

Basketball Rule 4 Definitions

Alternating Possession: If game starts with technical foul shots by Team A and ball out of bounds, Team B will be entitled to the AP Arrow and get the next possession

Back Court - Front Court status:

- All 3 points, ball, & both feet have to be over to have front court status
- Last touch in front court, and first touch in back court by same team is a violation.
- If the ball touches an Official, it is the same as touching the court (official is part of court)

Basket Interference: ball is touched when it is in the cylinder, or on the rim. Includes:

- touching of the net
- touching of the ball while reaching up through the basket
- player pulls down the rim, and it bounces back up and rim contacts the ball

Continuous Motion - habitual throwing motion of the shot

Fighting - any attempt to hit, strike, kick, or push an opponent

Goaltending - touching of a shot attempt on its downward flight above rim level with a legitimate chance of going into the basket

Kicking of that ball - has to be intentional!!! If accidental it is not a violation

Bench Personnel - everyone is bench personnel between quarters & halves for penalizing unsportsmanlike behavior = Indirect Technical & Loss of Coaching Box

Team Fouls to Reach Bonus – a pre-game dunk is an indirect Technical Foul charged to the Head Coach with loss of Coaching Box because all players are considered Bench Personnel until the opening tip

Interrupted Dribble - team A loses control and fouls team B while trying to gain possession of the ball = TEAM CONTROL FOUL with no FT

Disqualification - player A1 is fouled hard, player A1 pushes B1 for dead ball Technical Foul for 5th foul. The substitute replacing A1 must shoot free throws

When a player is fouled out, he becomes BENCH personnel when the Coach is informed of the Disqualification

Fighting - taunting that leads to retaliation and fighting, both the involved players are ejected

Intentional Foul - A1 attempts a 3 point shot and is fouled intentionally and misses shot attempt = Team A will get 3 FT and ball out of bounds at the spot foul. IF the 3 point shot was successful Team A receives 2 FT plus ball out at the spot nearest foul.

Player Control - A1 charges into B1 for player control foul but before the foul B2 goal tends or basket interference, BOTH violations are penalized

If A1 player control foul happens before goaltending, the goaltending is ignored because the ball becomes dead.

Team Control - No FT are attempted on a Team Control Foul

A1 passes to A2 and B1 knocks the ball away. In going for the ball A2 pushes B1 for a foul.

Team B is in the BONUS but no FT are attempted because this is a Team Control Foul

Double Fouls - live ball = double foul, dead ball = double technical foul. NO FT and ball at the point of interruption

BLARGE - Ball goes into basket= we now have a double foul & not player control foul

- Count the basket and inbound ball at the point of interruption
- If the shot is in flight when the Blarge is called and the basket is missed, Resume play with the AP Again, no FT on a Double Foul

Fight - Team A substitute (or multiple substitutes) leave bench during a fight. Each are charged with a Flagrant T and Disqualification. Team A Coach is charged with a INDIRECT Technical Foul and Loss of Coaching Box. 2 FT for the INDIRECT Technical

Dead Ball - Live Ball Fouls:

A1 Taunts B1= Technical Foul - B1 crosses end line and fouls Thrower In A1= Intentional Foul- B1 reaches though the side or base line and slaps the ball away from Thrower In is Technical Foul

Guarding Position:

A defensive player must have both feet inbounds guarding an offensive player or contact will be ruled a defensive block

Player & Bench Personnel - a technical foul during a time out that is considered to be on a Player and not Bench personnel Coach DOES NOT lose box.

Between quarters and half time intermission, all team members are considered BENCH personnel so Head Coach is indirectly charged a T and loss of Coaching Box. Play will resume POI which is Alternating Possession.

Act of Shooting - if a shot attempt comes up short and hits a body part of a player or the floor and bounces goes through the basket = 2 points for the team that attempted the shot.

Warnings for Delay:

- Throw In plane violation
 - Free Throw Huddles
 - Interfering with the ball coming out of the basket
 - Failure to be on court ready for play after time out
- ONE Warning counts for all 4 delays before Technical Foul