

# 2018-19 GHSA BASKETBALL STUDY GUIDE

1. Officials may not be assigned to work more than (6) regular season games involving one school home and away. (F)
2. When a personal foul occurs, PA announcers are not allowed to announce the number of team fouls. (T)
3. The official score keeper must wear a black-and-white striped shirt during ALL GHSA contests. (T)
4. During a regular season double header the boy's team is allowed to warm up at halftime of the girl's game on the event court. (F)
5. An individual must have attended the current year rules clinic, taken the current year rules exam, and attended a current year GHSA Development Camp. (F)
6. It is the responsibility of the Host School to designate a Game Manager for all levels of play. (F)
7. When a timeout occurs the PA announcer cannot announce the length of the timeout. (T)
8. The legal coaching box extends from the division line to the end line. (F)
9. Players removed from the game for displaying symptoms of a concussion are required to have written permission from a health care professional to return to the game. (F)
10. "Game Reports" for ejections must be reported within (48) hours of the completion of the game. (F)
11. Coaches are not allowed to sit or stand between the 28' line and the scorer's table during play. (T)
12. The GHSA insignia must be worn on the left sleeve of the official's game shirt. (F)
13. A red light behind each backboard or an LED light on each backboard is required. (F)
14. A visible electronic display must be used at the scorer's and timer's table to indicate team possession. (F)
15. During dead ball periods and between quarters, spectators are allowed to use artificial noisemakers. (F)
16. The time out area is an imaginary rectangle formed by the sideline, end line, nearer free throw lane line extended and the 28-foot line. (T)
17. The side-lines and end lines shall be a minimum of 3 inches in width. (F)
18. The ideal court measurement is 50 feet by 94 feet. (F)
19. The reporting "X" shall be 12 inches and 2 inches wide. (T)
20. The Nike Hyper Elite basketball is illegal for NFHS/GHSA competition. (T)
21. If the facility has both the audible horn and the red lights on the backboards, the lights take precedence on rulings. (T)
22. The visiting team has its choice of baskets for pregame practice and for the first half of play. (F)
23. The Referee must select a game ball from the home team. (F)
24. A 12- mesh net is required for each ring. (T)
25. The jurisdiction of the officials' shall end and the final score shall be approved when all officials leave the visual confines of the playing area. (T)
26. The referee may designate any official to toss the ball to start the game. (T)
27. Officials shall only make rulings in their primary coverage area and never reach into a secondary area. (F)
28. The referee may overrule a foul ruling made by the U2. (F)
29. Officials should never tell a coach the reason he/she did not whistle a foul because the foul was not in my area. (T)
30. The officials award Team B bonus free throws due to A1 setting an illegal screen during a throw-in. The officials discover that team B was erroneously awarded free throws after the ball is thrown in by Team A following the made free throws. This is a correctable error situation. (T)
31. Officials shall remove spectators who have become a distraction to the administration of the game. (F)
32. The officials can only correct a bookkeeping mistake if it is recognized prior to the first dead ball after the mistake. (F)
33. If a correctable error involves a free throw by the wrong player, the free throw and all activity during it shall be canceled except for flagrant, unsporting, or intentional fouls. (F)
34. The scorer shall record warnings given to the coach for poor conduct. (T)
35. The timer fails to stop the clock correctly when the whistle is blown for a violation. The officials have definite knowledge of what the time should be. The clock shall be reset based on the information. (T)
36. The official signal for a held ball requires the use of both arms. (T)
37. Visible under shirts have the same color restrictions as an arm sleeve. (F)
38. If a player wears an arm sleeve and tights, they must match in color. (T)
39. Hair control devices that go around the entire head is considered a headband and must adhere to the headband standards. (T)
40. Ponytail holders do not have to adhere to the same standards of headbands and hair control devices, but may not be ribbons or have hard objects attached to them. (T)

41. No less than 10 minutes prior to the start of the game, each team shall submit the name, number, and indicate the five starters to the official score keeper. (T)
42. If a coach, or medical personnel, is beckoned onto the court to tend to an injured player, the player shall be directed to leave the game. (T)
