



2010-11 BASKETBALL RULES EXAMINATION – PART I

Instructions: Only the **answer sheet** of this examination will be sent to the grader. **You retain the questions for further study.** Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. Some questions are multiple choice. Please select only one answer for multiple-choice questions. For true-false questions, mark "A" for true and "B" for false.

NOTE: Send answer sheet to your state association office unless otherwise instructed.

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NOTE: In the exam situations, **A** refers to **offensive team** and **B** refers to their opponents, the **defensive team**. A1 and B1 are players of Team A and Team B. Unless otherwise stated: a single foul or free throw exists; all equipment, situations and acts are legal; a tap is toward the tapper's basket; and it is a two-point field goal. No errors or mistakes are involved unless noted.

Alternating Possession

1. Following the initial jump ball, if A2 muffs the tapped ball and it goes out of bounds, the alternating procedure starts when the ball is placed at the disposal of the Team B thrower.
2. If Team A is charged with a technical foul before the game starts, Team B will have the first throw-in opportunity and the first arrow under the alternating-possession procedure.
3. If Team A has the throw-in to start the third quarter, Team B will automatically have the throw-in to start the fourth quarter.
4. It is an alternating-possession procedure following a simultaneous free-throw violation.
5. It is an alternating-possession throw-in when the ball becomes dead and neither team is in control and no goal, infraction or end of a period is involved.
6. During an alternating-possession throw-in by A1, B2 intentionally kicks the throw-in pass. A1 will be awarded a new throw-in opportunity, but the arrow will remain pointed in the direction of A's basket.
7. The alternating-possession procedure is used when a double personal foul is called while A1's successful try is in flight.

Coaching Rule

8. A team may use television replay equipment at halftime to review first-half action.
9. A technical foul assessed to a team's athletic trainer is also charged indirectly to the head coach and results in four free throws.
10. A head coach who is ejected in the first half must leave the vicinity of the playing area immediately, but may go to the locker room to coach the team at halftime.
11. The third indirect technical foul charged to the head coach results in disqualification and ejection.
12. The head coach is assessed a direct technical foul when a disqualified player is removed and is subsequently discovered participating in the game.
13. The head coach is assessed one direct technical foul for each player discovered in the game wearing an illegal uniform.
14. The head coach is assessed a direct technical foul if team members are permitted to leave the bench area and/or playing court for an unauthorized reason.

Correctable Errors

15. All of the following are ruled correctable errors, EXCEPT:
 - a. Failure to award a merited free throw.
 - b. Erroneously awarding the ball to the wrong team for a throw-in.
 - c. Permitting a wrong player to attempt a free throw.
 - d. Attempting a free throw at the wrong basket.
 - e. Erroneously counting or canceling a score.
16. To correct an error it must be recognized by an official during the first dead ball after the clock has properly started.
17. In order to correct an error made with the clock running and the ball dead, the error must be recognized before the first live ball after the error.
18. If B1 intentionally fouls A2 during A1's successful unmerited free throw and the free throw is subsequently canceled because the error is corrected, B1's foul is also canceled.
19. Points scored prior to the recognition of an error cannot be nullified, even though the error is subsequently corrected.

Court and Equipment

20. The ideal dimensions for a high school basketball court are 84 feet by 50 feet.
21. When the referee tests the ball for proper air pressure, the test shall be conducted on the playing court surface.
22. Game management shall designate the location of each team's bench.
23. The two-inch-wide coaching box lines shall be off the playing court and must contrast with the boundary lines.
24. Logos, markings, lettering, etc., are prohibited on the backboard, but are permitted on the backboard padding and basket.
25. Rectangular backboards shall be padded on the bottom surface and up the side surfaces to a distance of 15 inches up from the bottom.

