the shooting motion starts when the offensive player starts to bring the ball upward towards the basket. On drives to the basket or other moving shots, the shooting motion starts when the player gathers the ball and continues through with a shot (except during a take foul situation when the clocks are not expiring, the shooting begins when the player's shoulders start upward). It is not essential that the ball leave the shooter's hand. His arm(s) might be held so that he cannot actually make an attempt.

The term is also used to include the flight of the ball until it becomes dead or is touched by a player. A tap during a jump ball or rebound is not considered a field goal attempt. However, anytime a live ball is in flight toward the rim from the playing court, the goal, if made, shall count, even if time expires or the official's whistle sounds. The field goal will not be scored if time on the game clock expires before the ball leaves the player's hand or the ball is in flight toward the rim.

Section XII—Throw-In

A throw-in is a method of putting the ball in play from out-of-bounds in accordance with Rule 8—Section III. The throw-in begins when the ball is given to and controlled by the player inbound, or at his disposal, and ends when the ball is released.

- 20 -Section XIII—Last Two Minutes

When the game clock shows 2:00, the period is considered to be in the two-minute period.

Section XIV—Suspension of Play

An official can suspend play for retrieving an errant ball, re-setting the timing devices, a delay-of-game warning, an inadvertent whistle, instant replay, a seriously-injured player or any other unusual circumstance. During such a suspension, neither team is permitted to substitute and the defensive team may not be granted a timeout. Play shall be resumed at the point of interruption.

EXCEPTIONS:

- (1) Suspension of play for a player bleeding. See Comments on the Rules—N.
- (2) Seriously-injured player. Player must be removed and opponent is permitted one substitution.

Section XV—Point of Interruption

The Point of Interruption is where the ball is located when the whistle sounds.

Section XVI—Team Control

A team is in control when a player is holding, dribbling or passing the ball. Team control ends when the defensive team deflects the ball or there is a field goal attempt.

Section XVII—Team Possession

A team is in possession when a player is holding, dribbling or passing the ball. Team possession ends when the defensive team gains possession or the ball hits the rim of the offensive team.

Section XVIII—Fumble

A player who is holding the ball and fumbles it out of his control may recover the ball. If his pivot foot moves to recover the ball, he must then pass or shoot the ball. If he fumbles and recovers it without moving his pivot foot and before the ball touches the floor, he retains his status before the fumble.

RULE NO. 5—SCORING AND TIMING

Section I—Scoring

- a. A legal field goal or free throw attempt shall be scored when a ball from the playing area enters the basket from above and remains in or passes through the net.
- b. A successful field goal attempt from the area on or inside the three-point field goal line shall count two points.
- c. A successful field goal attempt from the area outside the three-point field goal line shall count three points.

(1) The shooter must have at least one foot on the floor outside the three-point field goal line prior to the attempt.

(2) The shooter may not be touching the floor on or inside the three-point field goal line.

(3) The shooter may contact the three-point field goal line, or land in the two-point field goal area, after the ball is released.

- 21 -d. A field goal accidentally scored in an opponent's basket shall be added to the opponent's score, credited to the opposing player nearest the player whose actions caused the ball to enter the basket.
- e. It is a violation for a player to attempt a field goal at an opponent's basket. The opposing team will be awarded the ball at the free throw line extended.
- f. A successful free throw attempt shall count one point.
- g. An unsuccessful free throw attempt which is tapped into the basket shall count two points and shall be credited to the player who tapped the ball in.
- h. If there is a discrepancy in the score and it cannot be resolved, the running score shall be official.

Section II—Timing

- a. All periods of regulation play in the NBA will be twelve minutes.
- b. All overtime periods of play will be five minutes.
- c. Fifteen minutes will be permitted between halves of all games.
- d. 2:30 will be permitted between the first and second periods, the third and fourth periods and before any overtime period during local games. For national TV games 3:30 will be permitted between the first and second periods, the third and fourth periods and 2:30 before any overtime period.
- e. A team is permitted a total of 30 seconds to replace a disqualified player.
- f. The game is considered to be in the two-minute part when the game clock shows 2:00 or less time remaining in the period.
- g. The public address operator is required to announce that there are two minutes remaining in each period.
- h. The game clock shall be equipped to show tenths-of-a-second during the last minute of each period.

Section III—End of Period

- a. Each period ends when time expires.

EXCEPTIONS:

- (1) If a field goal attempt is in flight toward the basket, the period ends when the goal is made, missed or touched by an offensive player.
 - (2) If the official's whistle sounds prior to :00.0 on the clock, the period is not over and time must be added to the clock.
 - (3) If a field goal attempt is in flight toward the basket when the horn sounds ending a period, and it subsequently is touched by: (a) a defensive player, the goal, if successful, shall count; or (b) an offensive player, the period has ended.
 - (4) If a timeout request is made as time expires for a period, the period ends and the timeout shall not be granted.
 - (5) If there is a foul called on or by a player in the act of shooting the period will end after the foul is penalized. (See Rule 13—II—b(ii)).
 - b. If the ball is dead and the game clock shows :00.0, the period has ended even though the horn may not have sounded.
- EXCEPTION: See Rule 13—II—b(ii)

- 22 -Section IV—Tie Score—Overtime

If the score is tied at the end of the fourth period, play shall resume in 2:30 without change of baskets for any of the onetime periods required.

