

“Beginnings and Endings”

Areas that are affected

Presented by Dave Ames
For Maine IAABO
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Areas that are affected

Player Control

- Begins when a player holds or dribbles a live ball inbounds
- Ends
- When a player passes off
- When a player shoots the ball
- During an interrupted dribble
- When an opponent secures control
- When ball becomes dead (except when airborne shooter)

Team Control

- Begins = When a player of that team has control and continues during a pass or interrupted dribble.
- Ends
- On a try or tap
- Opponent secures control
- Ball becomes dead

Areas affected by control

- Fouls (type and if shooting)
- Closely guarded
- Backcourt count
- Backcourt violation
- 3 seconds
- Calling timeout

Throw-in

- Begins = When ball is at disposal of player on team entitled to the throw-in
- Ends = When ball is legally touched by another player inbounds or out of bounds

Areas affected by throw-ins

- Alternating possession
- Team control
- Officials mistakes
- Violations

Throw-in count

- Begins = When ball is at disposal of player on team entitled to the throw-in
- Ends = When the ball is clearly in flight

Area affected by throw-in count

- Violation of throw-in

Dribble

- Begins = When a player in control bats, pushes or throws the ball to the floor.(intentionally strikes the ball with hand(s))
- Ends
- When the dribbler catches or causes the ball to come to rest in one or both hands
- When the dribbler palms or carries the ball
- When the dribbler simultaneously touches the ball with both hands
- When the ball touches or is touched by an opponent causing the dribbler to lose control
- When the ball becomes dead

Areas affected by dribble

- Player control
- Team control
- Double dribble
- Travel (can't travel when dribbling)
- Closely guarded

Jump Ball

- Begins = When ball leaves officials hand.
- Ends
 - When ball touches one of eight non-jumpers
 - When ball touches the floor
 - When ball touches the basket
 - When ball touches the backboard.
 - When the ball touches an official.

Areas affected by jump ball

- Clock starting
- APTI arrow
- Movement around circle
- Timeouts
- Violations

Free Throw

- Begins = When ball is at the disposal of the free thrower
- Ends
- When try is successful
- When it is certain try is unsuccessful
- When the try touches the floor
- When the try touches any player
- When the ball becomes dead

Areas affected by free throw

- Team control
- Timeouts
- Violations

Try for Goal

- Begins = When player begins motion which habitually precedes the release of the ball
- Ends
- When the throw is successful
- When it is certain the throw is unsuccessful
- When the ball touches the floor
- When the ball becomes dead

Tap for goal

- Begins = When players hand touches the ball
- Ends (same as when try ends)

Areas affected by try or tap

- Team Control
- Player Control
- Type of foul
- End of period

Act of Shooting

- Begins = Simultaneously with the start of the try or tap
- Ends = When ball is clearly in flight but includes airborne shooter
- Same areas affected as in try and tap

Continuous Motion

- Begins = When the habitual throwing movement starts on a try or the touching on a tap.
- Ends = When the ball is clearly in flight (only has bearing when there is a foul by the defense)

Airborne Shooter

- Begins = When a player releases the ball on a try or taps the ball but has not returned to the floor
- Ends = When the player returns to the floor with one foot

Areas affected by airborne shooter

- Type of foul
- Player control
- Team control

Period

- Begins = When ball first becomes alive.
- Ends = When signal sounds indicating time has expired, except;
- If ball is in flight during a try or tap then period ends when try or tap ends
- If held ball or violation occurs at buzzer then period ends with held ball or violation
- If a foul occurs at the buzzer or after the buzzer but while ball is in flight then period ends when free throws and all related activity have been completed.

Areas affected by Period

- Timeouts for start of game and extra periods
- Start of ensuing period
- Final Score
- Overtime
- Whether shots are taken at end of game

Closely Guarded

- Begins = When a player in control in their team's frontcourt is continuously guarded within six feet.
- Ends
- When offensive player in control of the ball gets head & shoulders past the defensive player
- During an interrupted dribble
- When the player loses control of the ball

Areas affected by closely guarded

- Violation

Ten Second Count

- Begins = When ball is controlled in back court by a player of the team
- Ends = When the ball touches a player or the floor in front court (Know that an official and the backboard are part of the court)

Areas affected by ten second count

- Violation
- Three second count
- Closely guarded

Three Second Count

- Begins = When a player is in their lane area while the ball is in control by their team in front court(Lines are part of lane)
- Ends
- When player removes both feet from in or over the lane area
- When a shot is taken
- Team loses control
- Ball becomes dead

Areas affected by three seconds

- Violation

Officials Jurisdiction

- Begins = When officials arrive on the floor (15 minutes prior to scheduled start of game)
- Ends = When officials leave the visual confines of the playing area

Areas affected by officials jurisdiction

- Starting clock for pre-game
- Penalties assessed
- Approval of the final score

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