CASE BOOK PLAYS

Rule 4 plays
BACKCOURT VIOLATION

P. 24, play 4.12.2—A1s try at his basket rebounds all the way to backcourt and it is then caught by A2-
Result—No violation---
Reasoning—Team control ended when A1 shot the ball. For it to be a violation, a team in control in the frontcourt must cause the ball to go to the backcourt and be the first to touch it in the backcourt.

Short answer—"No violation. Rule 4, we had no team control in the front court after the shot."

4.12.2 SITUATION B During a throw in by A1 from the end line by Team A's basket: (A) A2 is in the restricted ft lane area 4 seconds of the throw in count;or (B) the throw-in is touched by A2 before it goes across the division line where it is recovered by A3.
RULING Legal in (a) and (b), even though Team A is in control during a throw in. There is no three second count in (a) since team control had not yet been established IN TEAM A'S FRONTCOURT. There is no backcourt violation in (b) since team control had not yet been established IN team A's frontcourt before the ball went into Team A's Backcourt. The throw in ends when A2 legally touches the ball, but the backcourt count does not start until A3 gains control in his or her backcourt. l

pp.24,25, play 4.12.6—Throw in for A1 by his basket. A2 touches ball in front court causing it to go to backcourt and A3 recovers it.

Result—no violation
REASONING—To be a violation a team in control in the frontcourt must cause the ball to go to the backcourt and be the first to touch it. A2s touching of the ball in the frontcourt does not establish frontcourt control. (Remember--No team control during throw in so just because A1 is throwing it in under his basket doesn't make it a team in control in the frontcourt)

Short answer—No violation Rule 4, we had no team control in the frontcourt. SEE ALSO 2017/18 POINTS OF EMPHASIS. TEAM CONTROL ON THOWIN IS ONLY RELEVANT TO FOULS.

DISQUALIFIED PLAYER REMAINS IN GAME

P 25, PLAY 4.14.1
You shoot a free throw before a disqualified player is replaced.
Result—Free throw stands-no cancelling of anything, NO DO OVERS etc. Bring the new player in and shoot the next throw.

Reasoning—This is not a correctable error. It is called an official's/scorer's error. Short answer—"Rule 4, not a correctable error. We get the player replaced and go on."

DRIBBLE
p. 25,26, Plays 4.15 and 4.15.1
Throw in to A2. A2 reaches out and slaps the ball at his basket, runs and catches the ball after it has hit the floor and then dribbles. Or A2 fumbles the throw in pass, it hits ground, A2 picks it up and dribbles.

Result—No violation—this is not double dribble.

Reasoning—A dribble is an action -1. "by a player in control," who 2. "intentionally bats or pushes the ball to the ground." There is no control when a player bats a pass or rebound away from others while trying to get it or when he fumbles it.

Short answer—Rule 4, there is no player control while the ball is being fumbled or batted away. Therefore (or so) when the ball hit the ground initially it was not a dribble.

Comment—know this one. It happens all the time, unfortunately, we often see it called double dribble. Mostly at lower levels.

SIMILAR PLAY –p. 34 PLAY 4.44(a)
A1 tries to catch a pass running rapidly. A1 muffs the pass, takes several steps muffing it, then finally catches it and dribbles.

Result—No violation
Reasoning—Traveling is moving the foot/feet in excess of prescribed limits "while holding the ball." See rules book p. 40 section 44.
Short answer—Rule 4-Player can't travel without holding the ball. Bobbling/muffing is not "holding" it.

Comment—This happens a lot. Coaches, fans, and even some referees think it is traveling. I have seen it called at ALL levels. Probably because it can be so ugly. It isn't traveling.

TAUNTING
p. 27

Play 4.18.2—A1 mouths at B1. B1 punches A1.
Result—Both ejected.
Reasoning--a taunt that causes a punch/kick/swing equals "fighting." Short answer—Rule 4, see reasoning.

INTENTIONAL FOUL

p. 27 PLAY—4.19.3
A1 drives to hoop. B1 in pursuit jumps to block shot, gets all ball, knocks A1 to ground hard.
Result—Decide how hard he was taken down. Foul can be intentional even if shot blocker gets all ball,
Short answer (if you call intentional)--Rule 4, I called intentional foul because of the excessive contact.

