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**BASKETBALL RULES**

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**1998**  
**NCAA**  
**READ-EASY**  
**BASKETBALL**  
**RULES**



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**Manuscript Prepared By:** Ed Bilik, *Secretary-Rules Editor, NCAA Men's Basketball Rules Committee*, and Marcy Weston, *Secretary-Rules Editor, NCAA Women's Basketball Rules Committee*.

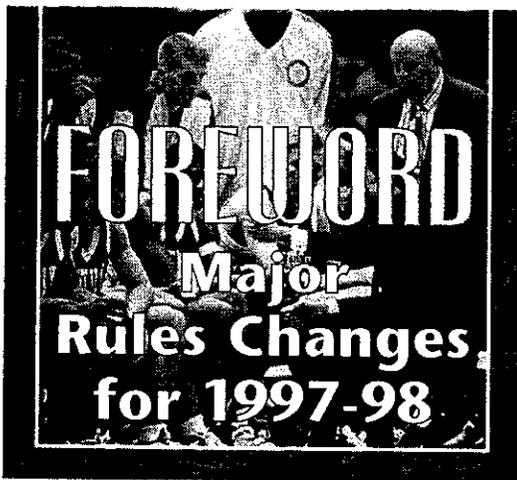
**Edited By:** Gary T. Brown, *Assistant Director of Publishing*

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## **MEN'S AND WOMEN'S RULES CHANGES**

Addressing what it believed was the need to improve the flow of the game and initiate more continuous action, the NCAA Men's Basketball Rules Committee reinstated the five-second closely guarded rule after a four-year hiatus. The rule had been in place since 1982 but was eliminated before the 1993-94 season when the shot clock also was reduced from 45 seconds to 35 seconds.

The committee, along with the NCAA Women's Basketball Rules Committee, also agreed to address the administration of substitutions during free-throw attempts.

Beginning with the 1997-98 season, substitutions during multiple free-throw personal fouls may be made only before the final attempt in the sequence or after the final attempt has been successfully converted.

Both committees also agreed that the game clock and the shot clock shall be started simultaneously when an inbounded ball touches or is touched by another player on the court.

A major change the men's committee made that aligns with a rule currently in place for women is the allowance for timeouts to be called by the head coach in addition to a player on the court.

The NCAA Women's Basketball Rules Committee approved the awarding of two free throws for common fouls beginning with the 10th foul in each half.

In addition, the committee changed the number of full-length timeouts from five to four in games not involving commercial electronic media. Two 20-second timeouts also are allowed and may be used at any time. In games involving commercial electronic media, the number of full-length timeouts was changed from three to two and the number of 20-second timeouts allowed was changed from two to three (including two that may be carried over to the second half).

Both the bonus free-throw rule and the number of timeouts allowed are now the same between the men's and women's games.



**THIS IS BASKETBALL.** An American invented game hinged to science, skill and speed, basketball is played by two teams with five or (in rare circumstances) fewer players on each side. The ball is round and can be batted, bounced, rolled or thrown within the jurisdiction of the playing rules. The object of the game is tossing the ball through one of the two 10-foot-high baskets at opposite ends of the floor. If Team A shoots successfully into its own basket, it's two or three points for Team A. Unfortunately, it is also two points for Team B if Team A shoots successfully into Team B's basket.

#### **COURT DIMENSIONS AND MARKINGS.**

The ideal playing area is 50 feet wide by 94 feet long with at least 3 feet (preferably 10 feet) of open area outside the boundaries.

Besides sidelines and endlines, markings include a center circle; a division line through the center circle from sideline to sideline, dividing the court into two equal parts; a free-throw lane (12 feet wide) and free-throw line (15 feet

from the backboard) at each end of the court and a broken restraining line outside the court 6 feet from, and parallel to, the endlines.

The center circle has a 6-foot radius. The area inside the circle may not be occupied by the eight nonjumpers until one of the two jumpers has tapped the ball.

The three-point arc, measured 19 feet 9 inches from the center of the basket, serves as the boundary line to let the referee know that three points will be awarded for a successful field-goal attempt from beyond the line.

There are reasons for the other court markings, too. For instance, the division line through the center circle separates each team's "front court," which is that half of the court that includes its own basket, from its "backcourt." For men, a team may not retain continuous control of the ball in the backcourt for 10 or more seconds. Each team's free-throw lane (between the free-throw line and the endline) is an area in which none of its players may remain for three or more seconds.

**BASKETS AND BACKBOARDS.** The modern goal at each end of the court represents tremendous architectural progress since Dr. James Naismith hung up a wooden peach basket.

The basket now is a metal ring, 18 inches in inside diameter, with a white cord (twine or plastic) 12-mesh net, 15 to 18 inches in length, suspended from beneath the ring to check the ball momentarily as it passes through.

The basket ring is securely attached to—but six inches from—the backboard. Its upper edge is 10 feet above the floor and parallel to the floor. Movable and nonmovable rings are legal.

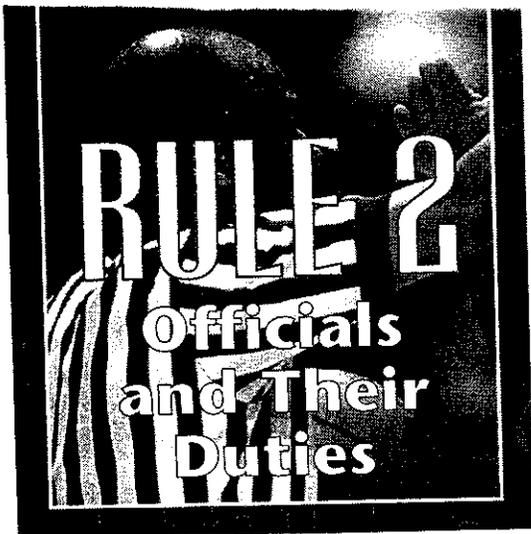
For the college game, the only acceptable backboards are those that are rectangular. The two sizes that are legal are 6 feet wide by 4 feet high and 6 feet wide by 3½ feet high. The boards at both ends of the court must be the same size and shape. The backboards must be padded across the bottom and 15 inches up each side.

**THE BALL.** The item of equipment most eyed by everyone unquestionably is the basketball itself. The size of the ball that must pass through that 18-inch hoop is 29 to 30 inches (approximately 9½ inches in diameter) for men and 28½ to 29 inches for women. The men's ball weighs almost a half pound more than a football—20 to 22 ounces

(a football weighs 14 to 15 ounces) and the women's ball weighs 18 to 20 ounces. The basketball has a leather (or, occasionally, composition) orange cover. The game ball is provided by the home team.

**PLAYER BENCHES.** The player benches are on the same side of the court as the scorers' and timers' table. Nevertheless, until this became an official recommendation, it was not uncommon for the two teams to be seated on opposite sides, requiring one team's entering substitutes to jog clear around the court to report to the scorers.

**COACHING BOX.** Coaching boxes were established because some coaches were abusing the bench-decorum rule and some unfortunate incidents occurred as a result of coaches straying from their bench area. (See court diagram, page 29.)



**THE OFFICIATING STAFF.** The makeup of the officiating corps is strictly a matter of choice. The minimum number is five: a referee, an umpire, a scorer, a timer and a shot-clock operator. In some cases, eight officials are used in a lineup comprising a referee, two umpires, a shot-clock operator, two scorers and two timers. During the time of the center jump after each field goal or free throw, two officials did it all—the referee on the court and one combined scorer-timer on the sidelines.