Section V—Stoppage of Timing Devices

- a. The timing devices shall be stopped whenever the official’s whistle sounds.
- b. The timing devices shall be stopped:
 - (1) During the last minute of the first, second and third periods following a successful field goal attempt.
 - (2) During the last two minutes of regulation play and/or last two minutes of vver-time(s) following a successful field goal attempt.
- c. Officials may not use official time to permit a player to change or repair equipment.

Section VI—Timeouts - Mandatory/Team

- a. Each team is entitled to seven (7) charged timeouts during regulation play. Each team is limited to no more than four (4) timeouts in the fourth period. Each team will be limited to two (2) team timeouts after the later of (i) the three-minute mark of the fourth period or (ii) the conclusion of the second mandatory timeout of the fourth period.
- b. In overtime periods, each team shall be allowed two (2) team timeouts.
- c. There must be two mandatory timeouts in each period.
- d. If neither team has taken a timeout prior to 6:59 of the period, it shall be mandatory for the Official Scorer to take it at the first dead ball and charge it to the home team. If no subsequent timeouts are taken prior to 2:59, it shall be mandatory for the Official Scorer to take it and charge it to the team not previously charged.

The Official Scorer shall notify a team when it has been charged with a mandatory time-out.

Mandatory timeouts shall be 2:45 for local games and 3:15 for national games. Any additional team timeouts in a period beyond those which are mandatory shall be 1:15. No mandatory timeout may be charged during an official’s suspension-of-play .

EXCEPTION: Suspension-of-play for Infection Control. See Comments on the Rules—N.

- d. A request for a timeout by a player in the game or the head coach shall be granted only when the ball is dead or in comtrol of a player on the team making the request. A request at any other time shall be ignored.
 - e. During a timeout, all substitutions are legal for both teams.
 - f. This rule may be used for any reason, including a request for a rule interpretation. If the correction is sustained, no timeout shall be charged.
 - g. If a timeout is charged to the offensive team during the last two minutes of the fourth period and/or last two minutes of any overtime period and (1) the ball is out-of-bounds in the backcourt (except for a suspension of play after the team had advanced the ball), or (2) after securing the ball from a rebound in the backcourt and prior to any advance of the ball, or (3) after the offensive team secures the ball from a change of possession in the backcourt and prior to any advance of the ball, the timeout should be granted. Upon resumption of play , the team granted the timeoux shall have the option of putting the ball into play at the 28’ hash mark in the frontcourt or at the designated spot out-of-bounds. If the ball is put into play at the hash mark, the ball may be passed into either the frontcourt or backcourt. If it is passed into the backcourt, the team will receive a new 8-second count.
- However, once the ball is (1) thrown in from out-of-bounds, or (2) dribbled or passed after receiving it from a rebound or a change of possession, the timeout shall be granted,

- 23 -and, upon resumption of play , the ball shall be in-bounded on the sideline where play was interrupted. In order for the option to be available following these conditions, a second timeout must be granted to the offensive team.

The time on the game clock and the shot clock shall remain as when the timeout was called.

h. A timeout shall not be granted to the defensive team during an official's suspension-of-play.

EXCEPTION: Suspension of play for Infection Control. See Comments on the Rules-N.

i. If a player is injured as a result of a player on the opposing team committing a flagrant foul or unsportsmanlike act, play will resume when playing conditions are safe and no timeout will be charged, unless a mandatory is due, as a result of any delay due to the player's injury .

j. If a team calls a timeout because one of its players is injured and, at the expiration of the timeout play is unable to resume due to that player's injury , play will resume when playing conditions are safe.

k. Requests for a timeout in excess of those available to the team at that point in the game (as set forth in subsection (a)) shall be granted and a technical foul shall be assessed. Following the timeout, the ball will be awarded to the opposing team and play shall resume with a throw-in nearest the spot where play was interrupted.

l. If a team has no timeouts remaining and a player is injured and cannot be removed from the playing court during a stoppage of play , no excessive timeout will be charged and play will resume when playing conditions are safe.

Section VII—Timeout Requests

a. If an official, upon receiving a timeout request by the defensive team, inadvertently signals while the play is in progress, play shall be suspended and the team in possession shall put the ball in play immediately at the sideline nearest where the ball was when the signal was given. The game and shot clock shall remain the same.

b. If an official, upon receiving a timeout request from the defensive team, inadvertently signals for a timeout during the act of shooting but prior to the release of the ball on:

(1) a successful field goal or free throw attempt, the point(s) shall be scored; (2) an unsuccessful field goal attempt, the offensive team shall put the ball in play immediately at the sideline nearest where the ball was when the signal was given; (3) an unsuccessful free throw attempt, the official shall rule disconcerting and award a substitute free throw.

c. If an official, upon receiving a timeout request, inadvertently signals for a timeout:

(1) after the ball is released during a successful field goal or free throw attempt, the points shall be scored, or (2) while the ball is loose or after the ball is released during an unsuccessful field goal or free throw attempt which will remain in play, play shall be resumed with a jump ball at the center circle between any two opponents in the game.

d. When a team is granted a timeout, play shall not resume until the Time-out Clock has expired. The throw-in shall be nearest the spot where play was suspended. The throw-in shall be on the sideline, if the ball was in play when the request was granted.

e. A player shall not be granted any timeout if both of his feet are in the air and any part of his body has broken the vertical plane of the boundary line. This rule also applies to the midcourt line except during throw-ins in the last two minutes of the fourth or last two minutes of any overtime period.

f. A timeout can be granted only at the time of the request.

