

DEPARTMENT OF PHYSICAL EDUCATION
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INTRAMURAL

Basketball

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INTRAMURAL BASKETBALL MANUAL

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Organization and Administration

The Cadet Chain of command is responsible for the conduct of the intramural basketball program. DPE Sport Educators will provide expertise in rule interpretations and will ensure safety is emphasized throughout all practices and record contests. Coaches/CIC's/Officials must have prior experience in basketball.

Eligibility Criteria

1. Both male and female cadets are eligible to participate as players in the intramural basketball program, provided they do not fall into one of the following categories:
 - a. Received participation credit for two (three for women) previous seasons in basketball (this include 5'10" & under and 3 on 3).
 - b. Received an award as a Corps Squad basketball player (includes JV).
 - c. Have been dropped from the Corps Squad basketball team during the current season for disciplinary or personal reasons.
 - d. Have already played any type of basketball during the same academic year.
2. Non-playing Corps Squad basketball managers are eligible to play, provided they do not fall into any of the above listed categories.
3. Check Eligibility - The playing of ineligible players will result in a forfeiture of all prior contests in which the ineligible player(s) participated. Coaches will not intentionally permit an opposing team to play any ineligible player. If a coach has a question concerning a player's eligibility, he/she should check with their CIC or DPE Sport Educator prior to the start of the record contests. CIC's will submit a roster which coaches will sign stating the understanding of the eligibility requirements.

Participation Requirements

1. All team members (except a non-playing coach) must participate for a period of time equivalent to at least one half of the game's playing time. It is the coach's responsibility to ensure compliance with participation requirements. A failure to do so will result in forfeiture by the team not meeting the requirement.
2. Intramural Participation Forms (USMA Form 2-447a) will be complete by each coach and forwarded to the Regimental CIC immediately following a record contest. ***Note:** If a coach determines the opposing coach is not meeting the participation requirements, the following procedures should be followed:
 - a. Confront the opposing coach with the problem, stating which players have failed, in your opinion, to get required playing time. Try to do this as soon as possible so the coach can try to correct the problem.

- b. If the situation does not change, inform the Head Official of your discovery.
- c. If after the game has been completed, you are positive the player (s) in question did not meet the minimum playing requirements, file a formal protest with the head official who will inform the CIC of the situation.

CIC Duties and Responsibilities

1. Assign courts/playing areas
2. Assign officials to their respective courts.
3. Open equipment locker for officials to setup equipment on their court (first hour only).
4. Hold necessary organizational meetings.
5. Monitor performance of officials.
6. Ensure contests start promptly on time.
7. Attempt to settle protests prior to resuming play.
8. Ensure proper injury reporting.
9. Ensure completeness and accuracy of participation forms.
10. Prepare results of intramural competition.
11. Ensure that all equipment is secured back in the storage area at the conclusion of play (second hour only).
12. Inform the DPE Training Room that Basketball Intramurals is finished for the day (second hour only).

Coaching Duties and Responsibilities

1. Verify team assignments and player eligibility.
2. Draw equipment from DPE supply room prior to the start of the season. Maintain accountability throughout the season.
3. Turn in equipment once the season is over. Any lost equipment must be paid for.
4. Read and understand the rules and regulations.
5. Organize, coach and condition the team.
6. If applicable, submit justifiable protest.
7. Ensure medically excused cadets do not participate.
8. Ensure the proper wear of the team uniform (to include **no running shoes** or jewelry).
**Those in running shoes will not participate or receive credit for the contest.
9. If applicable, complete athletic injury reports.
10. Submit intramural participation forms to the CIC.
11. Serve as a role model for the other cadets on the team. This includes a professional attitude during the games. Yelling, badgering, or any way verbally abusing officials will not be tolerated. Remember, the purpose of the Academy is to develop "Leaders of Character." Do your best to prepare your team (mentally and physically) to win. From that point, all you can do is ask each player to do his/her best and for your team to play as a single unit.