**REFEREE IS OFFICIAL IN CHARGE.**

Although the duties of the officials may not concern you as a spectator or player, you should know that the referee is the boss. The referee is the official who tosses the ball up for the center jump at the start of the game and each overtime period.

The referee's assigned chores range from inspecting and approving all equipment before the game's starting time to approving the final score. In between, the referee is responsible for

the notification of each team three minutes before each half is to begin and deciding matters of disagreement among the officials.

The referee has the power to make decisions on any points not specifically covered in the rules and even to forfeit the game when this is necessary.

**OFFICIALS CONDUCT GAME.** During actual play, there is no practical difference between the referee and umpire(s). They are equally responsible for the conduct of the game; and, because of the speed of play, their duties are dictated essentially by their respective positions on the court from moment to moment. For this reason, the rules specify that no official has the authority to question decisions made by another official.

The officials' control, which begins 30 minutes before starting time for men and 15 minutes for women and concludes with the referee's approval of the final score, includes the power to eject from the court any player, coach or team follower who is guilty of flagrant unsporting conduct. When the referee leaves the confines of the playing area at the end of the game, the score is final and may not be changed.

As we pointed out earlier, jump balls will occur only at the start of the game and all overtimes; but officials still must concentrate upon throwing the ball up straight. At other times, play will be resumed with a throw-in. The team not obtaining the ball after the first center jump will begin the alternating process.

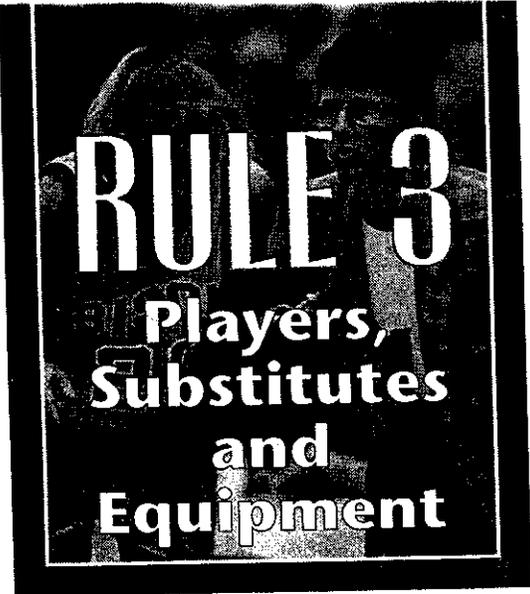
**OFFICIALS' SIGNALS.** When a foul occurs, the official is required by the rules to (a) signal the timer to stop the clock, (b) designate the offender to the scorer and (c) use his or her fingers to indicate the number of free throws.

When a team is entitled to a throw-in, an official must (a) signal what caused the ball to become dead, (b) indicate the throw-in spot (except after a goal) and (c) designate the team entitled to the throw-in.

**DUTIES OF SCORERS AND TIMERS.** Scorers must (a) record, in numerical order, names and numbers of all players, (b)

record field goals made and free throws made and missed, (c) keep a running summary of points scored, (d) record fouls called on each player and notify officials when a player-disqualification or bonus-free-throw situation arises, (e) record timeouts and report when a team's allotted number has been used, and (f) record when a squad member has been ejected for fighting.

It is the game-clock and shot-clock operators' responsibility to keep everyone abreast of key factors while carrying out the timing regulations spelled out in the official playing rules.



# RULE 3

## Players, Substitutes and Equipment

**FEWER THAN FIVE CAN PLAY.** Five players are required on each team to begin play. Once the action is under way, fewer than five can play if no legal substitutes are available. Every team must have a captain.

**THE CAPTAIN.** The captain is the team's representative on the floor. While anyone may request a timeout, only the captain may address an official on matters of interpretation or information.

**SUBSTITUTES.** A substitute becomes a player only when he or she has reported his or her name and number to the scorer and is beckoned onto the court by an official when the clock is stopped.

If the substitute enters to replace a player who is about to attempt a free throw, the substitute must withdraw until beckoned onto the court again. A player who has left the game cannot reenter until time has ticked off the game clock.

**JERSEY GUIDELINES.** Each player must wear 4- to 6-inch numbers on the front and back of the jersey. Numbers one and two are illegal, as is any number with a digit greater than five. Legal numbers are double zero, zero (but double zero and zero cannot both be used), three, four, five as single digits, then 10 through 15, 20 through 25, and so on through 55. That's because officials only have five fingers on each hand with which to signal to the scorer the number of the player who committed the foul, and one or two fingers indicates the number of free throws. Three-digit numbers also are illegal. Illegal undershirts or illegal visible undergarments, in addition to jewelry, may not be worn at any time.

Decorations such as mascots, stars and logos of any kind are allowed on the game jersey only within the 4-inch side insert. Manufacturers' or distributors' labels or trademarks are not permitted on the jersey.

# RULE 4

## Definitions

**THE LANGUAGE GAP.** Increased national, as well as international, radio and television coverage of basketball has produced many different terms.

If you are in tune with the game, you will know what is meant by "nothing but the bottom of the net." Even Dr. Naismith, the man who invented the game, might have trouble understanding that this means a successful field goal.

Maybe you are trying to decode the word "carom." Actually, it's the recovery of a missed field-goal attempt and more commonly called a rebound. And just in case you are thinking the word "assist" is limited to your favorite short-stop or hockey player, be advised that an assist is credited to the player whose pass to a teammate led directly to a field goal.

**SOME OFFICIAL TERMS.** Among the officially defined terms having player-spectator significance are these:

**ALTERNATING POSSESSION**—In jump-ball situations other than at the beginning of the game or overtime periods, teams alternate taking the ball out of bounds. The team that does not get

possession of the opening tap starts the alternating throw-in process.

**BASKET**—The 18-inch ring and appended net through which players attempt to throw the ball. A team's basket is the one into which its players try to throw the ball. Each team shoots at the basket farthest from its bench in the first half, and the teams change baskets for the second half.

**BASKET INTERFERENCE**—Applies in the following situations: (1) when the ball is touched while any part of it is on or within the basket or within the imaginary cylinder above the basket; (2) when any part of the basket is touched while the ball is on or within the basket. Two or three points are awarded when a player commits basket interference at an opponent's basket, except during a free throw. If it was a three-point attempt, score three points. In the case of a free throw, only one point may be awarded.

**BLOCKING, CHARGING**—Blocking is illegal personal contact that impedes the progress of an opponent. Charging is illegal personal contact by pushing or moving into an opponent's torso.

**BONUS FREE THROW**—A second free throw is awarded, if the first is successful, for each common foul (except a player-control foul) committed by a player of a team that had already committed six or more fouls in a half. Types of fouls include personal, unsporting and contact technical fouls. Beginning with the 10th team foul in a half, two free throws are awarded for each

common foul (except a player-control foul). A player-control foul is counted as a team foul for reaching the bonus. Unsporting technical fouls charged to anyone on the bench count toward the team foul total and bonus free-throw situations.

**CLOSELY GUARDED**—A defensive player is in a guarding stance within six feet of the player with the ball.

**CONTROL**—A player is in control when holding or dribbling a live ball while inbounds. Team control exists while a live ball is being passed between team members.

**DISQUALIFIED PLAYER**—One barred from further participation in the game because of committing a fifth foul, including personal, unsporting and contact technical fouls, or for other reasons, such as a flagrant foul. Any squad member who leaves the bench area if a fight has or is about to break out is automatically disqualified from that game. The coach may leave the bench area without penalty to enter the court in order to prevent a fight from occurring.