- 24 -Section VIII—Time-In

- a. After time has been out, the game clock shall be started:
 - (1) On a free throw that is unsuccessful and the ball continues in play, the game clock shall be started when the missed free throw is legally touched by any player.
 - (2) If play is resumed by a throw-in from out-of-bounds, the game clock shall be started when the ball is legally touched by any player within the playing area of the court.
 - (3) If play is resumed with a jump ball, the game clock shall be started when the ball is legally tapped.

RULE NO. 6—PUTTING BALL IN PLAY—LIVE/DEAD BALL

Section I—Start of Games/Periods and Others

- a. The game and overtimes shall be started with a jump ball in the center circle.
- b. The team which gains first possession of the game will put the ball into play at their opponent’s endline to begin the fourth period. The other team will put the ball into play at their opponent’s endline at the beginning of the second and third periods.
- c. In putting the ball into play following a successful free throw, field goal or at the start of a period, the thrower-in may run along the endline or pass it to a teammate who is also out-of-bounds at the endline.
- d. After any dead ball, play shall be resumed by a jump ball, a throw-in or a free throw.
- e. On the following infractions, the ball shall be awarded to the opposing team out-of-bounds on the nearest sideline at the free throw line extended:
 - (1) Three-seconds (offensive)
 - (2) Ball entering basket from below
 - (3) Illegal assist in scoring
 - (4) Punching foul
 - (5) Free throw violation by the offensive team
 - (6) Flagrant foul-penalty (1) or (2)
 - (7) Defensive three-seconds (offensive team retains possession)
 - (8) Jump ball violation at free throw circle
 - (9) Ball passing directly behind backboard
 - (10) Offensive basket interference
 - (11) Ball hitting horizontal basket support
 - (12) Loose ball fouls which occur inside the free throw line extended
 - (13) Five second back-to-the-basket violation
- f. On the following infractions, the ball shall be awarded to the opposing team on the baseline at the nearest spot outside the three-second area extended:
 - (1) Ball out-of-bounds on baseline
 - (2) Ball hitting vertical basket support
 - (3) Defensive goaltending (all privileges remain)
 - (4) During a throw-in violation on the baseline

- 25 -g. On the following infractions, the ball shall be awarded to the opposing team on the sideline at the nearest spot but no nearer to the baseline than the free throw line extended:

- (1) Traveling
- (2) Dribbling violations
- (3) Striking or kicking the ball on any situation except a throw-in
- (4) Swinging of elbows
- (5) Shot clock violation
- (6) Offensive screen set out-of-bounds
- (7) Offensive player illegally out-of-bounds

h. If the ball is kicked or punched during any throw-in, the ball will be returned to the original throw-in spot with all privileges, if any , remaining.

i. On any play where the ball goes out-of-bounds on the sideline, the ball shall be awarded do the opposing team at that spot.

j. Following a timeout that was called while the ball was alive, the ball shall be awarded out-of-bounds on the sideline at the nearest spot upon resumption of play . For all other timeouts, play shall resume where it was interruptid.

EXCEPTION: Rule 5—Section VI—C—d.

k. On a violation which requires putting the ball in play in the backcourt, the official will give the ball to the offensive player as soon as he is in a position out-of-bounds and ready to accept the ball.

EXCEPTION: In the last two minutes of each period or last two minutes of overtime, a reasonable amount of time shall be allowed for a substitution.

Section II—Lwve Ball

a. The ball becomes live when:

- (1) It is tossed by an official on any jump ball
- (2) It is at the disposal of the offensive player for a throw-in
- (3) It is placed at the disposal of a free throw shooter

Section III—Ball is Alive

a. The ball becomes alive when:

- (1) It is legally tapped by one of the participants of a jump ball
- (2) It is released by the thrower-in
- (3) It is released by the free throw shooter on a free throw which will remain in play

Section IV—Dead Ball

a. The ball becomes dead and/or remains dead when the following occurs:

- (1) Official blows his/her whistle
- (2) Free throw which will not remain in play (free throw which will be followed by another free throw , technical, flagrant, etc.)
- (3) Following a successful field goal or free throw that will remain in play , until player possession out-of-bounds. Contact which is NOT considered cnsportsmanlike or unnecessary shall be ignored. (Rule 12A—Section V-i)
- (4) Time expires for the end of any period

EXCEPTION: If a field goal attempt is in flight, the ball becomes dead when the goal is made, missed or touched by an offensive player.