Definitions

26. All of the following statements are true regarding a closely-guarded situation, EXCEPT:
 - a. A closely-guarded count continues during an interrupted dribble.
 - b. A closely-guarded count only takes place in a team's frontcourt.
 - c. A violation occurs when a dribbling player is closely guarded for five seconds.
 - d. The closely-guarded distance is measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler.
 - e. The closely-guarded count continues when there is a defensive switch, provided the six-foot distance is maintained.
27. A team is in control of the ball in all of the following situations, EXCEPT:
 - a. When a player is holding the ball.
 - b. While a live ball is being passed among teammates.
 - c. During an interrupted dribble.
 - d. When a try for goal is in flight.
 - e. When a player is dribbling the ball.
28. Play is resumed at the point of interruption in all of the following situations, EXCEPT:
 - a. An official's inadvertent whistle.
 - b. A double personal foul.
 - c. A double technical foul.
 - d. A simultaneous foul.
 - e. A technical foul.
29. A ball is at the disposal of a player in all of the following situations, EXCEPT:
 - a. Handed to a thrower or free thrower.
 - b. Caught by a player after it is bounced to him/her.
 - c. Placed on the floor at the spot.
 - d. Available to a player after a goal and the official begins the throw-in count.
 - e. Bounced to a thrower or free thrower.
30. The resumption-of-play procedure may be used when the throw-in team fails to make a thrower available.
31. The act of shooting starts when A1 begins the motion which habitually precedes the release of the ball on a try for goal.
32. A designated throw-in spot is 3 feet wide with no depth limitation.
33. During an intermission, all team members are considered bench personnel for the purpose of penalizing unsporting behavior.
34. A team may be issued a delay-of-game warning following a time-out for water on the floor.
35. When a technical foul is also charged indirectly to the head coach, it counts only as one team foul.

Extra Periods

36. Teams shall change baskets for each extra period played.
37. The game ends if, at the end of any extra period, the score is not tied.
38. Extra periods are an extension of the fourth quarter.
39. The length of each extra period shall be half the time of a regulation quarter for subvarsity contests.
40. The length of each extra period for a varsity contest shall be:
 - a. 3 minutes.
 - b. 4 minutes.
 - c. 5 minutes.
 - d. 6 minutes.
 - e. None of the above.

Fouls

41. A situation in which there are fouls by both teams, the second of which occurs before the clock is started following the first, and such that at least one of the attributes of a double foul is absent is known as:
 - a. A multiple foul.
 - b. A double foul.
 - c. A simultaneous foul.
 - d. An intentional foul.
 - e. A false double foul.
42. A situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time is known as:
 - a. A multiple foul.
 - b. A double foul.
 - c. A simultaneous foul.
 - d. An intentional foul.
 - e. A false double foul.
43. A multiple foul is a situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time.
44. An unsporting foul may be a personal foul.
45. An intentional foul is judged solely by the severity of the act.
46. A player-control foul is common foul committed by a player while he or she is in control of the ball or by an airborne shooter.
47. If airborne A1 passes the ball instead of shooting, and then illegally contacts B1, he or she has committed a team-control foul.
48. Contact after the ball has become dead is ignored, unless it is ruled intentional or flagrant, or committed by or on an airborne shooter.

Free Throws

49. The free throw starts when the ball is released on the try.
50. A1's free throw ends when A2 commits a lane violation.
51. While a player is attempting the free throws awarded for a technical foul, the other nine players must be behind the division line, in the offended team's backcourt.

52. A simultaneous violation is called if offensive players occupy the first marked lane spaces and defensive players occupy the second marked lane spaces during the free throw.
53. During a free throw, a player in a marked lane space is permitted to break the vertical plane of any boundary line with a foot, provided that foot does not subsequently make contact with the court outside the marked lane space.
54. A substitute throw is awarded if B1 disconcerts free thrower A1 but the attempt is successful.
55. No violation has occurred when B1, in a marked space, loses his/her balance and touches inside the lane with both hands prior to A1's release of a free-throw attempt.
56. Players occupying marked lane spaces may move in or out of such spaces after the ball has been released by the free thrower.
57. A player in a marked lane space shall position one foot near the outer edge of the free-throw lane line.
58. When free thrower, A1, purposefully fakes a try, it results in:
 - a. A technical foul assessed to A's head coach.
 - b. A violation on A1.
 - c. A team technical on Team A.
 - d. An unsporting technical on A1.
 - e. None of the above.

Frontcourt – Backcourt

59. A ball that is in contact with two players is in the backcourt if either player is touching the backcourt.
60. The ball is in A's backcourt when A1 holds the ball straddling the division line and then pivots on the foot which is in A's frontcourt.
61. A ball which is in flight retains the same status it had when last in contact with a player or the court.
62. During a dribble from backcourt to frontcourt, the ball is in A's frontcourt if one of dribbler A1's feet is on the division line and the other foot and the ball are touching in A's frontcourt.