**DRIBBLE**—Ball movement caused by the player in control who bats, pushes or taps the ball to the floor any number of times with either hand, but not with both hands simultaneously. A dribble ends when the dribbler catches the ball or touches it with both hands simultaneously. A dribble also ends when an opponent bats the ball or when the ball becomes dead. An interrupted dribble

occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. During an interrupted dribble, a three-second lane violation, a player-control foul and acknowledgement of a timeout request cannot occur.

**DUNKING**—Reaching above the rim to put the ball through the basket. Legal only during the game for men but anytime for women.

**EXTRA PERIOD**—An extension of time to break a tie score.

**FIGHTING**—In the opinion of the official, if any flagrant foul is deemed to be a fight, the fighting penalty is invoked. This could include, but is not exclusive to, an attempt to strike an opponent with the arms, hands, legs, feet, or a combative action by one or more players, a coach or team personnel.

**FOUL**—A rules infraction for which the penalty is one or more free throws (except a double foul or player-control foul). Fouls come in the following categories:

- a. Personal foul—Involves contact with an opponent while the ball is live or after the ball is in possession for a throw-in. A common foul is neither flagrant nor intentional nor committed against a player trying for field goal, nor part of a double or multiple foul.
- b. Technical foul—A foul by any player, coach or other team attendant that does not involve contact with an

opponent or causes contact with an opponent while the ball is dead. Technical fouls include unsporting conduct.

- c. **Flagrant foul**—A violent or unsporting act or a noncontact, abusive display; not necessarily intentional. A flagrant personal or flagrant technical foul carries a two-shot penalty plus possession of the ball in addition to ejection from the game.
- d. **Intentional foul**—One that the official judges to be designed, or is not a legitimate attempt to directly play the ball or a player; not based on severity of the act. If a player uses excessive force or causes excessive contact while playing the ball, the foul also should be ruled intentional.
- e. **Player-control foul**—A common foul committed by the player who is holding or dribbling a live ball.
- f. **Double foul**—Opponents commit simultaneous personal or technical fouls against each other.
- g. **Multiple foul**—Two or more teammates commit simultaneous personal fouls against the same opponent.

**FREE THROW**—The privilege given a player to score one point by an unhindered try for goal from behind the free-throw line.

**FRONT COURT, BACKCOURT**—A team's front court is the part between the division line and its own (basket) endline; its backcourt is the rest of the court, including the opponent's basket.

During a dribble from backcourt to front court, the ball and both feet must be completely in the front court for the dribbler to be considered in the front court.

**FUMBLE**—Accidental loss of player control by dropping the ball or permitting it to slip from one's grasp.

**GOALTENDING**—Applies during a try for a field goal or free throw, or when a tapped ball is in flight toward the tapper's basket. The ball may not be touched while it is above ring level and has the possibility of entering the basket. Three points are awarded for goaltending a three-point attempt. Two points are awarded the tapper or shooter when an opponent violates the goaltending provisions during a two-point attempt. Interfering with a free throw is a technical foul. No points may be scored when a teammate of the tapper or shooter commits a goaltending violation.

**GUARDING**—Guarding is the act of legally placing the body in the path of an offensive opponent. There is no minimum distance required between the guard and opponent, but the maximum is six feet when closely guarded. Every player is entitled to a spot on the floor provided such players get there first without illegally contacting an opponent.

- a. To establish an initial legal guarding position on the player with the ball:
  - (1) The defensive player must have both feet touching the floor;
  - (2) The defensive player's torso must be facing the opponent;

- (3) No time and distance are required; and
- (4) If the opponent with the ball is airborne, the defensive player must have established legal position before the opponent left the floor.

b. To establish legal guarding position on the player without the ball:

- (1) Time and distance are factors required to establish an initial legal position;
- (2) The defensive player must give the opponent the time and distance to avoid contact;
- (3) The distance need not be more than two strides; and
- (4) If the opponent is airborne, the defensive player must have established legal position before the opponent left the floor.

**HELD BALL**—When opponents grasp the ball so firmly that control cannot be obtained without undue roughness.

**HOLDING**—Illegal personal contact with an opponent that interferes with that player's freedom of movement.

**JUMP BALL**—A method of putting the ball into play at the start of the game and all overtimes by tossing it up between two opponents in the center circle.

**KICKING**—A violation when it is an intentional act. Accidentally striking the ball with the foot or leg is not a violation.

**LOCATION OF A PLAYER**—Where a player is touching the floor determines the

location inbounds or out of bounds or in the front court or the backcourt. When the player is jumping or leaping, the location is determined by where the player last touched the floor. For instance, if a player leaps over the side or end boundaries to retrieve a ball before either the player or the ball touches any object out of bounds, the player is considered inbounds when the ball is touched. Except during a throw-in, when a player is in the air from a leap or when a defensive player intercepts a ball while in the air, the player's status with reference to the backcourt and front court or out of bounds and inbounds is the same as at the time the player was last in contact with the floor.

**PASS**—Movement of the ball from one player to another, usually by throwing, bouncing or rolling it.

**PIVOT**—When a player holding the ball steps any number of times in any direction with the same foot, while the other (pivot foot) holds its point of contact with the floor.

**SCREEN**—Legal action by a player to delay or prevent an opponent from reaching a desired position without causing conflict.

**SHOT-CLOCK PERIOD**—The time a team has from gaining possession of the ball until the ball must leave a player's hand on a shot. The shot-clock period is 35 seconds for men and 30 seconds for women.

**SHOT-CLOCK TRY**—A try for field goal is defined as the ball having left the player's

hand(s) before the sounding of the shot-clock horn and subsequently striking the basket ring or entering the basket.

**THROW-IN**—A method of putting the ball in play from out of bounds in accordance with Rule 7.

**TRAVELING**—Essentially, only a single step can be taken while holding the ball. Anything else is traveling, also called “walking” or “steps.”

**TRY FOR FIELD GOAL**—An attempt by a player to score two or three points by throwing or tapping the ball into the basket from any place on the court. However, the act of shooting begins when a player starts the motion for a try and ends when the ball is in flight. When play is resumed by a throw-in and three-tenths (.3) of a second or less is on the game or shot clock, a player can score a field goal only on a tap.

**VERTICALITY**—Verticality applies to a legal position. The basic components of the principle of verticality are:

- a. Legal guarding position must be established and attained initially, and movement thereafter must be legal;
- b. From this position, the defender may rise or jump vertically and occupy the space within his or her vertical plane;
- c. The hands and arms of the defender may be raised within his or her vertical plane while the defender is on the floor or in the air;
- d. The defender should not be penalized for leaving the floor vertically or

having his or her hands and arms extended within the vertical plane;

- e. The offensive player whether on the floor or airborne may not clear out or cause contact that is a foul;
- f. The defender may not “belly up” or use the lower part of the body or arms to cause contact that is a foul outside his or her vertical plane;
- g. The player with the ball is to be given no more protection or consideration than the defender in the judging of which player has violated the rules.

**VIOLATION**—Lesser rules infraction for which the penalty normally does not involve a free throw (see Rule 9).

**UNOFFICIAL TERMS.** Among the terms that are not defined in the official rules book but have become common to the unofficial language of basketball are:

**AIRBALL**—A shot that does not hit the rim, net, backboard or a defender’s hand.

**ALLEY-OOP**—A teammate cuts to the basket from the side away from the ball as the passer lobs the ball in the vicinity of the rim, but not on the rim or in the cylinder. The pass is caught outside the rim and then dunked into the basket.