Officials' Responsibilities

- 1. Officials must attend the officiating clinics prior to the start of the season. It is essential that all officials become experts on the rules of basketball.**
2. Set up court with the following equipment: Table, 2 chairs, clock, flip scoreboard, air horn or whistles, scorebook, and pencil (first regiment to play only).
3. On game days, every official will have responsibilities during both regimental games. (one game as an official and the other game as a scorer or timer).
4. Start the game as soon as both coaches are prepared.
5. Ensure that time-outs last no longer than 30 seconds and that the scorekeeper has stopped the clock during the time out.
6. Ensure that half times last no longer than five minutes.
7. Inform the CIC of the results of the game following its conclusion.
8. Keep the game under control at all times. If there starts to be excessive violence, do not be afraid to call an official's time-out, get the coaches together and tell them they need to control their players better. Unnecessary roughness will not be tolerated and reflect in a team fair play points.
9. Neatly put the equipment away after the conclusion of the game (last regiment to finish only).
10. At the end of each contest, the officials will award Fair Play Ratings. The officials will average their scores to determine the teams' Fair Play Ratings for that particular contest. The results should be given to the CIC.

Protests

A protest should be resolved before play is allowed to continue. It is the coach's responsibility to call for a halt in play and bring the matter to the official's attention. Failure to do so forfeits the right to protest. The official must clarify the situation by referring to the appropriate rule book, or, in unusual cases, by asking for assistance from the CIC or DPE Sport Educator. If a protest is filed immediately after a game, i.e., participation rule, the CIC in conjunction with the officials involved, will resolve the matter prior to the next scheduled record contest. For a more thorough explanation of the protest proceedings, refer to USCC CIR 28-1, Competitive Sports Manual. Remember that the intent of the intramural program is to provide a forum for competition, not the filing of protests! **Note: Judgment calls are not subject to protest.

Determining Regimental Champions

After completion of all regularly scheduled record contests, the team having the best win-loss record and fair play average will be declared the Regimental Champion. Teams completing the season tied will compete in a one game playoff to determine the Regimental Champion.

Brigade Playoffs

The team with the record within each regiment will represent that regiment in the Brigade level

playoffs. Regimental Champions will compete in the playoffs to determine the double regimental champion.

Equipment

1. For a ball to be legal, it shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of six feet, measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 49 inches nor more than 54 inches.
2. The home team shall provide a ball which meets the above mentioned specification. One official will test the designated ball before the start of the game. If the ball is not legal, the official may select a ball provided by the visiting team.
3. Player benches will be placed along the side of the court on which the Scorers' and Timers' table is located. The coach and all players will remain clear of the scorers' table with the following exceptions:
 - a. Players reporting to the scorer to become a substitute (in which case the substitute will kneel beside the table until beckoned by one of the officials to enter the court).
 - b. Coaches attempting to correct a suspected correctable error.

Specific Rules

1. Strength: Minimum team strength is seven; maximum is ten.
2. Eligibility: A CADET MAY NOT PLAY MORE THAN ONE SEASON OF BASKETBALL OF ANY TYPE IN AN ACADEMIC YEAR. Cadets with two season of participation credit for basketball (three for women) and those who have received an "Award" for Corps Squad basketball are not eligible. Coaches are not eligible to participate.
3. Participation: All team members will compete in **one half of the scheduled time of each record contest. Failure to comply results in loss.**

Summary of the Player Rotation:

1. The head coach assigns a substitution number for each player prior to the game. For a 10-player team, the players are numbered 1-10; a 9-player team is numbered 1-9; an 8-player team is numbered 1-8; and a 7-player team is numbered 1-7.
2. This number is recorded in the official score book for each player.
3. A definite substitution rotation is established prior to the start of the game (see Player Rotation Plan)
4. Play will be stopped by the official every five minutes for both teams to substitute according to the pre-set plan.
5. During the last two minutes of the game (or overtime), it is the head coach's decision as to who plays and substitutions can be made at any time.

PLAYER ROTATION

<u>TIME</u>	<u>10 PLAYER TEAM</u>	<u>9 PLAYER TEAM</u>	<u>8 PLAYER TEAM</u>	<u>7 PLAYER TEAM</u>
Start of Game	1,2,3,4,5	1,2,3,4,5	1,2,3,4,5	1,2,3,4,5
10 Min Mark	6,7,8,9,10	6,7,8,9,1	6,7,8,1,2	6,7,1,2,3
5 Min Mark	1,2,3,4,5	2,3,4,5,6	3,4,5,6,7	4,5,6,7,1