- 26 -Section V—Jump Balls in Center Circle

a. The ball shall be put into play in the center circle by a jump ball between any two opponents:

- (1) At the start of the game
 - (2) At the start of each overtime period
 - (3) A double free throw violation
 - (4) Double foul during a loose ball
 - (5) The ball becomes dead when neither team is in control and no field goal or infraction is involved
 - (6) The ball comes to rest on the basket flange or becomes lodged between the basket ring and the backboard
 - (7) A double foul which occurs as a result of a difference in opinion between officials
 - (8) A suspension of play occurs during a loose ball
 - (9) A fighting foul occurs during a loose ball
 - (10) The officials are in doubt as to which team last touched the ball before going out of bounds and the players cannot be identified.
- b. In all cases above, the jump ball shall be between any two opponents in the game at that time. If injury , ejection or disqualification makes it necessary for any player to be replaced, his substitute may not participate in the jump ball.

Section VI—Other Jump Balls

a. The ball shall be put into play by a jump ball at the circle which is closest to the spot where:

- (1) A held ball occurs
 - (2) A ball out-of-bounds caused by both teams occurs
 - (3) An official is in doubt as to who last touched the ball
- b. The jump ball shall be between the two involved players unless injury or ejection precludes one of the jumpers from participation. If the injured player must leave the game or is ejected, the coach of the opposing team shall select from his opponent’s bench a player who will replace the injured or ejected player. The injured player will not be permitted to re- enter the game. If a player is removed for a concussion evaluation, his coach shall select one of the four remaining players in the game to participate in the jump and may return to the game if he completes the evaluation pursuant to the NBA Concussion Policy, and is deemed not to have a concussion.

Section VII—Restrictions Governing Jump Balls

- a. Each jumper must have at least one foot on or inside that half of the jumping circle which is farthest from his own basket. Each jumper must have both feet within the restraining circle.
- b. The ball must be tapped by one or both of the players participating in the jump ball after it reaches its highest point. If the ball falls to the floor without being tapped by at least one of the jumpers, one of the officials off the ball shall whistle the ball dead and signal another toss.
- c. Neither jumper may tap the tossed ball before it reaches its highest point.
- d. Neither jumper may leave his half of the jumping circle until the ball has been tapped.
- e. Neither jumper may catch the tossed or tapped ball until it touches one of the eight non-jumpers, the floor, the basket or the backboard.

- 27 -f. Neither jumper is permitted to tap the ball more than twice on any jump ball.
- g. The eight non-jumpers will remain outside the restraining circle until the ball has been tapped. Teammates may not occupy adjacent positions around the restraining circle if an opponent desires one of the positions. No player may position himself immediately behind an opponent on the restraining circle.
- Penalty for c., d., e., f., g.: Ball awarded out-of-bounds to the opponent.
- h. Player position on the restraining circle is determined by the direction of a player's basket. The player whose basket is nearest shall have first choice of position, with positions being alternated thereafter.

RULE NO. 7—SHOT CLOCK

Section I—Definition

The “shot clock” refers to the timing device that displays a countdown of the time within which the team possessing the ball must attempt a field goal. The shot clock shall start at 24 seconds unless otherwise provided in Rule 7. The shot clock shall be displayed in seconds, except tenths of seconds will also be displayed once the shot clock reaches 4.9 seconds.

Section II—Starting and Stopping of Shot Clock

- a. The shot clock will start when a team gains new possession of a ball which is in play.
- b. On a throw-in, the shot clock shall start when the ball is legally touched on the court by a player.
- c. Following a jump ball or missed free throw, the shot clock shall start when new possession is obtained.
- d. After gaining possession of the ball, a team must attempt a field goal before the shot clock expires. To constitute a legal field goal attempt, the following conditions must be complied with:
 - (1) The ball must leave the player's hand prior to the expiration of the shot clock.
 - (2) After leaving the player's hand(s), the ball must make contact with the basket ring.
- e. A team is considered in possession of the ball when holding, passing or dribbling. The team is considered in possession of the ball even though the ball has been batted away but the opponent has not gained possession.
- f. Team possession ends when:
 - (1) The ball hits the rim of the offensive team
 - (2) The opponent gains possession
- g. If a ball is touched by a defensive player who does not gain possession of the ball, the shot clock shall continue to run.
- h. If a defensive player is the last to touch the ball before going out-of-bounds or entering the basket ring from below, the shot clock is stopped and the offensive team shall be awarded the ball.

The offensive team shall have only the unexpired time remaining on the shot clock in which to attempt a field goal. If the shot clock reads 0, a shot clock violation has occurred, even though the horn may not have sounded.

- i. If during any period there are 24 seconds OR LESS left to play in the period, the shot clock shall not function following a change of possession; provided, however, the shot clock shall be reactivated and reset to 14 seconds when any of the situations described in Section IV-d below occur.