**ASSIST**—A pass to a teammate who scores directly or doesn’t dribble more than twice before scoring a field goal.

**BACKDOOR**—An offensive maneuver whereby a player cuts behind the defenders and receives a pass for a field-goal attempt.

**BALL CONTROL**—An offense that prolongs possession of the ball by delaying a field-goal try until an advantageous moment.

**BALL HANDLER**—Player who habitually advances the ball from his or her team's backcourt to the front court, initiating the attack.

**BALL HAWK**—Player who specializes in recovering loose balls.

**BASELINE**—The end boundary line.

**BENCH WARMER**—A substitute who seldom plays.

**BOARDS**—The backboards.

**BOXING OUT**—The defensive player turns and faces the basket after a shot and, with his or her back to the opponent, makes sure that the player being guarded can't rebound the ball.

**CARRYING**—Same as traveling.

**CENTER**—Usually the tallest on the team, this player typically is positioned somewhere in the center of the front court.

**CHARITY STRIPE**—The free-throw line.

**CONVERSION**—Successful free throw, turning a try into a point.

**DOUBLE DRIBBLE**—Player continues dribbling after touching the ball with both hands. Also called when a player stops and then resumes dribbling without having shot or passed the ball. A violation.

**DOWNTOWN**—Previously referred to as a shot that was considered too distant

for the normal shooter to take. Now it is referred to as a three-point attempt.

**DRIVE**—To move the ball by dribbling past defenders for a field-goal attempt from directly underneath or very close to either side of the basket.

**FAST BREAK**—Attempt to advance the ball quickly to a scoring position before defensive players can reach their backcourt.

**FORWARDS**—Players (usually two per team) who typically on offense are stationed on either side of the free-throw lane and near the baseline.

**FRONTLINERS**—Collective term for the two forwards and center.

**FULL-COURT PRESS**—Closely guarding opponents in their backcourt as well as in their front court. The strategy of applying tough defensive pressure even before the ball is inbounded and continuing that strong pressure while the offensive team has the ball. The defensive pressure is used to force a turnover.

**GIVE-AND-GO**—Player passes to a teammate and races for the basket, anticipating a return pass.

**GUARDS**—Players (usually two per team) who typically station themselves on offense in the back half of their front court and who generally initiate the offensive attack.

**HANDCHECKING**—Illegal use of hands.

**HIGH POST**—A player who is stationed in or near the free-throw semicircle on offense.

**HOOK**—A one-handed field-goal attempt in which the ball travels in an arch from the shooter's side over the head.

**HOOP**—The basket; also called the bucket.

**JUMP SHOT**—Field-goal attempt by a player with both feet off the floor, enabling the player to shoot over a defender.

**KEY**—The area at either end of the court that includes the free-throw semi-circle and lane.

**LAYUP**—Field-goal attempt by a player directly underneath or close in to either side of the basket.

**LOW POST**—Differs from high post in that a player is stationed just outside the free-throw lane close to his or her own basket.

**MAN-TO-MAN DEFENSE**—Each player guards an assigned opponent.

**OUTLET PASS**—A quick pass from the rebounder to a teammate to start the fast break.

**OVERTIME**—One or more extra periods to break a tie score.

**PALMING**—In the traveling family.

**PATTERN OFFENSE**—An offensive system in which the players run predetermined patterns in order to get a player in the open for a field-goal attempt.

**PERIMETER SHOOTER**—A player who scores primarily from long range, in contrast to the inside players who score primarily from short distances.

**PICK**—Same as screen.

**POINT GUARD**—The player who directs and controls the offense and is responsible for getting the ball to teammates for them to shoot.

**POWER FORWARD**—The forward that excels in rebounding and defense. Usually the physically stronger of the forwards.

**REBOUND**—Recovery of the ball after an unsuccessful goal try. Also called a carom.

**RUN AND GUN**—Similar to fast break.

**STEPS**—Same as traveling.

**STUFFING**—Same as dunking.

**SWISH**—A successful field-goal attempt (usually from long range) that does not touch the basket rim.

**SWITCHING**—When two or more players on the same team change assignments because a teammate has been blocked off because of a legal screen. Most switching takes place when man-to-man defenses are used.

**THREE**—Score three points for a shot taken beyond the three-point arc.

**TIME LINE**—The division line across midcourt, so called because in men's basketball, the attacking team must advance the ball across it to the front court within 10 seconds after gaining possession. There is no time limit in women's basketball.

**TIP-IN**—A successful field-goal attempt on a rebound.

**TIP-OFF**—The jump ball that starts the game and any overtime period.

**TRANSITION GAME**—To change from offense to defense efficiently and smoothly.

**TRAP**—When two or three defensive players position themselves to prevent the player with the ball from moving with the ball or passing it.

**TURNOVER**—Any loss of possession without a goal attempt.

**TWO (OR THREE) ON ONE**—Two (or three) players converging on a basket

with a lone defender between them and a field-goal attempt.

**WALKING**—Same as traveling.

**WING**—A forward who on offense plays farther away from the basket toward the sideline than is usual.

**ZONE DEFENSE**—Players cover assigned court areas, rather than specific opponents. May also be called 1-3-1, 2-1-2, 2-2-1 or 1-2-2 zones, to indicate the number of defenders in each of three lines parallel to the baseline.

# BASKETBALL CHAMPIONS

## RULE 5

### Scoring and Timing Regulations

**GOAL DEFINED.** If the ball is live when the attempt is made and high enough to drop through the hoop and come out below the net, it's a field goal and two or three points are scored.

Should the ball enter from below and still drop through the hoop and net, or pop out before passing through the net, it is not a field goal. You can never score a field goal directly from a throw-in.

**SCORING VALUES.** Scoring point values are: (a) three points for a successful shot taken from beyond the three-point field-goal line; (b) two points for the team into whose basket a field goal is thrown; and (c) one point for a free throw. Note that if a player accidentally throws a field goal into the opponents' basket, it is two for the opponents (no individual credit).

**WINNING TEAM.** The winner is the team with the most points when the game ends—except in one rare forfeit situation. If a team refuses to play when instructed to do so by an official, the

other team wins by forfeit. If less than 30 minutes of playing time has been completed, the score is recorded as 2-0. If 30 minutes of playing time has been completed, the score stands for statistical purposes even if the team with fewer points is declared the winner.

#### **PERIODS, REGULAR AND EXTRA.**

Collegiate teams play two 20-minute halves with a 15-minute intermission between halves.

Basketball assures a winner every time by extra periods of play until a decision is reached. Each extra period is five minutes long in collegiate play. A one-minute intermission precedes each extra period; and each team is entitled to one additional timeout per extra period, but players are not given extra fouls beyond the disqualifying five.

**END OF PERIODS.** Each period ends when time expires except when the ball is in flight on a field-goal attempt or when a foul is called as time expires. In the former situation, the period ends with the success or failure of the attempt; in the latter case, when the foul has been administered. After the horn sounds to end the game, only those free throws necessary to determine a winner will be awarded.

**TIMEOUT.** The list of reasons for stopping the clock can be separated into two main categories:

- a. Timeout called by an official on his or her own initiative for a foul, held ball, violation, injury or in any emergency.