Start of 2 nd H.	6,7,8,9,10	7,8,9,1,2	8,1,2,3,4	2,3,4,5,6
10 Min Mark	1,2,3,4,5	3,4,5,6,7	5,6,7,8,1	7,1,2,3,4
5 Min Mark	6,7,8,9,10	8,9,1,2,3	2,3,4,5,6	5,6,7,1,2
2 Min Mark	----- COACHES' DECISION -----			
Overtime	----- COACHES' DECISION -----			

4. Rules and Description: NCAA rules govern except:

- a. The contest will consist of two 15 halves. During the first 13 minutes, the clock will run continuously stopping only during time-outs. During the last two minutes of the half, regulation clock procedures will be used.
- b. There will be a five minute halftime.
- c. Two minute overtime, regulation clock.
- d. Two 30 seconds time-outs per half. (No carry overs).
- e. No foul shots are taken during the first 13 minutes of each half, one point awarded if in the bonus or act of shooting. ALL technical fouls result in two points or two foul shots.

5. Resolution of Tie Contest: A tie contest will be resolved by playing as many two minute extra periods (overtime) as are necessary. The entire overtime period will use a regulation clock. Each team will get one time-out for each overtime period (no carry overs). Overtime periods are an extension of the second half. Teams continue to attempt to score at the same goal. Each overtime period begins with a jump ball at center court.

6. **Uniform: Gym alpha with company shirt and basketball shoes. Running shoes, watches, or jewelry will NOT be worn.** Issue court shoes or other shoes designed for playing on a gymnasium floor (high tops, civilian court shoes) will be worn by all competitors. No shoes with soles clearly intended for outdoor distance running will be allowed.

7. Special Safety Requirements: No casts will be allowed under any circumstances (even when wrapped with protective padding).

Basketball Rules

1. Players and Substitutes:

- a. A team consists of five players, one of whom is the team captain.

Question: May a team play with less than five players?

Answer: A team must begin play with five players, but if it has no substitutes to replace disqualified players, it may continue with less than five.

b. The Team Captain: The team captain is the representative of his/her team and may address an official on matters of interpretations or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the court.

- c. Team Roster:

(1) At least 5 minutes before scheduled starting time, each team shall supply the scorers with the following: (a) name and number of each team member, and (b) designation of the five starters.

(2) After the time limit specified has been reached a team is charged with a technical foul for: (a) failure to comply with paragraph 3a. above; (b) each name added to the squad list; (c) each change in squad member's number without reporting the change to the scorers and an official; and (d) each change in the starting line-up.

- d. Substitutions:

(1) A substitute who desires to enter shall report to the scorers, giving his/her number and the number of the player who is being replaced (then kneel and wait to be beckoned onto the court by an official).

(2) Substitutions between halves will be made prior to the signal which ends the intermission. If entry is at any time other than between halves and a substitute who is entitled and ready to enter reports to the scorers before change of status of the ball is about to occur, the scorers shall sound the horn if (or as soon as) the ball is dead and it is taken out. The substitute shall remain

outside the boundary until an official beckons them, whereupon they shall enter immediately. If the ball is about to become alive, the beckoning signal should be withheld.

(3) If a player enters to replace a player who must attempt a free throw, the entering player shall withdraw until the next opportunity to substitute.

(4) A player who had been withdrawn may not re-enter before the next opportunity to substitute after the clock has started following his/her replacement.

8. DEFINITIONS:

a. Alternating Baskets - The team first on the court will have its choice of baskets to practice before the game and this basket will be its choice for the first half. The teams shall change baskets for the second half.

b. Blocking - Blocking is illegal personal contact which impeded the progress of an opponent. Usually occurs when a player is driving towards the basket to attempt a shot.

c. Bonus Situation - Beginning with a team's seventh common foul during the half, including personal or contact technical fouls, one free throw is awarded plus an additional (bonus) try if the first try is successful. Two free throws are awarded for each common foul (except player control), beginning with a team's 10th foul, including personal and contact technical fouls, during the half.

d. Boundary Lines - Boundary lines of the court consist of end and side lines. The inside edge of these lines define the inbounds and out-of-bounds areas. Since our courts are used for several different activities, coaches must ensure that their players are aware of the appropriate lines for their court.

e. In Control Player, Team Control - A player is in control when he or she is holding a live ball or dribbling it. A team is in control when a player of the team in control and also a live ball is being passed between teammates. Team control continues until the ball is in flight during a try for a goal, or an opponent secures control, or the ball becomes dead. There is no team control during a jump ball, a throw-in, during a tapping of a rebound, or after the ball is in flight during a try for a goal. In these situations, team control is re-established when a player secures control.

f. Disqualified Player - A disqualified player is one who is barred from further participation in the game because of committing his or her fifth personal foul, or committing a flagrant foul.

g. Dribble - A dribble is ball movement caused by a player in control who bats, pushes, or taps the ball to the floor once of several times. During a dribble the ball may be batted into the air, provided is permitted to strike the floor one or more times before the ball is touched again.