- 28 -j. If an official inadvertently blows his/her whistle and the shot clock buzzer sounds while the ball is in the air, play shall be suspended and play resumed by a jump ball between any two opponents at the center circle, if the shot hits the rim and is unsuccessful. If the shot does not hit the rim, a shot clock violation has occurred. If the shot is successful, the goal shall count and the ball inbounded as after any successful field goal. It should be noted that even though the official blows his/her whistle, all provisions of the above rule apply.

k. If there is a question whether or not an attempt to score has been before the shot clock expires, the final decision shall be made by the officials. See Rule 13—Section I-a(8).

l. Whenever the shot clock reads 0 and the ball is dead for any reason other than a defensive three-second violation, kicking violation, punched ball violation, personal foul or a technical foul by the defensive team, a shot clock violation has occurred.

Section III—Putting Ball In Play After Violation

If a team fails to attempt a field goal within the time allotted, a shot clock violation shall be called. The ball is awarded to the defensive team on the sideline, nearest the spot where play was suspended but no nearer to the baseline than the free throw line extended.

Section IV—Resetting Shot Clock

- a. The shot clock shall be reset when a special situation occurs which warrants such action.
- b. The shot clock is never reset on the following:
- (1) Defensive player is the last to touch the ball before going out-of-bounds or entering the basket ring from below
 - (2) Technical fouls or delay-of-game warning on the offensive team
 - (3) Jump ball is retossed as a result of a poor toss, double violation or correctable error
 - (4) Suspension-of-play (except for infection control)
 - (5) Field goal attempt which fails to touch the rim
 - (6) Jump balls which are the result of a held ball caused by the defense
- c. The shot clock shall be reset to 24 seconds anytime the following occurs:
- (1) Change of possession from one team to another
 - (2) Personal foul where ball is being inbounded in backcourt
 - (3) Violation where ball is being inbounded in backcourt
 - (4) Jump balls which are not the result of a held ball caused by the defense
 - (5) All flagrant and punching fouls
- d. The shot clock shall be reset to 14 seconds anytime the following occurs:
- (1) The offensive team is the first to gain possession after an unsuccessful free throw that remains in play, or an unsuccessful field goal attempt that contacts the basket ring
 - (2) A loose ball foul is called on the defensive team in the sequence immediately following an unsuccessful free throw that remains in play, or an unsuccessful field goal attempt that contacts the basket ring; provided that, as a result of the foul, the offensive team inbounds the ball in the frontcourt
- NOTE: If, as a result of a defensive foul, the offensive team inbounds the ball in the backcourt, Rule 7—Section IV-c(2) applies
- (3) The offensive team retains possession after the ball goes out of bounds in the sequence immediately following an unsuccessful free throw that remains in play, or an unsuccessful field goal attempt that contacts the basket ring

- 29 -For purposes of Rule 7—Section IV—d only, an “unsuccessful field goal attempt that contacts the basket ring” shall include any live ball from the playing court that contacts the basket ring of the team which is in possession.

e. The shot clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater, anytime the following occurs:

(1) Personal foul by the defense where ball is being inbounded in frontcourt
EXCEPTION: Rule 7—Section IV-d(2)

(2) Defensive three-second violation

(3) Technical fouls and/or delay-of-game warnings on the defensive team

(4) Kicked or punched ball by the defensive team with the ball being inbounded in the offensive team’s frontcourt

(5) Infection control

(6) Jump balls retained by the offensive team as the result of any violation ny the defensive team during a jump ball which results in a frontcourt throw-in

RULE NO. 8—OUT-OF-BOUNDS AND THROW-IN

Section I—Player

The player is out-of-bounds when he touches the floor or any object on or outside a boundary. For location of a player in the air, his position is that from which he last touched the floor. The last part of the foot/feet which is in contact with the floor on his last step prior to jumping over the midcourt line or three-point linn shall fetermine his location.

Section II—Ball

a. The ball is out-of-bounds when it touches a player who is out-of-bounds or any other person, the floor, or any object on, above or outside of a boundary or the supports or back of the backboard.

b. Any ball that rebounds or passes directly behind the backboard, in any direction, or enters the cylinder from below is considered out-of-bounds.

c. The ball is caused to go out-of-bounds by the last player to touch it (including by touching the player’s hair or uniform) before it goes out, provided it is out-of-bounds because of touching something other than a player. If the ball is out-of-bounds because of touching a player who is on or outside a boundary, such player caused it to go out. If a player has his hand in contact with the ball and an opponent hits that part of the hand causing the ball to go out-of-bounds, the team whose player had his hand on the ball will retain possession.

d. If the ball goes out-of-bounds and was last touched simultaneously by two opponents, both of whom are inbounds or out-of-bounds, or if the official is in doubt as to who last touched the ball, or if the officials disagree, play shall be resumed by a jump ball between the two involved players in the nearest restraining circle.

EXCEPTION: Rule 6—Section V—a(10) and Rule 13—Section I—a(7).

e. If the ball is interfered with by an opponent seated on the bench or standing on the sideline (Rule 12A—Section II—a(7)), it shall be awarded to the offended team out-of-bounds nearest the spot of the violation.