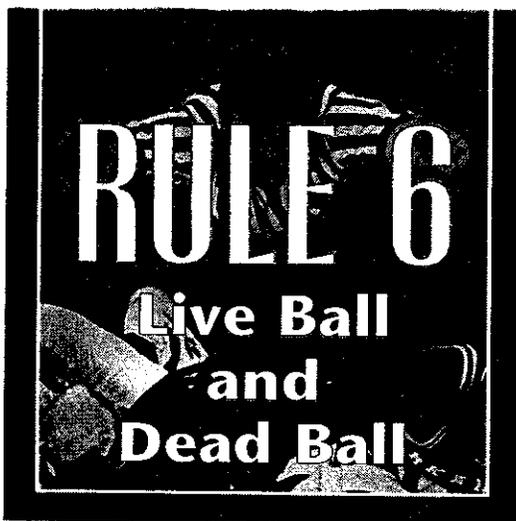
b. Timeout assessed at the request of a player, the scorer or the coach.

In addition, the clock is stopped after successful field goals in the last minute of the game and the last minute of any overtime period.

Any player on the floor may request a timeout whenever the ball is dead or when the player's team is in possession of the ball. Such timeouts without penalty are limited to four per team (plus one for each extra period). In games on commercial television, teams are limited to two full timeouts apiece. However, teams also are allotted three 20-second timeouts apiece, two of which may be carried over to the second half. Timeouts in excess of the allotted number are granted at the expense of a two-shot technical foul (free throw by the opposition) for each.

A timeout is charged against a team for each 75 seconds (or fraction thereof) consumed when it requests the clock be stopped. However, no timeout is charged for an injury if play is resumed within 75 seconds or if a player is so seriously injured he or she requires help from other than squad personnel to leave the court. And if a player loses a contact lens, it's timeout on the house while the search is on.

**TIME IN.** An official signals with a chopping motion (refer to Officials' Signals) when the clock is to be started. On a throw-in from out of bounds, or after an unsuccessful free throw when the ball is to remain live, the game clock and shot clock are not started until the ball touches or is touched by a player on the court.



**LIVE BALL.** A live ball is one that is legally in play. A dead ball is one that isn't legally in play.

The ball becomes live when (a) it leaves the referee's or umpire's hands on a jump ball, (b) during a throw-in, or (c) when the referee or umpire places the ball at a free thrower's disposal for a free-throw attempt.

A ball becomes dead at the sound of the referee's or umpire's whistle.

**CENTER JUMP.** This probably is the only maneuver in basketball that goes back to the game's invention in December 1891 at Springfield College in Massachusetts. Now, the game (and each overtime period) is started by a jump ball between any two opponents in the center circle.

**OTHER JUMPS.** In jump-ball situations other than at the start of the game and the start of extra periods, teams will alternate taking the ball out of bounds at the spot nearest to where the jump-ball situation occurred. The

team not obtaining the initial jump will start the alternating process.

**JUMP-BALL PROCEDURE.** Each jumper must have both feet on or inside the half of the jumping circle that is farther from his or her own basket. The eight nonjumpers must remain entirely outside the circle until the ball has been touched, but they are entitled to alternate positions between opponents around the jumping circle. They may move after the ball has left the official's hand.

An official tosses the ball up between the jumpers to a height greater than either can jump and so that it will drop between them. If it falls to the floor without being touched by either jumper, the official tosses the ball again.

Although both jumpers must take proper positions in the circle, a player is not required to make a futile jump when matched against a much taller opponent, unless neither jumper attempts to touch the ball. In this unlikely circumstance, the ball is tossed again with both players ordered to jump.

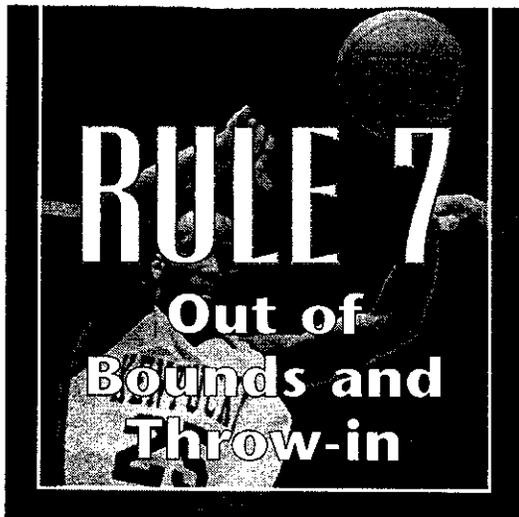
There are some things a jumper may not do:

- a. Leave the circle until the ball has been touched.
- b. Touch the tossed ball before it reaches its highest point.
- c. Touch the ball more than twice.
- d. Catch the ball, unless it touched a nonjumper.
- e. Fist the ball.

The jump ball (and those restrictions) ends when the ball touches one of the eight nonjumpers, the floor, the basket or the backboard.

**DEAD BALL.** To know how many times the ball becomes dead during a game, you can come close by counting the

officials' whistle blasts. Better still, watch for the officials' signal for stopping the game clock (see Officials' Signals) whenever a held ball, foul or floor violation occurs, a goal is made, time runs out on the game clock, etc.



**OUT OF BOUNDS.** A player causes the ball to be put in play from out of bounds when the player touches all or any part of the boundary line. This is an automatic forfeit of possession. If a player loses control of the ball and it touches any part of the boundary line or the ceiling or equipment that might be hanging from the ceiling, it produces an immediate throw-in situation for the opponents. A similar throw-in situation develops if the ball touches a player already out of bounds.

**OUT OF BOUNDS AWARDS.** The ball is awarded to the opposing team out of

bounds after: (a) every field goal and all successful free throws, except technical free throws, (b) each player-control foul, (c) after each common foul until the bonus-free-throw rule is in effect, (d) in jump-ball situations, (e) for a violation when the defense causes a five-second closely guarded situation, and (f) the free throws for an intentional or flagrant personal foul have been shot (see Rule 10). After technical free throws, the ball is awarded to the shooting team at midcourt. After a timeout, out-of-bounds possession remains with the team in control when the clock stopped, unless an infraction or end of the period is involved.

**THE THROW-IN.** Any player of the team in control may make the throw-in. Only a designated thrower-in may be out of bounds. The player making the throw-in has five seconds to release the ball to a player inbounds. The thrower-in cannot leave the designated area nor score a field goal from out of bounds, and opponents are restrained from harassing the effort by being required not to cross the out-of-bounds boundary or its vertical plane.



# RULE 8

## Free Throw

**PROCEDURE.** When a free throw is awarded, the official takes the ball to the free-throw line of the offended team. After waiting a reasonable time for the players to take their positions, the official indicates the number of free throws that are being awarded and places the ball at the disposal of the free thrower, who then must make the throw within 10 seconds.

**PLAYER POSITIONS.** On a free throw for a personal foul, the free thrower's opponents are conceded the most favorable positions for recovery of the ball if the throw is not successful. They occupy the two 3-foot spaces nearest the basket on either side of the free-throw lane (diagram page 29). Otherwise, opponents are entitled to alternate lane positions. Only the four marked lane spaces on each lane line may be occupied. All other players must be behind the free-throw line

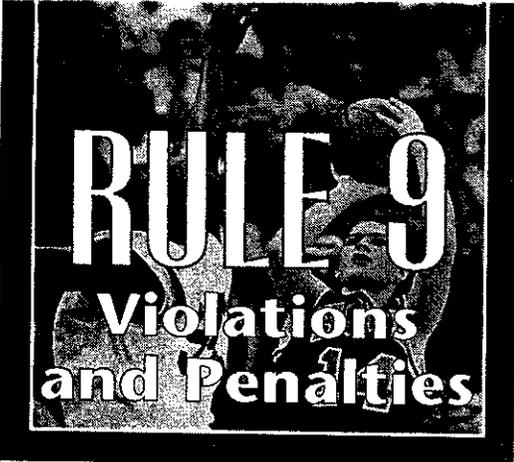
extended and behind the three-point field-goal line.