QUESTION (1) Is a player dribbling while tapping the ball during a jump, or when a pass rebounds from their hand, or when they fumble, or tap a rebound or a pass away from other players, who are attempting to get it?

ANSWER - No. The player is not in control under these conditions.

QUESTION (2) Is it a dribble when a player stands still and : (a) bounces the ball; or (b) holds the ball and touches it on the floor once or more?

ANSWER - (a) Yes. (b) No.

QUESTION (3) May a dribbler alternate hands?

ANSWER - Yes

QUESTION (4) Prior to beginning or after completing the dribble, a player tosses the ball one or more times from hand to hand. Is this legal?

ANSWER - Yes. The act of tossing the ball from one hand to another is administered exactly as if her or she were holding the ball. Foot movement limitations are identical for a player holding a ball and for tossing it from hand to hand.

h. Foul - A foul is an infraction of the rules. The following guidelines will govern the awarding of free throws during the game.

(1) During the first 13 minutes of each half, no free throws are shot and following rules apply:

(a) If the foul occurs during the act of shooting and the player misses the shot - the player's team is awarded one point and the player's team keeps the ball.

(b) If a player is fouled in the act of shooting and the player makes the basket - the player's team receives two points for the basket and one point for the foul. The opposing team receives the ball.

(c) If a player is fouled in the act of shooting a three point shot and misses the shot - the player's team is awarded one point and the player's team keeps the ball.

(d) If a player is fouled in the act of shooting a three point shot and makes the basket - the player's team receives three points for the basket and one point for the foul. The opposing team receives the ball.

(e) If a player is fouled any time other than shooting and the team is not in the bonus situation, the player's team receives the ball out-of-bounds.

(f) If a player is fouled any time other than shooting and the team is in the bonus situation, the player's team receives one point and the ball.

(g) Technical fouls and intentional fouls are worth two points plus possession of the ball.

(2) If the foul occurs during the last two minutes of the half, the following rules apply:

(a) If a player is fouled during the act of shooting and misses the shot, the fouled player will shoot two free throws.

(b) If a player is fouled in the act of shooting and the player makes the basket - the fouled player will be awarded one free throw.

(c) If a player is fouled in the act of shooting a three point shot and the player misses the shot - the fouled player is awarded three free throws.

(d) If a player is fouled in the act of shooting a three point basket and makes the basket - the player is awarded one free throw.

(e) If a player is fouled anytime other than shooting and the team is not in a bonus situation, the player's team receives the ball out-of-bounds.

(f) If a player is fouled anytime other than shooting and the team is in the bonus situation, the player is awarded one free throw plus an additional (bonus) free throw, if the first shot was successful. This is generally referred to as a "one and one" situation.

(g) The penalty for technical and intentional fouls is two free throws plus possession of the ball.

(3) Points or free throws will not be awarded for player control fouls or double fouls.

i. Double Foul - A double foul is a situation in which two opponents commit personal fouls

against each other at approximately the same time. There are no free throws awarded for double fouls even though one or both of the fouls may be flagrant or intentional.

j. Flagrant Foul - A flagrant foul is an unsportsmanlike act and may be a personal or technical foul or a violent or savage nature, or a technical non-contact foul, which displays vulgar or abusive conduct. It may or may not be intentional. The team is awarded two points (or two free throws) plus possession at the division line. The player committing the foul is ejected from the game.

k. Intentional Foul - An intentional foul is a personal or technical foul, which in the judgment of the official appears to be designed or premeditated. It is not based on the severity of the act. The team is awarded two points (or two free throws) plus possession at the spot closest to the foul.

l. Personal Foul - A personal foul is a player foul which involves contact with an opponent while the ball is alive or after the ball is in possession of a player for a throw-in.

m. Player Control Foul - A player control foul is a common foul committed by a player while he/she are in control of the ball. Charging is an example of a player control foul.