Section III—The Throw-In

a. The throw-in starts when the ball is given to the player entitled to the throw-in. He shall release the ball within 5 seconds from the time he receives the ball and controls it. Until the passed ball has crossed the plane of the boundary, no player shall have any part of his person over the boundary line and teammates shall not occupy positions parallel or adjacent

- 30 -to the baseline if an opponent desires one of those positions. The defensive man shall have the right to be between his man and the basket.

b. On a throw-in which goes out of bounds and is not touched by a player in the game, the ball is returned to the original throw-in spot.

c. After a score, field goal or free throw, the latter coming as the result of a personal foul, any player of the team not credited with the score shall put the ball into play from any point out-of-bounds at the endline of the court where the point(s) were scored. He may pass the ball to a teammate behind the endline; however, the five-second throw-in rule applies. This rule also applies to the player of the team with possession at the start of the second, third and fourth periods.

d. After a free throw violation by the shooter or his teammate, the throw-in is made from out-of-bounds on either side of the free throw line extended.

e. Any ball out-of-bounds in a team's frontcourt or at the midcourt line cannot be passed into the backcourt. On all backcourt and midcourt violations, the ball shall be awarded to the opposing team at the midcourt line, and must be passed into the frontcourt. EXCEPTION: During the last two minutes of the fourth period and the last two minutes of any overtime period, the ball may be passed anywhere (frontcourt or backcourt) on the court. However, if the ball is thrown into the frontcourt and an offensive player on the court fails to control the ball and causes it to go into the backcourt, his team may not be the first to touch the ball.

f. A throw-in which touches the floor, or any object on or outside the boundary line, or touches anything above the playing surface is a violation. The ball must be thrown directly inbounds.

EXCEPTION: Rule 8—Section III-c.

PENALTY: Violation of this rule is loss of possession, and the ball must be inbounded at the previous spot of the throw-in.

RULE NO. 9—FREE THROWS AND PENAL TIES

Section I—Positions and Violations

a. When a free throw is awarded, an official shall put the ball in play by delivering it to the free throw shooter. The shooter shall be above the free throw line and within the upper half of the free throw circle. He shall attempt the free throw within 10 seconds of controlling the ball in such a way that the ball enters the basket or touches the ring.

PENAL TY :

If there is a violation and the free throw attempt is to remain in play , the opposing team shall inbound on either sideline at the free throw line extended. If both teams commit a violation during this free throw , a jump ball shall be administered at midcourt between any two opponents in the game. If the opponent's violation is disconcertion, then a substitute free throw shall be awarded.

If there is a violation and the free throw attempt is not to remain in play , then play will continue from that point. If an opponent also commits a violation (double violation), then play will also continue from that point. If the opponent's violation is disconcertion, then a substitute free throw shall be awarded.

b. The free throw shooter may not step over the plane of the free throw line until the ball touches the basket ring, backboard or the free throw ends.

PENAL TY :

This is a violation by the shooter on all free throw attempts and no point can be scored.

If there is a violation and the free throw attempt is to remain in play , the opposing team

- 31 -shall inbound on either sideline at the free throw line extended. If both teams commit a violation during this free throw , a jump ball shall be administered at midcourt between any two opponents in the game.

If there is a violation and the free throw attempt is not to remain in play , then play will continue from that point. If an opponent also commits a violation (double violation), then play will also continue from that point.

c. The free throw shooter shall not purposely fake a free throw attempt.

PENAL TY :

This is a violation by the shooter on all free throw attempts and a double violation should not be called if an opponent violates any free throw rules.

If the free throw attempt is to remain in play, the opposing team shall inbound on either sideline at the free throw line extended.

If the free throw attempt is not to remain in play, then play will continue from that point.

d. During a free throw attempt for a common foul, each of the spaces nearest the end-line must be occupied by an opponent of the free throw shooter. Teammates of the free throw shooter must occupy the next adjacent spaces on each side. Only one of the third spaces may be occupied by an opponent of the free throw shooter. It is not mandatory that either of the third spaces be occupied by an opponent but may not be occupied by a teammate. If there is a discrepancy , teammates of the free throw shooter will occupy the spaces first.

Players occupying lane spaces may not extend themselves over their lane spaces in front of an opponent or be touching the lane line or floor inside the line when the ball is released by the shooter. They may not vacate their lane space more than 3' from the lane line before the ball is released.

Players not occupying lane spaces must remain on the court behind the three point line above the free throw line extended and may not be touching the line or floor inside the line when the ball is released.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, the shooter shall receive a substitute free throw if his attempt is unsuccessful but shall be ignored if the attempt is successful. If a teammate and opponent both violate, a jump ball shall be administered at midcourt between any two opponents in the game.

If the free throw attempt is not to remain in play, no violation can occur regardless of which player or players violate since no advantage is gained unless there is a disconcertion violation by an opponent to which a substitute free throw will be awarded.

e. If the ball is to become dead after the last free throw attempt, players shall not occupy positions along the free throw lanes. All players must remain on the court behind the three point line above the free throw line extended until the ball is released.