Comment—two ways to have intentional foul—1.not make legitimate attempt to play ball or legitimate attempt to guard a guy without ball or, 2. excessive contact. Grabbing someone from behind is example of not making a legitimate attempt."

BASKET INTERFERENCE/CHARGE

p. 28 PLAY 4.19.6
B1 gets legal position before A1 jumps to shoot. A1 jumps and shoots. Ball on rim touched by B2. A1 then lands on/charges into B1.

Result—penalize the basket interference by B2 since it happened before A1 hit B1. Basket good. A1 gets a foul and team B gets ball anywhere along end line.

Reasoning—You are counting the goal because of a violation that occurred before the contact. The try does not end until the contact.

Short answer—Rule 4, the ball was still alive when the basket interference occurred. Or the basket interference occurred before the contact.
Comment—as a practical matter it would seem tough to have a shot, then a basket interference and then the contact (airborne player hits B1). What is more likely to occur is shot, charge,then basket interference or goaltending—see below

CHARGE/BASKET INTERFERENCE
PLAY—same as above accept contact by A1 on B1 occurs first, then B2 goaltends or interferes with basket.
Result—charge is penalized—Basket interference or goaltending is ignored. No goal
Reasoning-ball becomes dead and the try ends when the contact occurs. (charge called)
Short answer –Rule 4. ball dead before the interference/goaltending

p. 29 PLAY 4.19.8------aka BLARGE
A1 drives to hole, shoots and comes down on B1. R calls charge, U1 calls block. Ball goes in.
Result—Double foul. Basket counts. Bs ball for throw in anywhere along end line.

Reasoning—Opposite calls on the same play makes this a "double foul." Basket counts
because ball remains live (not a player control foul) Bs ball at point of interruption—endline
throw in-anywhere. If shot misses use Alt Poss since no obvious point of interruption.

Short answer—Rule 4—when we made opposite calls this became a double foul. the ball
remains alive and the basket counts. Bs ball at point of interruption. Endline throw in.

Comment—Blarges=BAD. Pregame—who if anybody gets to come out with aggressive signal
and who, if there are two whistles, comes out only with fist in air. If the player is driving
down the middle of the lane let the lead have the first chance at coming out aggressively.
Center goes up with fist, finds lead and if he has nothing, then signals charge or block.

Next Plays happen a lot—jump or traveling?

p. 32 PLAY 4.19.8
A1 jumps to shoot. B1 leans or reaches and puts a hand on the ball AND PREVENTS A1
FROM RELEASING IT. A1 returns to floor with the ball or drops it

Result—Held Ball immediately in both. (key wording is "PREVENTS a1 from releasing it")

BUT SEE p. 35 play 4.44.3
A1 jumps, B touches the ball—A1 returns to floor with ball.
Result—travel
Reasoning –B1s touching did not "prevent release of ball" so coming down with it is travel.

COMMENT-- I don't know how you can say that B1s touching didn't prevent A1 from
releasing the ball on the shot or pass if, in fact, A1 came down with ball after B1s touching.
What touching prevents release and what touching doesn't when in both cases A1 comes
down with ball. Does it depend on how hard the touching was or how long the touching
lasted? I think the authors are contemplating the situation where you have harder, and
longer contact as being a jump and brief light touching being travel. My problem with this
is that the key wording is PREVENTS A1 FROM RELEASING THE BALL. Hard or soft, long
or short contact on the ball can prevent its release.

To obtain consistency- I would submit that any time B touches the ball and A1 then comes
down with it, Bs touching "prevented A1 from releasing the ball" so it should be a jump. If
b doesn't touch ball then travel.

PLAYER OR BENCH PERSONNEL

P. 32
Play 4.34.1 and 4.34.2

Time out called and granted. A1 curses R.
Result—Technical foul to A1 only
Reasoning-During a timeout A1 is still considered a player so no indirect to coach.

Between quarters A1 curses R
Result-T to A1 and indirect to coach
Reasoning—during intermission all in uniform are bench personnel
Short answer Rule 4—coach you get T also because incident occurred during "intermission"/between quarters.

p.33
play 4.34.5
A6 is beckoned onto floor for A1. A1 leaving floor curses U2.
Result—T to A1 and indirect to coach.
Reasoning—A6 became "player" when beckoned. At that moment A1 became "bench personnel." Short answer—same.