n. Technical Foul - A technical foul is a foul by a non-player, or a player foul which does not involve contact with an opponent or a player foul that involves intentional or flagrant contact with an opponent while the ball is dead except as indicated in (k) above.

o. Unsportsmanlike Conduct - The penalty for an unsportsmanlike act is a technical foul. Unsportsmanlike conduct consists of unfair, unethical or dishonorable behavior.

p. Free Throw - A free throw is the privilege given a player to score one point by an unhindered try for goal from within a free throw circle and behind the free throw line. Free throws will only be shot during the last two minutes of each half and during overtime periods.

q. Front and Back Court - A team's front court consists of that part of the court between its end line and the nearer edge of the division line and including its basket and the inbounds part of its backboard. A team's back court consists of the rest of the court including its opponent's basket and inbounds part of the backboard and the entire division line.

r. Goal Tending - Applies only during a try for a field goal or when a tapped ball is in flight toward the tapper's basket. The ball may not be touched while it is on its downward flight during a try or tap for a field goal while any part of the ball is above the ring level and has the possibility of entering the basket. It is goal tending to touch the ball outside the cylinder during a free throw. Two points are awarded the tapper or shooter, and one point to a free thrower when an opponent violates the goal tending provisions. No points may be scored when a teammate of the tapper or shooter commits a goal tending violation.

s. Held Ball - Held ball occurs when an opponent's hands are firmly on the ball and control cannot be obtained without undue roughness. Also, when the ball becomes lodged between the basket and the backboard.

t. Holding - Holding is personal contact with an opponent, which interferes with his or her freedom of movement.

u. Jump Ball - A jump ball is a method of putting the ball into play by tossing it up between two opponents in the center of the circle. The only time a jump ball will be used is at the start of the game and the start of each overtime period.

v. Kicking - Kicking the ball is a violation only when it is a positive act; accidentally striking the ball with the foot or leg is not a violation.

w. Traveling - Running with the ball (traveling) is moving a foot or feet in any direction in excess of prescribed limits while holding the ball.

QUESTION (1) Is it traveling if a player falls to the floor while holding the ball?

ANSWER - Yes, because it is virtually impossible not to move the pivot foot when falling to the floor.

x. Screen - A screen is legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.

SCORING AND TIMING

1. Goal - A goal is made when a live ball enters the basket from above and remains in or passes through.

2. Length of Periods - Playing time shall be two halves of 15 minutes each with an intermission of 5 minutes between halves. The clock will run continuously during the first 13 minutes. Regulation clock during the last 2 minutes.

3. End of Period - Each period begins when the ball first becomes alive. It ends when time expires except that:

(a) If the ball is in flight during a try for a field goal, the period ends when the try ends.

(b) If a held ball or violation occurs so near the expiration of time that the clock is not stopped before the time expires, the period ends with the held ball or violation.

(c) If a foul occurs so near the expiration time that the timer cannot get the clock stopped before time expires, or if the foul occurs after the time expires and the ball is in flight during a shot, the period ends when the free throw or throws and all related activity have been completed.

4. Tie Score - If the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra periods with a one minute intermission before each extra period. The game ends if, at the end of any extra period, the score is not tied. The length of each extra period shall be two minutes. As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the second half.

5. Time Outs - Two charged time-outs may be granted each team during each half. During each extra period, each team is entitled to one time-out. There will be no carry over of time-outs, to include the overtime periods. Time-outs in excess of the allotted number may be granted at the expense of a technical foul for each. In no case shall successive charged time-outs be granted after expiration of playing time for the second half, or after the expiration of any overtime period.

LIVE BALL AND DEAD BALL

1. Starting the Game - The game shall be started by a jump ball in the center circle. After any subsequent dead ball, play shall be resumed by a jump ball or by a throw-in or by placing it at the disposal of a free thrower. The ball becomes alive:

- (a) On a jump ball, the ball leaves the Official's hand.
- (b) On a throw-in, the ball touches or is touched by a player who is inbounds.
- (c) On a free throw, the ball is placed at the disposal of the free thrower.

2. Center Jump - Any two opponents may jump the ball at the center circle at the beginning of the game or extra periods. In jump ball situations, other than at the start of the game and start of extra periods, teams will alternate taking the ball out of bounds at the spot nearest to there the jump ball occurs. The team not obtaining control of the initial jump ball will start the alternating process.