If the ball is to be dead after an unsuccessful last free throw (as for a technical foul), players do not take positions along the free-throw lane, since no recovery is possible.

**THE FREE THROWER.** The offended player attempts the free throw for a personal foul. Should that player be injured or disqualified, his or her substitute attempts the throw. On a technical foul, however, the free throw may be attempted by any player of the opposing team, including an entering substitute.

The free thrower or any player beyond the three-point arc may not enter the free-throw lane until the ball touches the ring or backboard. However, all players who are lined up in marked lane spaces may enter the lane once the free thrower releases the ball.

**RESUMPTION OF PLAY.** If a single free throw (or second of two free throws, or third of three free throws) is successful, the ball is put in play by opponents with a throw-in, as after a field goal. If the free throw is missed (except on a technical, intentional or flagrant personal foul), play is resumed via recovery of the rebound.



# RULE 9

## Violations and Penalties

**DEFINITION EXPANDED.** The relationship between a violation and a foul in basketball is roughly comparable to that of a parking violation to a speeding ticket. The penalty for a violation is less severe. Also, a player may commit any number of violations—but only five fouls, including personal, unsporting and contact technical fouls—without his or her license to continue to play in the game being revoked.

Violations fall into three general classes:

- a. Floor violations, for which the penalty awards the ball to opponents out of bounds.
- b. Free-throw violations, which may either cancel the throw or award a substitute throw.
- c. Violation of opponents' basket (goaltending), which awards one, two or three points to opponents.

**FLOOR VIOLATIONS.** The long list of errors that turn the ball over to the opposition out of bounds should give you some idea of the skill required in floor play—an often underrated phase of the game. It is a floor violation to:

- a. Cause the ball to go out of bounds or fail to observe the throw-in provisions. A player who touches a ball that has been thrown in while that player is out of bounds causes a violation.
- b. Walk (travel) with the ball; or kick it, except accidentally, or strike the ball with the fist.
- c. Cause the ball to enter the basket from below.
- d. Dribble a second time (double dribble) while the ball is in one's continuous possession (see definition of dribble, Rule 4).
- e. Be the first to touch a ball that one's team has caused to go from front court to backcourt or, for men, fail to advance the ball from backcourt to front court within 10 seconds.
- f. Excessively swing arm(s) or elbow(s), even without contact.
- g. Linger three seconds in one's free-throw lane.
- h. Fail to observe jump-ball provisions of Rule 6-4.
- i. Be guilty of basket interference at one's own basket.
- j. Be closely guarded. A closely guarded violation occurs when a team in its front court (men) or anywhere on the court (women) holds the ball for five seconds in an area enclosed by screening teammates (for men, this also applies while a player is dribbling).

- k. Fail to attempt a field goal, once team control has been established, before the shot-clock horn sounds. If the shot-clock horn sounds after the ball is released, the attempt must hit the rim or enter the basket or it is a violation.

**FREE-THROW VIOLATIONS.** A free-throw violation by the thrower or the thrower's teammates cancels the goal, if successful; and (unless another free throw is to follow) the ball is awarded to opponents out of bounds at the spot nearest to where the violation occurred. In this case, it would be the endline. Such violations include:

- a. Attempting the throw from anywhere except within the free-throw semicircle and behind the free-throw line.
- b. Failure to throw within 10 seconds, or failure of the ball to enter the basket or touch the basket ring.
- c. Occupancy of lane space nearest the basket by the thrower's teammate.
- d. The free thrower having a foot on or

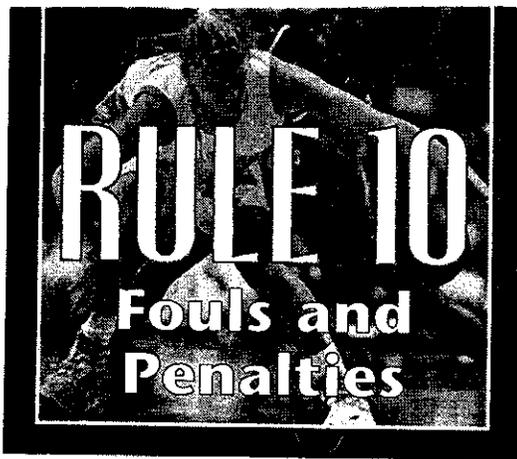
above the free-throw line or any lane boundary until the ball has touched the ring or backboard.

- e. Purposely faking a free-throw attempt or faking a violation (both teams).

If opponents commit violation (d) above or if they disconcert the free thrower by entering or leaving a lane space during the attempt, a substitute throw is awarded if the attempt is unsuccessful. If both teams commit a free-throw violation, the whole thing is called off and play is resumed by a throw-in.

Players not occupying a marked lane space may not enter the lane or other lane boundaries until the ball touches the ring or backboard or until the free throw ends.

**GOALTENDING.** This violation (see Definitions) at the opponent's basket awards two or three points on a field-goal attempt. On a free-throw attempt, one point is awarded and a technical foul is assessed.



**THE DEADLIEST SIN.** Basketball's most severe rules infractions are labeled fouls, of which there are two distinctly different types: (a) the personal foul, involving illegal player contact with an opponent, and (b) the less frequent technical foul, which is an infraction of the game's administrative rules by a non-player or a player without player contact on a live ball or with player contact on a dead ball. The best example of a technical foul involving nonplayers in recent years has been the two-shot penalty leveled against coaches displaying improper bench decorum.

**PERSONAL FOUL.** For all its enforcement complexities, a personal foul is simply anything that violates basketball's no-contact principle: holding, pushing, tripping, charging into or physically impeding the progress of an opponent, even laying a hand on an opponent, except as incidental contact.

Ah, but here's the rub—when two players collide, whose fault is it? So the official rules book attempts to explain the philosophy of advantage/disadvantage.

**PERSONAL-FOUL PENALTIES.** The wrongdoer is charged with a foul in the scorebook, and for the fifth foul, including personal, unsporting and contact technical fouls, the player is disqualified for the remainder of the game. Also, the offended player is awarded one or more free throws as follows:

- a. One free throw, plus a bonus try if the first is successful, starting with the seventh foul of the half, including personal, unsporting and contact technical fouls. Two free throws are awarded starting with the 10th foul of the half.
- b. Two free throws for a foul against a field-goal shooter whose two-point try or tap fails.
- c. Three free throws for a foul against a field-goal shooter whose three-point try or tap fails. If the foul is intentional or flagrant, the ball also is awarded out of bounds to the offended team at the spot nearest to where the foul occurred.
- d. Two free throws plus possession of the ball out of bounds for an intentional or flagrant foul. Three free throws if committed against a player attempting a three-point shot.

**TECHNICAL FOUL.** The relative rarity of the technical foul call is a notable tribute to the discipline of the modern game, because the list of "shall nots" is astonishingly long.

Team infractions include failure to supply proper lineup data to the scorers,

having more than five players participating simultaneously, calling an excessive timeout, maneuvers that delay the game and even occupying the wrong players' bench.