DESIGNATED SPOT THROW IN

p. 34
Play 4.42.6
During designated spot throw in A1 moves both feet left or jumps but keeps one foot on or over the "three foot area."
Result—no violation-traveling is not in affect during a throw in and the thrower kept a foot on or over the "3 foot area."
Reasoning—during a designated spot throw in the thrower is handed the ball and required to keep one foot in or over a 3 foot wide area. Actually the area is much bigger as there is no depth limitation. The thrower can back up as far as he wants. He may also move forward and step on the boundary line but must not step into the court.

Short answer—Rule 4--the player can move on a designated spot throw in as long as he keeps a foot on or over the 3 foot area.

Comment-we sometimes say "hold your spot" or "don't move." The thrower can move. He can move both feet or jump and return to the floor. One foot must stay on or over the three foot wide area. Also, if someone moves and both feet go outside the area you might blow the whistle and give the "running the baseline signal" as opposed to a travel signal. The rule clearly says the travel rule is not in effect. Just my thought.

WARNING-for years I have seen any movement that we would call travel on the court called a violation when it occurs during a designated spot throw in. you might hear something from a coach if you follow the rule and don't call the violation. Know the citation so he can go look it up. (coach probably won't look it up and will just be pissed at you for a long time)

RUN THE ENDLINE Rule 7 section 5 Art 7b p. 58 Play 7.5.7

Goal by B scored. A runs end line with ball. Before ball thrown B fouls A2 "NEAR" A1.
RESULT—A gets ball back and still gets to run end line.
REASONING—rule says so if the next throw in would again be on the end line. (Any violation or foul by defense)

Play 7.5.7
Kicked ball by defense and throw in for the kick would again be on end line. They get to run end line again.

AIRBALL

PLAY 4.44(b) A1 shoots airball, runs and catches it.
Result-no violation, all control, player and team, ends when the ball is released on a try. Even airballs are trys.

JUMP STOP?

p. 35, PLAY 4.44.2
Dribbling A1 catches ball with one foot on floor, left, then jumps off it and lands simultaneously on both feet one in front of other.

Result—No violation. When you end dribble with one foot on floor you can jump off that foot and land on two feet as long as they hit simultaneously. Whether one hits in front of the other doesn't matter as long as they hit at same time.

Comment—its my thought that the "hop" we see in the game today is covered by this portion of the rule. The player takes off on his hop with one foot on the ground. He can land on two but it is supposed to be simultaneously. In practice I have seen it allowed if both feet hit close to simultaneous but not quite there. once the feet hit the floor they(both or just one) can be lifted but can't come down on the floor again.

FINALLY—MAKE THEM LAND WITH BOTH FEET SIMULTANEOUS OR DARN CLOSE. NO OTHER STEPS AFTER THAT.

1960,70,80s JUMP STOP—player is dribbling pushes ball to floor farther out in front of him, jumps in air forward, catches ball while both feet in air, lands simultaneously on both feet, either foot may be pivot. This is what I was taught is THE jump stop. I can't remember when the last time I saw it done.

TRAVELING?

P. 35 PLAY 4.44.3c
A1s right foot is the pivot. He moves left foot repeatedly keeping right foot on ground, (he pivots repeatedly). Then he stops pivoting and lifts up his right foot leaving all his weight on the left leg.

Result—no violation-yet—the pivot foot may be lifted but not returned to the floor on a pass or shot. Rule book p.41, 4-44art-3a-- player can stand on one leg as above if he wants but must either pass or shoot ball eventually. If he dribbles give the travel signal. He cannot start a dribble with a pivot foot off the floor. Art 3c.

Comment—this doesn't happen a lot and looks odd when it does. I've seen it happen when a player is going to pass the ball and then changes his mind and stops throwing motion in middle. Most of the time you will see the player drag the back foot which is travel. If he picks the back foot/pivot all the way up and keeps it up he hasn't traveled yet.

LOOSE BALL

p. 35 PLAY 4.44.5
A1 dives for ball, grabs it and slides. He ends up on back or stomach. What can he do?

Result—once he is no longer sliding he cannot roll over. if he is on his back he can sit up. (he can't set the ball to side and then stand up and be first to touch it either.)
Short answer—player can slide all day after diving and getting ball. Once the sliding stops all he can do is sit up, pass or start a dribble from the floor. He cannot roll over.