43. A1 has a bobby pin in her hair. If this is discovered before the opening tip to start the game the player is asked to remove the pin, if the player disregards the request a technical foul shall be called. (F)
44. A player, who has been replaced, may not re-enter the game until the next opportunity to substitute after the clock has been properly started. (T)
45. If a player's shirt is not properly tucked inside the pants, the official shall direct him or her to leave the game immediately. (F)
46. Following the end of a period, substitutes must check-in prior to the sounding of the warning horn to resume play for the subsequent period. (T)
47. Officials will stay on the table side during introductions and observe the players before the game to check for anything illegal. (T)
48. Team A has players numbered 0 and 00. This is legal. (F)
49. If A1 is holding a live ball a request for a timeout by Team B's head coach shall be ignored. (T)
50. At any time a player makes contact with the ball, while any part of the ball is within the imaginary cylinder, "goal tending" should be called. (F)
51. Team control is lost at any time when a player loses player control of the ball. (F)
52. A disqualified player becomes bench personnel when an official has notified the head coach of the disqualification. (T)
53. Pivot foot restrictions are in effect during a throw in. (F)
54. While the ball is live a hard contact foul shall be ruled a "technical foul". (F)
55. At any time the ball strikes any part of the leg or foot, a kicking violation shall be called. (F)
56. A closely guarded count is terminated when the offensive player gets his/her head and shoulders past the defender. (T)
57. To establish legal screening position, the screener may be facing any direction and time and distance are not relevant as long as the screener is stationary. (F)
58. If B1 jumps in an attempt to block a shot by A1 any illegal contact that occurs must be a foul charged to B1. (F)
59. A1 is intentionally fouled during a successful three point attempt. He will be awarded 2 free throws. (T)
60. In the resumption of play procedure the initial delay results in a violation in specific situations. (T)
61. When a player control foul is called, the goal is cancelled regardless of whether the foul occurred before or after the ball entered the basket. (T)
62. During a throw-in, if less than .5 of a second remain on the game clock, a goal can only be counted on a tap. (F)
63. A timeout will be cut short if the calling team chooses to enter the court prior to the warning signal. (F)
64. On-court entertainment shall not occur during a 30-second timeout. (T)
65. When one team is trailing by 30 points or more at the end of the third quarter, the referee shall inform both coaches that the "mercy rule" will be enacted at the beginning of the 4<sup>th</sup> quarter. (T)
66. A1 attempts a field goal near the end of the period and the lead official calls a foul and the horn sounds. The officials should place the shooter on the free throw line with zeros on the clock and no one else on the lane lines. (F)
67. Officials must be aware of time left on the clock when fouls occur near the end of periods. (T)
68. If a technical foul is called after the ball has become dead to end a quarter, the penalty will be administered to start the subsequent quarter/overtime period. (T)
69. The referee may correct obvious timing errors made with regard to starting or stopping the clock. (T)
70. If a free throw is not successful and the ball is to remain live, the clock shall be started when the ball touches or is touched by a player on the court. {T}
71. No goal is scored if an untouched throw in goes through the basket. (T)
72. If the score is still tied after the second overtime then the third overtime is played with 3 minutes. (F)
73. During a jump ball, the ball becomes live when it is legally touched by one of the jumpers. (F)
74. Until the ball is touched by one or both of the jumpers, non-jumpers are not allowed to move into or away from the plane of the restraining circle. (F)
75. When a live ball becomes lodged between the backboard and the ring, play shall be resumed by virtue of the alternating possession arrow. (T)
76. The alternating possession arrow is reset when a throw-in touches a player inbounds or the throw-in team commits a violation during an alternating possession throw-in. (T)
77. If the offensive team fouls during an alternating possession throw-in, the alternating possession arrow will be reversed. (F)
78. The ball becomes dead immediately when either team violates during free throw administration. (F)

79. The ball does not become dead during a continuous motion foul until the result of the try is determined. (T)