3. Other Jumps - The ball shall be put in play by the team entitled to the throw-in at the out of bounds spot nearest to where:

- (a) A held ball occurs.
- (b) The ball goes out of bounds.
- (c) A double free throw violation occurs.
- (d) The ball lodges on a basket support.
- (e) The ball becomes dead when neither team is in control nor no goal or infraction or end of a period is involved.
- (f) After a double foul.
- (g) Following simultaneous fouls committed by opponents.
- (h) Following simultaneous technical fouls committed by opponents.

4. Position for Jump Ball - For any jump ball, each jumper shall have one or feet on or inside the half of the jumping circle which is farther from his own basket. An official shall then toss the ball upward between the jumpers in a plane at right angles to the sidelines, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the jumpers after it reaches its highest point. If it touches the floor without being tapped by at least one of the jumpers, the official shall toss the ball again. When the official is ready to make the toss, a non-jumper shall not move into the circle or change position around the circle, or have either foot break the plane of the restraining circle cylinder until the ball has been tapped. Neither jumper shall: tap the tossed ball before it reaches its highest point nor leave the jumping circle until the ball has been tapped; nor catch the ball; nor touch it more than twice. The jump ball and these restrictions end when the tapped ball touches one of the eight non-jumpers, the floor, the

basket or the backboard. None of the eight non-jumpers shall have either foot in the restraining circle cylinder until the ball has been tapped. Teammates may not occupy adjacent positions around the restraining circle if an opponent indicated his desire for one of these positions before the Official is ready to toss the ball; nor may any player take a position in any occupied space.

5. Dead Ball - The ball becomes dead or remains dead when:

- (a) Any goal is made.
- (b) It is apparent the free throw will not be successful: on a free throw for a technical foul or false double foul, or a free throw which is to be followed by another free throw;
- (c) Held ball occurs or ball lodges on the basket support;
- (d) Official's whistle is blown;
- (e) Time expires for a half or extra period;
- (f) A foul occurs; or
- (g) Any floor violation occurs, or there is basket interference or there is a free throw violation by the thrower's team.

OUT OF BOUNDS AND THE THROW-IN

1. Out of Bounds:

(a) A player is out of bounds when he touches the floor or any object on or outside a boundary. The ball is out of bounds when it touches: A player who it out of bounds; or any other person, the floor, or any object on or outside a boundary; or the supports or back of the backboard; or ceiling, overhead equipment or supports.

(b) The ball is caused to go out of bounds by the last player to touch or to be touched by it before it goes, provided it is out of bounds because of touching something other than the player. If the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary, such player causes it to go out.

(c) If the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds, or if the official is in doubt as to who last touched the ball, or if the officials disagree, play shall be resumed by the team entitled to the throw-in (using the alternating possession method) at the spot out of bounds nearest to where the simultaneous violation occurred.

(d) The ball is awarded out of bound after:

- (1) A violation.
- (2) A free throw for a technical foul.
- (3) A field goal or a successful free throw for person foul or an awarded goal.
- (4) The ball becomes dead while a team is in control provided no infraction or the end of a period is involved.
- (5) A player control foul.

(e) Throw-in:

(1) When the ball is out of bounds after any violation, the official shall hand the ball to nearby opponent of the player who committed the violation for a throw-in from the designated spot nearest the violation.

(2) After a dead ball, as listed in d4, any player of the team in control shall make the throw-in from the designated out of bounds spot nearest to the ball when it becomes dead.

(3) After a player control foul, any player of the offended team shall make the throw-in from the nearer free throw lane line extended.

(4) If in items 1, 2, or c, the throw-in spot is behind a backboard, the throw-in shall be made from the nearer free throw line extended.

(5) After a goal as listed in d3, the team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end boundary. Any player of the team may make a direct throw-in or he may pass the ball along the end boundary to a teammate behind the line.

(6) After a technical foul, any player of the team to whom the free throw has been awarded shall make the throw-in from out of bounds at mid-court on either side.

(7) After a free throw violation by the throwing team any opponent of the throwing team shall make the throw-in from out of bounds at the spot nearest the violation.