3/10 SECOND

P. 38 Play 5.2.5
3/10 second left in game. Throw in to A1 who catches it, immediately shoots it and is fouled. Ball goes in.

Result-no basket. You cannot have a catch and shoot try with 3/10 or less. Only the tap. but if you call a foul it must be penalized. Since you cannot catch and shoot you do not

award 2 free throws unless the team is in double bonus. You would give one and one if 7th foul or inbound it if not in bonus.

WARNING/WARNING
If you call a foul with less than 3/10 on the clock make sure it is obvious and makes a difference. I would submit that once a player CATCHES the ball with less than 3/10 on the clock it can't make a difference. The player can't score. I might also submit that in most situations if the clock would start at the exact moment the ball was touched inbounds there wouldn't be time for a foul to occur. If the player is absolutely pummeled maybe you might have to call something.

ARROW

P. 50
Play 6.4.5

A has AP throw in. A violates, say thrower a1 steps on line or 5 seconds called.
Result—B given ball. Arrow reversed toward B
Reasoning—Alternating possession throw in opportunity is lost if throw in team violates during the throw in.

Short answer RULE 5, see reasoning.

Foul by either team DURING the AP throw in penalize foul and leave arrow with team that was throwing ball in. (foul must be "during" the throw in. if there is a touch of ball and then immediate foul the arrow does change. Throw in ended with the touch. Team got to take its turn under the procedure)

PLAY 4.42.5
Team A has an alternating possession throw in. Player A releases the ball and it is kicked by Team B player.

Result—Team A gets another throw and ARROW STAYS with them.
REASONING- The AP throw in DID NOT END because the ball was not "legally touched." Throw in ends when 1. ball "released" AND then 2. "legally touched."

Play 6.4.5

During AP throw in A holds it over line and B grabs and ties it up. Jump ball. AP throw in for which team?

Result—Give ball back to team A to try again.
Reasoning—Arrow is changed when the throw in ends. The throw in never ended because A did not "release" the ball.

NOTE--Do not confuse this with how you first SET the direction of arrow at beginning of game if a foul or violation occurs—when ball at DISPOSAL of thrower—(when I hand it to team A arrow set towards B.)

CONTINUOUS MOTION p.51Play 6.7a-d

A1 starts to shoot. B2 fouls A3 across the floor before the ball actually leaves A1s hands. A1 releases the ball and it goes in.
Result-good basket.
Reasoning—continuous motion applies. If a player starts to throw and then a foul by the opponent occurs the player is allowed to complete the "customary arm movement and foot movement" that precedes release of ball. We obviously know to count it when the shooter is fouled in act and before release—count it also if he in act and teammate fouled.

Short Answer—Rule 6-continuous motion exception--foul by opponent that occurs after the act of shooting begins does not cause ball to become dead.
NOTE- If a teammate of the shooter fouls while Shooter is in act of shooting and before ball released, ball is dead immediately.

10 SECOND COUNT p. 71. PLAY 9.8

Officials count is at 8 when A1, in backcourt throws a pass toward A2 that bounces in the frontcourt before 10 count is reached. However it doesn't reach A2 until 2 seconds later. (11 seconds)
Result—no violation—10 second count stops when BALL gains front court status. (on pass)
Soon as the pass hit floor in front court count stops.

"THROW IN TWO FEET EXCEPTION" p. 72 PLAY 9.9.1

Throw in by A1 near division line. Ball thrown in. A2 jumps from his front court and has two feet in the air. B1 tips the thrown ball(b1 is on court) while ball still in air, A2, still with both feet in air catches ball and lands in backcourt.

Result-violation.
Reasoning-The " throw in two feet exception" relating to the back court rule which allows a player to jump from his front court, catch the ball with both feet off the ground and land

in back court without penalty only applies DURING the throw in. once the ball was touched by b1 the throw in ended and the exception no longer applies.

SLAP BACKBOARD
P. 81 Play 10.3.5
The intent of the rule is to penalize intentional contact with backboard while a try is in flight or contact so violent can't ignore it.

If the ball is near and defender tries to block shot and misses hitting backboard it is nothing unless the earth moves. Unfortunately, there is no rule provision that allows us to call basket interference when striking the backboard causes basket to move and ball roll off. If you pull the net or rim and the rim moves and does not return to its original position that is basket interference. It should also be if the backboard is struck causing rim to move and ball to miss.