

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 in 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.

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, and 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, Section 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/she shall decide matters upon which scorers and timers disagree.

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.

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)(11))

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, and (3) the direction in which the ball will be advanced.

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, and (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.

Officials shall administer the above cases as follows:

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

EXCEPTION: 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, flopping, flagrant foul, clear path-to-the-basket foul, transition take 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.

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 and 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, or second unsportsmanlike technical 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 a 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/she has knowledge that forces him/her 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.

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 that 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 the 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

RULE NO. 3—PLAYERS, SUBSTITUTES, AND COACHES

Section I—Team

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 play, 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 League 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 special 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 the 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 a trainer. During an altercation, the head and assistant coaches are permitted on the court as "peacemakers".

e. If a player, coach, or assistant coach is suspended from a game or games, he/she shall not at any time before, during, or after such game or games appear in any part of the arena or stands where his/her team is playing. A player, coach, or assistant coach who is ejected may only remain in the dressing room of his/her team during the remainder of the game, or leave the building. A violation of this rule shall call for an automatic fine of \$2,000.

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 touched 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, he 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 due 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, (5) re-setting the timing devices, or (6) any other unusual circumstance.

EXCEPTIONS:

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

- l. 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

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 $\frac{3}{4}$ " 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 $2\frac{1}{2}$ " 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;

- (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.

i. A transition take foul is a foul where:

(1) The defender commits a take foul (a foul in which the defender does not make a play on the ball) against any offensive player;

(2) The foul is committed either (i) during a transition scoring opportunity or (ii) immediately following a change of possession and before the offensive team has the opportunity to advance the ball;

(3) The foul does not meet the criteria for a clear path foul; and

(4) The foul does not occur in the last two minutes of (i) the fourth period or (ii) any overtime period.

For purposes of this rule, a transition scoring opportunity:

(5) Exists when, following a change in possession, the offensive team is continuously advancing the ball while it has an advantage based on the speed of the play, the position of the defenders, or both; and

(6) Does not exist if the (i) offensive team does not push the speed of the play immediately following the change in possession, (ii) progress of the offensive team has slowed considerably or stopped, (iii) offensive team runs or attempts to run a set play or action in the half-court, or (iv) offensive player is fouled in the act of shooting.

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 endl ine 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.

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.

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 a delay-of-game warning, retrieving an errant ball, an inadvertent whistle, instant replay review, re-setting the timing devices, 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 (i.e., where the ball is located when the whistle sounds); except that, when neither team has possession of the ball at the time of the whistle, a team shall be awarded possession if, at the time of the whistle, such team clearly and conclusively would have imminently gained possession of the ball, as determined by (1) the proximity of opposing player(s) to the ball (or lack thereof), and (2) the actual outcome of the play in the natural and immediate aftermath of the whistle.

EXCEPTIONS:

- (1) Suspension of play for a player bleeding. See Comments on the Rules, Section II(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.