FREE THROW

1. Positions During Attempt - When a free throw is awarded, an Official shall take the ball to the free throw line of the offended team. After allowing reasonable time for players to take their position, he shall put the ball in play by placing it at the disposal of the free thrower. The same procedure shall be followed for each free throw of a multiple throw. During a free throw for personal foul, each of the lane spaces adjacent to the end line shall be occupied by one opponent of the free thrower. A teammate of the free thrower is entitled to the next adjacent lane space on each side and to each other alternate position along each lane line. Not more than one player may occupy any part of a lane space. If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not take positions along the free throw lane.

NOTE - To avoid disconcerting the free thrower, neither Official should stand in the free throw lane or the lane extended.

2. Who Attempts - The free throw or throws awarded because of a personal foul shall be attempted by the offended player. If such player must withdraw because of an injury or disqualification, his substitute shall attempt the throw or throws unless no substitute is available, in which event any teammate may attempt the throw or throws. The free throw awarded because of a technical foul may be attempted by any player, including an entering substitute, of the offended team.

3. 10-Second Unit - The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower at the free throw line. This shall apply to each free throw.

4. Next Play - After a free throw, which is not followed by another free throw, the ball shall be put in play by a throw-in:

- (a). As after a field goal if the try is for a personal foul and is successful.
- (b). By a player of the free thrower's team from out of bounds at mid-court if the free throw is for a technical foul.

FOULS AND PENALTIES

1. Technical Foul, a team shall not:

a. Delay of Game - By preventing the ball from being promptly made alive, or by allowing the game to develop into an actionless contest. This includes the following and similar acts:

(1) When clock is not running --consuming a full minute though not being ready when it is time to start either half.

(2) Fail to supply scorers with data.

(3) When behind in the score and or while on defense with the score tied and after warning by an official, failing to be reasonably active in attempts to secure the ball if on defense or to advance the ball beyond the mid-court area if on offense and there is no opposing action in the mid-court area.

b. Change its starting line-up or add to its squad list.

c. Be charged with an excess time-out.

d. Have more than five squad members participating simultaneously.

2. A Player shall not:

a. Participate after changing his number without reporting it to the scorers and an official.

b. Participate after having been disqualified.

c. Wear an identical number.

d. Grasp either basket.

e. Cause an opponent's backboard to vibrate while the ball is in flight during a try or is touching the backboard or is on or in the basket or in the cylinder above the basket.

f. Leave the court for an unauthorized reason.

g. Purposely delay his return to the court after being legally out of bounds.

h. Attempt to gain an advantage; by interfering with ball after a goal; or by failing to immediately pass the ball to nearer official if in control when a violation is called.

i. During any practice or warm-up prior to or during the game, have his hand in contact with the ball when it enters the cylinder during a try. (This item applies to all squad members.)

9. A Substitute shall not enter the court:

a. Without reporting to the scorers.

b. Without his name appearing on the pre-game squad list.

c. Without being beckoned by an official.

***NOTE** - Substitutions between halves shall be made to the scorer prior to the signal, which ends the intermission.

10. PENALTY - Offended team is awarded one free throw and its Captain shall designate the thrower. A second free throw shall be awarded if the foul is flagrant or intentional.

a. Personal Foul

(1) Types - A player shall not hold, push, charge, trip, nor impede the progress of an opponent by extended arm, shoulder, hip or knee or by bending the body into other than normal position; nor use any rough tactics. He shall not contact an opponent with his hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. Contact caused by a defensive player approaching the ball holder from behind is a form of pushing, and that caused by the momentum of a player who has thrown for goal is a form of charging.

(2) Dribbler - A dribbler shall not charge into nor contact an opponent in his path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is such as to provide a reasonable chance for him to go through without contact. If a dribbler, without contact, passes an opponent sufficiently to have head and shoulders advance of him, the greater responsibility for subsequent contact is on the opponent. If a dribbler in his progress has established a straight line path, he may not be crowded out of that path but, if an opponent is able legally to establish a defensive position in that path, the dribbler must avoid contact by changing direction or ending his dribble.

(3) Screener - A player who screens shall not:

(a) When he is behind a stationary opponent, take a position closer than a normal step from him.

(b) When he assumes a position at the side of or in front of a stationary opponent, make contact with him.

(c) Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. In the speed of the player to be screened will determine where the screener may take his stationary position. This position will vary and may be one to two normal steps or strides from his opponent.

(d) After assuming a legal position, move it to maintain it, unless he moves in the same direction and path of his opponent. If the screener violates any of these provisions and contact results, he has committed a personal foul.