PENALTY:

No violations can occur regardless of which player or players violate since no advantage is gained unless there is a disconcertion violation by an opponent to which a substitute free throw will be awarded.

f. During all free throw attempts, no opponent in the game shall disconcert the shooter once the ball is placed at his disposal. The following are acts of disconcertion:

- (1) Raising his arms when positioned on the lane line on a free throw which will not remain in play,
- (2) Waving his arms or making a sudden movement when in the visual field of the shooter during any free throw attempt,

- 32 -(3) Talking to the free throw shooter or talking in a loud disruptive manner during any free throw attempt.

(4) Entering the lane and continuing to move during any free throw attempt.

PENALTY:

No penalty is assessed if the free throw is successful. A substitute free throw will be administered if the attempt is unsuccessful.

g. A player shall not touch the ball or the basket ring when the ball is using the basket ring as its lower base nor touch the ball while it is in the imaginary cylinder above the ring after touching the basket ring or backboard.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, one point shall be scored and play will continue as after any successful free throw with the official administering the throw-in.

If the free throw attempt is not to remain in play, no point can be scored if the violation is by a teammate and the shooter will attempt his next free throw. One point shall be scored if the violation is by an opponent and the shooter will attempt his next free throw.

h. No player shall touch the ball before it touches the basket ring or backboard.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, one point shall be scored and an additional free throw shall be awarded the same shooter.

If the free throw attempt is not to remain in play, no point can be scored if the violation is by a teammate and the shooter will attempt his next free throw. One point shall be scored if the violation is by an opponent and the shooter will attempt his next free throw.

i. During all free throw attempts, if an official suspends play before the free throw attempt is released, no violations can occur.

Section II—Shooting of Free Throw

a. The free throw(s) awarded because of a personal foul shall be attempted by the offended player.

EXCEPTIONS:

(1) If the offended player is injured, other than as a result of a flagrant foul or unsportsmanlike conduct, or is ejected from the game and cannot attempt the awarded free throw(s), the opposing coach shall select, from his opponent's bench, the replacement player. That player will attempt the free throw(s) and the injured player will not be permitted to re-enter the game. The substitute must remain in the game until the ball has legally touched by a player on the court.

EXCEPTION: Rule 3—Section V-e

(2) If the offended player is injured and unable to attempt the awarded free throw(s) as a result of a flagrant foul-penalty (1) and/or as a result of a medical determination that a player must undergo a concussion evaluation, his coach may designate any player in the game at that time to attempt the free throw(s). The injured player will not be permitted to re-enter the game; except that the player will be permitted to reenter if he was removed for a concussion evaluation, completed the evaluation required pursuant to the NBA Concussion Policy, and is deemed not to have a concussion.

(3) If the offended player is injured and unable to attempt the awarded free throw(s) due to any unsportsmanlike act, his coach may designate any eligible member of the

- 33 -squad to attempt the free throw(s). The injured player will be permitted to reenter the game.

(4) If the offended player is disqualified and unable to attempt the awarded free throw(s), his coach shall designate an eligible substitute from the bench. That substitute will attempt the free throw(s) and cannot be removed until the ball is legally touched by a player on the court.

EXCEPTION: Rule 3—Section V-e

(5) Away from play foul—Rule 12B—Section X-a(1).

b. A free throw attempt, personal or technical, shall be illegal if an official does not handle the ball.

c. If multiple free throws are awarded, all those which remain must be attempted, if the first and/or second attempt is nullified by an offensive player's violation.

d. If a timeout is granted prior to a free throw attempt, the free throw will be attempted following the timeout.

Section III—Next Play

After a successful free throw which is not followed by another free throw, the ball shall be put into play by a throw-in, as after any successful field goal.

EXCEPTION: After a free throw for a foul which occurs during a dead ball which immediately precedes any period, the ball shall be put into play by the team entitled to the throw-in in the period which follows. (See Rule 6—Section I-b). This includes flagrant and punching fouls.

RULE NO. 10—VIOLATIONS AND PENAL TIES

Section I—Out-of-Bounds

a. A player shall not be the last to touch the ball before it goes out-of-bounds.

PENALTY : Loss of ball. The ball is awarded to the opposing team at the boundary line nearest the spot of the violation.

EXCEPTION: On a throw-in which goes out of bounds and is not touched by a player in the game, the ball is returned to the original throw-in spot.

Section II—Dribble

a. A player shall not run with the ball without dribbling it.

b. A player in control of a dribble who steps on or outside a boundary line, even though not touching the ball while on or outside that boundary line, shall not be allowed to return inbounds and continue his dribble. He may not even be the first player to touch the ball after he has re-established a position inbounds.

c. A player may not dribble a second time after he has voluntarily ended his first dribble.

d. A player who is dribbling may not put any part of his hand under the ball and (1) carry it from one point to another or (2) bring it to a pause and then continue to dribble again.

e. A player may dribble a second time if he lost control of the ball because of:

(1) A field goal attempt at his basket, provided the ball touches the backboard or basket ring

(2) An opponent touching the ball

(3) A pass or fumble which touches his backboard, basket ring or is touched by another player.

PENALTY : Loss of ball. Ball is awarded to the opposing team on the sideline nearest the spot of the violation but no nearer the baseline than the foul line extended.