For the player, however, there are even more opportunities for a technical foul. Some of the things a player must not do are:

- a. Wear an illegal number or change jersey number during the game without reporting the change to the scorers, or, for men, dunk the ball during game practice or warm-up (player may be disqualified).
- b. Grasp, slap, strike either basket or cause either ring to vibrate. A player may never place a hand on the backboard to gain an advantage. A player may grasp the basket if, in the judgment of an official, the player is trying to prevent an obvious injury to himself or herself or another player.
- c. Leave the court for any unauthorized reason, or purposely delay returning to the court after being out of bounds.
- d. Interfere with the ball after a goal, or fail to promptly pass the ball to an official when called for a violation.
- e. Gesture in such a manner as to show resentment, or knowingly attempt a free throw to which the player is not entitled.
- f. Enter the court as a substitute without both reporting to the scorers

and being beckoned to the court by an official.

- g. Interfere with a free throw.
- h. Disrespectfully address or contact an official.
- i. Use profanity, abusive, vulgar or obscene language, bait an opponent or hand-block an opponent's vision.

Those last two apply to coaches as well and other nonplaying personnel, who also may not object to an official's decision by rising from the bench, gesturing or inciting crowd reactions; nor may they enter the court or leave the coaching box without an official's permission. All technical fouls charged to bench personnel shall be assessed to the head coach as well as the offender and count toward a team's foul total.

**TECHNICAL-FOUL PENALTY.** With the exception of double technical fouls, two free throws are awarded for all technical fouls plus possession of the ball to the offended team at either end of the division line.

If a technical foul is committed by bench personnel, team attendants or followers, the offended team shall be awarded two free throws; and the foul shall be assessed to the head coach or cohead coaches.

For any flagrant technical or flagrant personal foul committed by a coach, squad member, team attendant or follower, two free throws shall be awarded; and the offender shall go to the team's locker room until the game is over. A

double flagrant technical foul results in no free throws being awarded and automatic ejection of both offenders.

Any squad member, coach or team personnel who participates in a fight shall be assessed the penalty for a flagrant foul. The first time that individual participates in a fight during the season, the individual will be suspended from participating in the team's next game. If the same individual participates in a second fight, that individual will be suspended for the remainder of the season, including tournament competition. Any player, coach or team personnel who participates in a fight during his or her team's final game of the season will be suspended from playing in the team's

next regular-season game for which that individual would be eligible. Any player, coach or team personnel under suspension for fighting may not sit on the team bench.

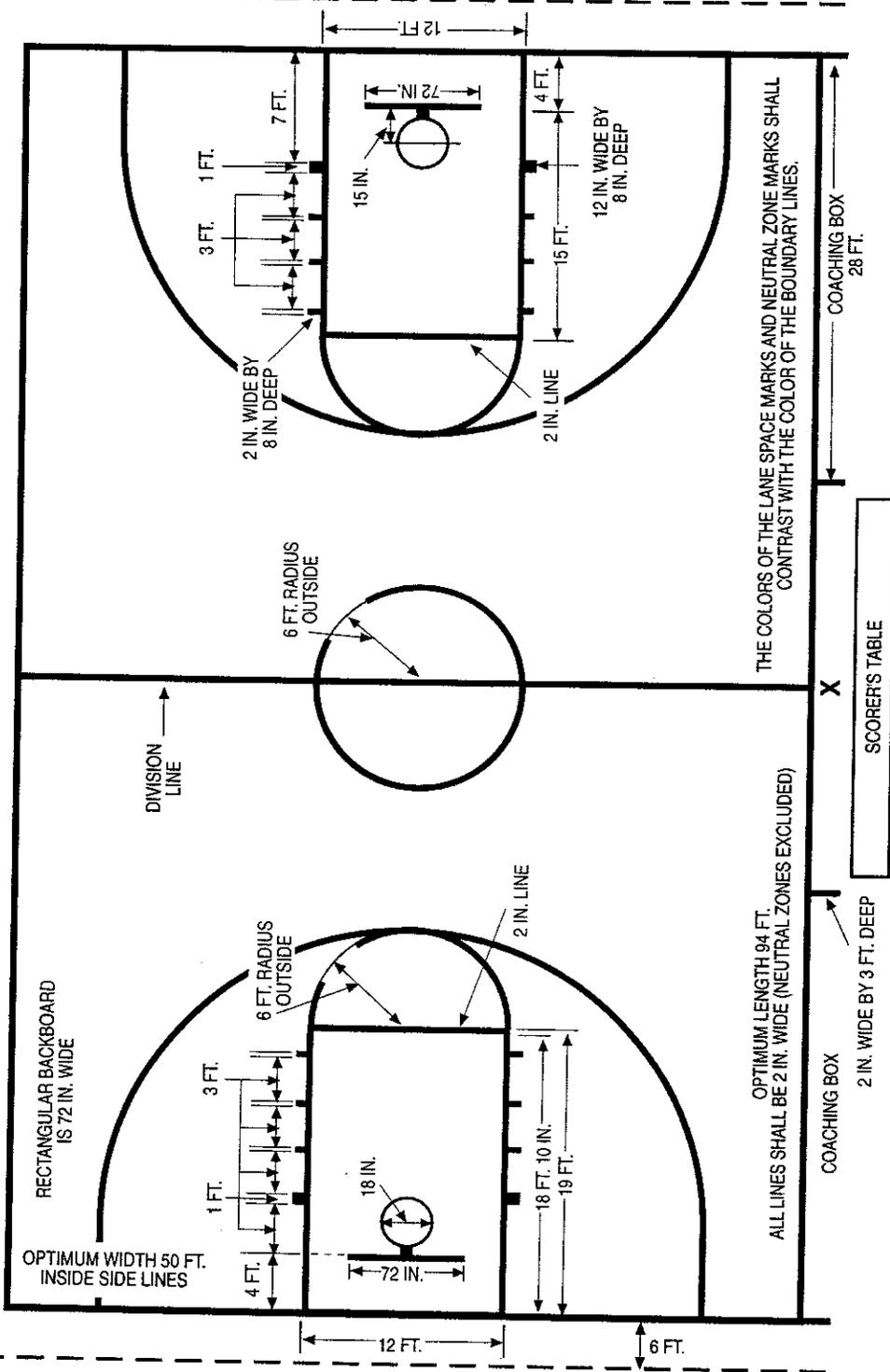
The third technical foul charged to a coach, squad member or any bench personnel shall be considered a flagrant technical foul.

The second technical foul for unsporting conduct that is charged directly to a coach, squad member or any bench personnel shall be considered a flagrant technical foul and leads to ejection.

The referee may forfeit the game if any individual fails to comply with any part of the above penalties.

# THE COURT

MINIMUM of 3 FT.  
Preferably 10 ft. unobstructed space outside



RECTANGULAR BACKBOARD  
IS 72 IN. WIDE

OPTIMUM WIDTH 50 FT.  
INSIDE SIDE LINES

DIVISION  
LINE

1 FT.  
3 FT.  
4 FT.  
6 FT. RADIUS  
OUTSIDE

6 FT. RADIUS  
OUTSIDE

18 IN.  
72 IN.

12 FT.

2 IN. LINE

18 FT. 10 IN.  
19 FT.

3 FT. 1 FT.  
2 IN. WIDE BY  
8 IN. DEEP

15 IN.

12 FT.

4 FT.  
15 FT.  
2 IN. LINE

12 IN. WIDE BY  
8 IN. DEEP

OPTIMUM LENGTH 94 FT.  
ALL LINES SHALL BE 2 IN. WIDE (NEUTRAL ZONES EXCLUDED)

THE COLORS OF THE LANE SPACE MARKS AND NEUTRAL ZONE MARKS SHALL  
CONTRAST WITH THE COLOR OF THE BOUNDARY LINES.