Jump Ball

63. During a jump ball, the ball becomes live when it is tapped.
64. When the official is ready to toss the ball and until the jump ball is tossed, nonjumpers shall not move onto the center circle.
65. Neither jumper shall leave the center-restraining circle until the jump ball has been touched.
66. A jumper is required to be in his/her proper half of the center restraining circle during a jump ball, but is not required to face his/her own basket.
67. If A2 and B2 simultaneously control the opening jump ball, another jump ball between any two opponents in the center circle results.

Live Ball – Dead Ball

68. The ball becomes dead immediately when airborne shooter A1 commits a player-control foul.
69. The ball remains live if time expires before A1 releases the ball on a try for goal.
70. The ball becomes dead when a personal foul by A2 occurs while the ball is in flight during a try for a field goal by A1.
71. The ball becomes dead immediately if A1's try for a field goal is in flight when B1 excessively swings arms or elbows without making contact.
72. The ball becomes dead if the throwing motion on a try for a goal by A1 started after B1 fouls A2.
73. The ball is live and A1's basket shall count if successful when B1 fouls A2 just as A1's shooting motion begins.
74. The ball becomes dead immediately if A1's try for a field goal is in flight when B1 commits a violation for leaving the floor for an unauthorized reason.

Officials' Duties

75. All of the following statements regarding officials' jurisdiction are true, EXCEPT:
 - a. Jurisdiction begins prior to the game when the officials arrive on the floor.
 - b. Jurisdiction extends through periods when the game may be momentarily stopped for any reason.
 - c. Jurisdiction is terminated when all officials leave the visual confines of the playing area.
 - d. Jurisdiction ends when the referee approves the final score.
 - e. Officials shall arrive on the floor at least 15 minutes before the scheduled starting time of the game.
76. All of the following describe general duties of any game official, EXCEPT:
 - a. Make decisions on any points not specifically covered in the rules.
 - b. Administer penalties.
 - c. Grant time-outs.
 - d. Put the ball in play.
 - e. Beckon substitutes to enter the court.
77. An official shall immediately remove a player from the game who exhibits the following signs or symptoms of a concussion:
 - a. Dizziness.
 - b. Confusion.
 - c. Headache.
 - d. Loss of consciousness.
 - e. All of the above.
78. The referee may not permit a game to continue if either team has only one participating player.
79. The referee has the authority to prohibit players from wearing equipment that is inappropriate or confusing to other players.
80. If the referee determines that the clock was not started or stopped properly, or if the clock did not run, an official's count or other official information can be used to make a correction.

Penalty Administration

81. Delay-of-game warnings are limited to one per team per game.
82. No free throws are awarded when opponents commit simultaneous personal fouls.
83. No penalty is assessed if a player uses inappropriate language that is not directed toward an opponent or an official.
84. A technical foul is charged directly to the head coach if a player participates after being removed from the game for being disqualified.

85. What type of penalty is assessed when a player leaves the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation?
- A technical foul.
 - An intentional foul.
 - A flagrant foul.
 - A double foul.
 - A common foul.

Substitutions

86. A team must begin the game with five players.
87. When an injured player who must be withdrawn has been awarded a free throw(s) as a result of a personal foul, any substitute or player of the offended team may attempt the throw(s).
88. If a substitute enters illegally, he/she becomes a player after the ball becomes live.
89. Any player who exhibits signs, symptoms or behaviors consistent with a concussion shall not return to play until cleared by:
- The head coach.
 - A parent or guardian.
 - The athletic director.
 - An appropriate health-care professional.
 - All of the above.
90. Substitutions between halves may be made by:
- A team representative.
 - The official scorer.
 - The public-address announcer.
 - The timer.
 - None of the above.

Throw-ins

91. It is a violation if A1's throw-in from outside the end line near A's basket is caught by A2 in A's backcourt.
92. The ball is awarded for a throw-in at a designated spot nearest the foul after any player-control or team-control foul.
93. The throw-in is at the designated spot nearest the violation after a goaltending violation by B1.
94. Once a designated spot throw-in begins, the original thrower may be replaced by a teammate to attempt the throw-in.
95. When the ball is awarded to the wrong team for a throw-in, in order for it to be corrected, it must be rectified:
- Before the throw-in ends.
 - Before the ball is handed to the thrower.
 - Before the ball is bounced to the thrower.
 - Before the ball is released by the thrower.
 - Before the official blows the whistle.