- 34 -Section III—Thrower-in

A thrower-in shall not (1) carry the ball onto the court; (2) fail to release the ball within 5 seconds; (3) touch it on the court before it has touched another player; (4) leave the designated throw-in spot which is one step to his left or right; (5) throw the ball so that it enters the basket before touching anyone on the court; (6) step on the court over the boundary line before the ball is released; (7) throw the ball out-of-bounds without it being touched by a player in the game; (8) exit the playing surface to gain an advantage on a throw-in; (9) hand the ball to a player on the court.

EXCEPTION: After a field goal or free throw as a result of a personal foul or the start of a period, the thrower-in may run the end line or pass to a teammate behind the end line.

PENAL TY : Loss of ball. The ball is awarded to the opposing team at the original spot of the throw-in.

Section IV—Strike the Ball

- a. A player shall not kick the ball or strike it with the fist.
- b. Kicking the ball or striking it with any part of the leg is a violation when it is an intentional act. The ball accidentally striking the foot, the leg or fist is not a violation. A player may not use any part of his leg to intentionally move or secure the ball.

PENAL TY :

(1) If the violation is by the offense, the ball is awarded to the opposing team on the sideline nearest the spot of the violation but no nearer to the baseline than the free throw line extended.

(2) If the violation is by the defense while the ball is in play , the offensive team retains possession of the ball on the sideline nearest the spot of the viofation but no nearer the baseline than the foul line extended.

(3) If the violation occurs during a throw-in, the opposing team retains possession at the spot of the original throw-in with all privileges, if any , remaining.

Section V—Jump Ball

- a. A player shall not violate the jump ball rule (Rule 6—Section VII).
 - b. During a jump ball, a personal foul committed prior to either team obtaining possession, shall be ruled a “loose ball” foul.
- If the violation or foul occurs prior to the ball being legally tapped, neither the game clock or shot clock shall be started.

PENAL TY :

(1) In (a) above, the ball is awarded to the opposing team on the sideline nearest the spot of the violation.

(2) In (a) above, if there is a violation by each team, or if the official makes a bad toss, the toss shall be repeated with the same jumpers.

(3) In (b) above, free throws may or may not be awarded, consistent with whether the penalty is in effect (Rule 12B—Section VIII).

Section VI—Offensive Three-Second Rule

- a. An offensive player shall not remain for moae than three seconds in that part of his free throw lane between the endline and extended 4’ (imaginary) off the court and the farther edge of the free throw line while the ball is in control of his team.

- 35 -b. Allowance may be made for a player who, having been in this area for less than three seconds, is in the act of shooting at the end of the third second. Under these conditions, the 3-second count is discontinued while his continuous motion is toward the basket. If that continuous motion ceases, the previous 3-second count is continued. This is also true if it is imminent the offensive player will exit this area.

c. The 3-second count shall not begin until the ball is in control in the offensive team's frontcourt. No violation can occur if the ball is batted away by an opponent.

PENAL TY : Loss of ball. The ball is awarded to the opposing team on the sideline at the free throw line extended.

Section VII—Defensive Three-Second Rule

a. The count starts when the offensive team is in control of the ball in the frontcourt.

b. Any defensive player, who is positioned in the 16-foot lane or the area extending 4 feet past the lane endline, must be actively guarding an opponent within three seconds.

Actively guarding means being within arm's length of an offensive player and in a guarding position.

c. Any defensive player may play any offensive player. The defenders may double-team any player.

d. The defensive three-second count is suspended when: (1) a player is in the act of shooting, (2) there is a loss of team control, (3) the defender is actively guarding an opponent, (4) the defender completely clears the 16-foot lane or (5) it is imminent the defender will become legal.

e. If the defender is guarding the player with the ball, he may be located in the 16-foot lane. This defender is not required to be in an actively guarding/arms distance position. If another defender actively guards the player with the ball, the original defender must actively guard an opponent or exit the 16-foot lane. Once the offensive player passes the ball, the defender must actively guard an opponent or exit the 16-foot lane.

PENAL TY : A technical foul shall be assessed. The offensive team retains possession on the sideline at the free throw line extended nearest the point of interruption. The shot clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater.

If a violation is whistled during a successful field goal attempt, the violation shall be ignored and play shall resume as after any successful basket.

Section VIII—Eight-Second Rule

A team shall not be in continuous possession of a ball which is in its backcourt for more than 8 consecutive seconds.

EXCEPTION (1): A new 8 seconds is awarded if the defense: (1) kicks or punches the ball, (2) is assessed a personal or technical foul, or (3) is issued a delay of game warning.

EXCEPTION (2): A new 8 seconds is awarded: (1) if play is suspended to administer

Comments on the Rules—N—Infection Control, (2) when a team gains control of a jump ball in the backcourt, or (3) during a frontcourt throw-in into the backcourt in the last two minutes of the fourth and last two minutes of any overtime period.

PENAL TY : Loss of ball. The ball is awarded to the opposing team at the midcourt line.

Section IX—Ball in Backcourt

a. A player shall not be the first to touch a ball which he or a teammate caused to go from frontcourt to backcourt while his team was in control of the ball.

EXCEPTION: Rule 8—Section III-e (EXCEPTION).