COACHING BOX

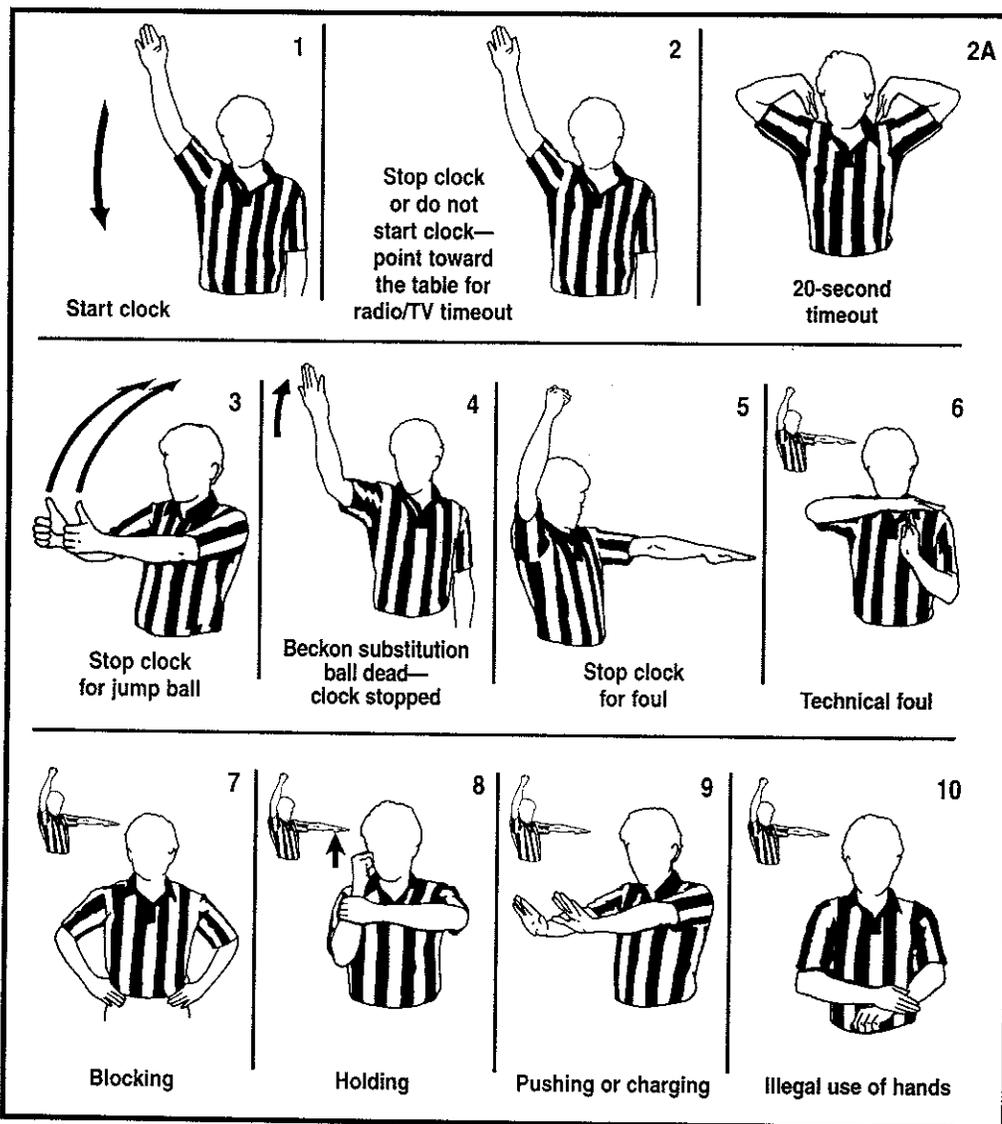
X

COACHING BOX  
28 FT.

SCORER'S TABLE

2 IN. WIDE BY 3 FT. DEEP

# Official Basketball Signals

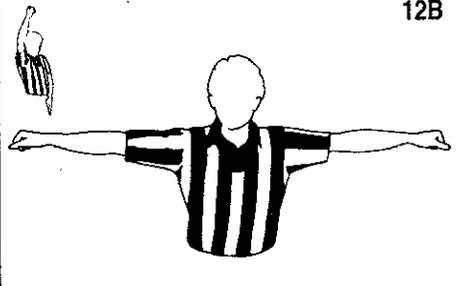


The number assigned to each signal corresponds with numbering in the Collegiate Commissioners Association officiating manuals.



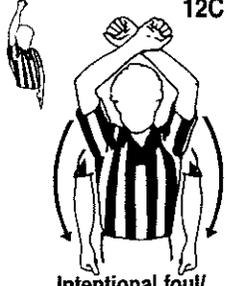
12A

Intentional foul



12B

Double foul



12C

Intentional foul/  
Excessive contact



11

Player  
control  
foul



13

Traveling



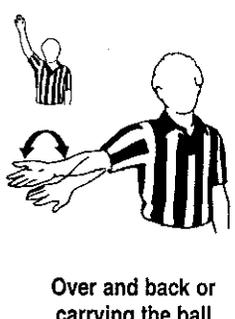
14

Illegal dribble



15

3-second  
violation



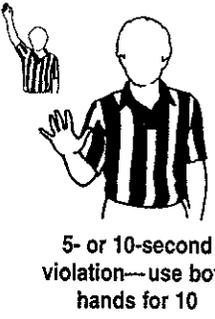
16

Over and back or  
carrying the ball



17

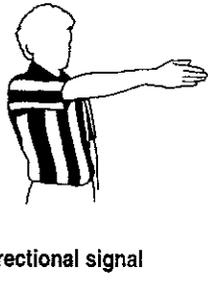
Throw-in, free throw  
or designated spot  
violation



18

5- or 10-second  
violation--use both  
hands for 10

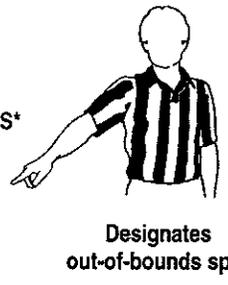
AND



19

Directional signal

PLUS\*



20

Designates  
out-of-bounds spot



**24**

**Bonus free throw**  
for 2nd throw drop 1 arm—  
for 2 throws use 1 arm with 2 fingers—  
for 3 throws use 1 arm with 3 fingers



**26**

**3-point field goal**

**Attempt**      **and if successful**



**21**

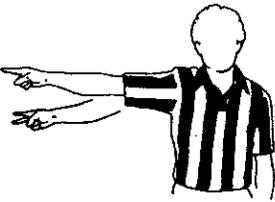
**No score**



**22**

**Goal counts or is awarded**

**OR**



**23**

**Point(s) awarded**  
use 1 or 2 fingers  
(for 3 points, see No. 26)



**19**

**Direction signal**

**AND**

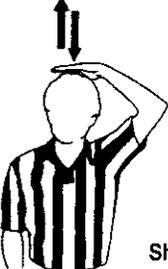
**PLUS\***

**\*for awarded goal on basketball interference or goaltending**



**25**

**Visible counts**



**27**

**Shot-clock violation**

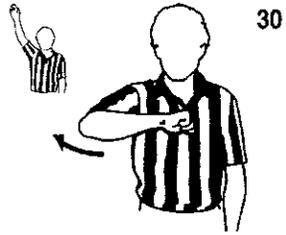


**28**

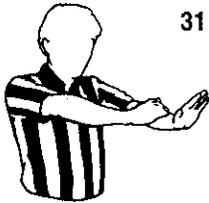
**Shot clock reset**



Not closely guarded



Excessive swinging of elbows



Handchecking

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