80. During a jump ball, both jumpers must attempt to touch the ball thrown by the referee. (F)
81. During a throw-in, the clock starts when it is legally touched by another player on the court. (T)
82. Following a successful field goal or free throw, the thrower is allowed to run with the ball but may not dribble the ball outside the end line. (F)
83. The ball becomes dead when a held ball occurs. (T)
84. The direction of the possession arrow is reversed when the ball is handed to the player making the throw in. (F)
85. When a ball goes out of bounds after being touched simultaneously by two opponents, an alternating possession throw-in will occur nearest the spot when the ball went out of bounds. (T)
86. The game is tied at the end of regulation time. After the toss to start the overtime period, the timer blows the horn to inform the officials that the score was actually not tied. At that time, the game shall end with the team leading at the end of regulation winning. (F)
87. Following the jump ball, and prior to the alternating possession being determined, any two opposing players may be involved in the subsequent jump when a held ball occurs. (F)
88. After the awarded free throws have been completed following an intentional foul, play shall be resumed with a throw-in at the division line. (F)
89. A1 is holding the ball near the sideline, when he/she touches B1, who is out-of-bounds. A1 is considered out-of-bounds. (F)
90. Team A has the ball in its frontcourt, when A1's bad pass goes into the backcourt. A2 touches the ball at the free throw line. Team B's Throw-In is to be from the end line. (T)
91. Team A violates by throwing the ball out-of-bounds, but Team B delays by not making a player available for their throw-in. The administering official may place the ball on the floor and start the five-second throw-in count. (T)
92. Following a double personal foul, the throw-in will be at the out-of-bounds spot nearest to where the foul occurred. (F)
93. B1 intentionally fouls A1 as A1 scores a lay-up. The 2 points are counted, A1 gets two free throws and Team A gets a Throw-In at the Division Line, opposite the table. (F)
94. Team A is entitled to the throw-in, but the official errors by allowing Team B to complete the throw-in and they score. If the officials recognize the error at that time, the error can be corrected and the two points disallowed. (F)
95. The throw-in count and the throw-in end at the same time. (F)
96. A1's throw-in attempt bounces and it hits the out-of-bounds area of the floor before going inbounds to A2. This is a throw-in violation. (T)
97. If teammates of the free thrower do not occupy the second lane spaces then the defense may fill them. (F)
98. Players may legally switch spaces after the first of two free throws. (T)
99. Players not occupying lane spaces may be anywhere outside the 3 point line. (F)
100. The throw in after the last free throw is designated. (F)
101. The ball will remain live if the last free throw for any personal foul is unsuccessful. (F)
102. Lane spaces are to be filled on all free throw attempts. (F)
103. Free throws can be legally attempted with only 2 lane spaces occupied. (T)
104. During free throw administration for an intentional foul the lane spaces shall remain vacant. (T)
105. During free throw administration the maximum number of teammates of the thrower allowed in lane spaces is two. (T)
106. If a player is unable to attempt awarded free throws due to an injury the opposing coach may select the substitute to attempt the free throws. (F)
107. Free throws awarded due to a technical foul may be attempted by an eligible substitute designated by the head coach. (T)
108. Penalties for fouls are administered in the order in which the fouls occurred. (T)
109. A throw in by A1 is caught by airborne A2 (from the frontcourt) and lands in the backcourt. This is a violation. (F)
110. The replacement time for a disqualified or injured player is 20 seconds, and the warning horn is sounded with 5 seconds remaining. (F)
111. It is legal to displace an opponent who has obtained legal court position as long as he/she does not possess the ball. (F)
112. Severity of the contact is not relevant when attempting to play the ball. (F)
113. It is legal for a player to control the ball for up to 12-seconds without committing a violation. (T)
114. Officials are required to complete the on-line rules clinic, score a minimum (85) on the rules exam, and attend an annual post-season level GHSA Development Camp, and have a Tier rating of 1, 2, or 3 to be eligible for post-season consideration. (T)
115. Current year officials are eligible to purchase a "GHSA Officials Card" through their local association registration process. (T)
116. The "GHSA Officials Card" admits the bearer plus one to all GHSA activities and post season events. (F)