Uniforms – Player Equipment

96. Knee and ankle braces that are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding/covering.
97. Hard and unyielding items on the upper arm or shoulder must be padded with:
- A closed-cell, slow-recovery foam.
 - One-inch thick padding.
 - Athletic tape.
 - A gauze pad.
 - A rubberized material.
98. A school or conference logo/mascot may be located on the team jersey in all of the following areas, EXCEPT:
- Part of the number on the front or back of the jersey.
 - On the back of the jersey in the corresponding area to the apex/opening of the neckline.
 - On the front of the jersey at the apex/opening of the neckline.
 - In the side insert(s).
99. All of the following are true statements regarding a protective face mask, EXCEPT:
- It may be made of a hard material.
 - It must be worn molded to the face.
 - No protrusions are permitted.
 - Written authorization from a medical professional is required.
100. Headband and wristband colors worn by a team that are always permissible include all of the following, EXCEPT:
- White.
 - Black.
 - Pink.
 - Beige.
 - Any single solid school color.



Answer Key

2010-11 NFHS Basketball Rules Examination, Part 1

1.	A	4-3-3a	47.	A	4-19-7	92.	A	7-5-4a
2.	B	4-3-3b;6-4-1	48.	A	4-19-1 Note	93.	B	7-5-7
3.	B	6-4-1	49.	B	4-20-2	94.	B	9-2-9
4.	A	6-4-3c	50.	A	4-20-3;6-7-8;9-1	95.	A	7-6-6
5.	A	6-4-3e			Pen 1	96.	A	3-5-2c
6.	A	6-4-4; 4-42-5	51.	B	8-1-3; 8-1-5	97.	A	3-5-2b
7.	B	7-5-3b; 4-36-2b	52.	A	8-1-4b; 9-1-2 Pen	98.	A	3-4-2d
8.	B	10-1-3	53.	B	9-1-3g	99.	D	3-5-2d
9.	B	10-4-1 Pen	54.	B	9-1-3c Pen 2a	100.	C	3-5-3a
10.	B	10-5 Note	55.	B	9-1-3d			
11.	A	10-5 Note	56.	B	9-1-3d,4			
12.	A	10-5-3 Pen	57.	A	9-1-3g			
13.	B	10-5-4 Pen	58.	B	9-1-3b Pen 1			
14.	A	10-5-5	59.	A	4-4-1			
15.	B	2-10-1	60.	B	4-4-2			
16.	A	2-10-2	61.	A	4-4-3			
17.	B	2-10-3	62.	B	4-4-6			
18.	B	2-10-4	63.	B	6-1-2a			
19.	A	2-10-5	64.	A	6-3-2a			
20.	A	1-1	65.	A	6-3-7b			
21.	A	1-12-2	66.	A	6-3-8 Note			
22.	A	1-13-1	67.	B	6-4-3 Note			
23.	B	1-13-2	68.	A	6-7-4			
24.	B	1-7-4	69.	B	6-7-6			
25.	A	1-9-1	70.	B	6-7-7 Exc a			
26.	A	4-10; 4-23; 9-10	71.	B	6-7-7 Exc a			
27.	D	4-12-2	72.	A	6-7-7 Exc c; 4-11			
28.	E	4-36-1	73.	A	6-7-7 Exc c; 4-11-			
29.	E	4-4-7	74.	B	6-7-9 Exc d; 9-3-3			
30.	A	4-38	75.	D	2-2-2,3,4			
31.	A	4-41-1,3	76.	A	2-3; 2-7			
32.	A	4-42-6	77.	E	2-8-5			
33.	A	4-34-2	78.	B	3-1-1 Note			
34.	A	4-47-4	79.	A	3-5			
35.	A	4-8-2	80.	A	5-10-2			
36.	B	5-7-1	81.	A	10-1-5			
37.	A	5-7-2	82.	A	4-19-10;10 Pen 1d			
38.	A	5-7-3	83.	B	10-3-6b			
39.	A	5-7-3	84.	A	10-5-4 Pen			
40.	B	5-7-3	85.	A	10-3-6i			
41.	E	4-19-9	86.	A	3-1-1 Note			
42.	A	4-19-11	87.	B	8-2;3-3-2			
43.	A	4-19-11	88.	A	3-3-3			
44.	A	4-19-14	89.	D	3-3-8			
45.	B	4-19-3	90.	A	3-3-1a			
46.	A	4-19-6	91.	B	4-12-6;9-9-1			