

Florida Gulf Coast University Campus Recreation

FGCU 5 on 5 Basketball

RULE 1. COURT AND EQUIPMENT

SECTION 1. BALL

ART. 1...FGCU IM Sports will provide the game ball for all games, but both teams may agree to play with a different ball provided it meets the referee's approval. The official game ball shall be:

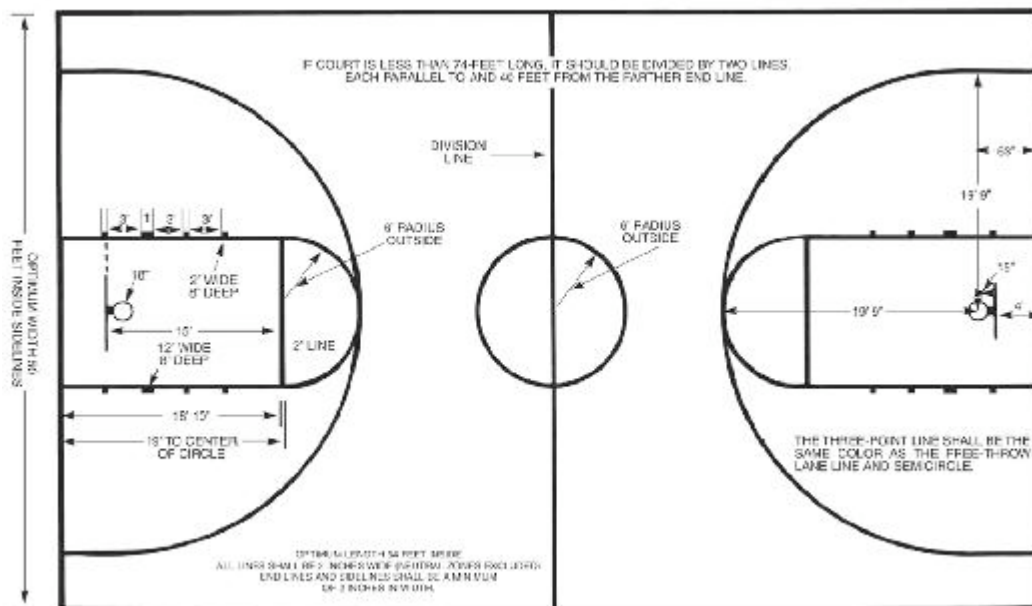
- a. 29.5" for all men's games.
- b. 28.5" for all women's games.

SECTION 2. TEAM BENCH LOCATIONS, COACHING BOX, BENCH AREA

ART. 1...Each team shall warm up at the basket opposite their team bench before the game.

ART. 2...The coaching box shall extend from the 28' mark to the volleyball end line in front of each team's bench. See 10-5 for more information on the coaching box.

ART. 3...No team followers are permitted in the team bench area. Only players and one coach are permitted in this area.



RULE 2. OFFICIALS AND THEIR DUTIES

SECTION 1. GAME AND TABLE OFFICIALS

ART. 1...The official's uniform shall be a black-and-white striped shirt, black shorts, black shoes and white socks.

NOTE: Black shoes are preferred but not mandatory.

ART. 2...The supervisor shall be the official scorer and timer for all FGCU IM Sports contests, and shall be seated at the scorer's table.

SECTION 2. OFFICIALS' JURISDICTION

ART. 1...The officials shall make decisions for infractions of the rules committed within or outside the boundary lines. The use of any replay or television monitoring equipment by the officials in making any decision relating to the game is prohibited.

ART. 2...The officials' jurisdiction, prior to the game, begins when they arrive on the floor.

ART. 3...The officials' jurisdiction extends through periods when the game may be momentarily stopped for any reason.

ART. 4...The jurisdiction of the officials' is terminated and the final score has been approved when all officials leave the visual confines of the playing area or when the next game has begun.

SECTION 3. REFEREE'S AUTHORITY

The referee shall make decisions on any points not specifically covered in the rules.

SECTION 4. OFFICIALS' AUTHORITY

No official has the authority to set aside or question decisions made by the other official(s) within the limits of their respective outlined duties.

Florida Gulf Coast University Campus Recreation

SECTION 5. OFFICIALS' GENERAL DUTIES

The officials shall conduct the game in accordance with the rules. This includes:

ART. 1...Notifying the captains when play is about to begin at the start of the game.

ART. 2...Putting the ball in play.

ART. 3...Determining when the ball becomes dead.

ART. 4...Prohibiting practice during a dead ball, except between halves.

ART. 5...Administering penalties.

ART. 6...Granting time-out.

ART. 7...Beckoning substitutes to enter the court.

ART. 8...Signaling a three-point goal by raising two arms extended overhead.

ART. 9...Silently and visibly counting seconds to administer the throw-in (7-6), free-throw (8-4; 9-1-3), backcourt (9-8) and closely-guarded (9-10) rules.

ART. 10...Report a team warning for delay to the official scorer and then to the coach.

SECTION 6. OFFICIALS' ADDITIONAL DUTIES

The officials shall:

ART. 1...Penalize unsporting conduct by any player, coach, substitute, team attendant or follower.

NOTE: The captain or head coach for spectator behavior, insofar as it can reasonably be expected to control the spectators.

The officials may call fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in calling such fouls, however, lest a team be unjustly penalized. When team supporters become unruly or interfere with the orderly progress of the game, the officials shall stop the game until the head coach or captain resolves the situation and the game can proceed in an orderly manner. The supervisor may remove team supporters.

ART. 2...Penalize and disqualify the offender if flagrant misconduct occurs.

ART. 3...Remove a player from the game who commits his / her fifth foul (personal and technical).

ART. 4...Notify the captain/head coach and then notify the player on a disqualification.

SECTION 7. SIGNALS

ART. 1...When a foul occurs, an official shall signal the timer to stop the clock. The official shall designate the offender to the scorer and indicate with finger(s) the number of free throws.

ART. 2...When a team is entitled to a throw-in, an official shall clearly signal:

a. The act which caused the ball to become dead.

b. The team entitled to the throw-in.

c. The throw-in spot unless it follows a successful goal or an awarded goal.

ART. 3...If the throw-in team does not make a player available, the official shall place the ball on the floor. The official shall hand or bounce the ball to the thrower for a throw-in unless the throw-in is from outside an end line following a successful goal.

SECTION 8. SUPERVISOR'S DUTIES

The supervisor's duties, relative to the basketball game, include, but are not limited too:

ART. 1...Sign all players in prior to the game

NOTE: All players must show a valid FGCU ID to participate.

ART. 2...Signal the officials by using the game horn or a sounding device unlike that used by the referee and umpire(s). This may be used immediately if, or as soon as, the ball is dead or is in control of the offending team.

ART. 4...Keep a running summary of the points scored.

ART. 5...Record the personal and technical fouls called on each player and notify an official immediately when the fifth foul (personal and technical) is charged to any player, the second technical foul is charged to any team member, bench personnel, or directly to the head coach, or the third technical foul is charged to the head coach.

NOTE: The procedure if a player who has committed his/her fifth foul continues to play because the supervisor has failed to notify the official is as follows: As soon as the supervisor discovers the irregularity, the game horn should be sounded after, or as soon as, the ball is in control of the offending team or is dead. The disqualified player must be removed immediately. Any points which may have been scored while such player was illegally in the game are counted. If other aspects of the error are correctable, the procedure to be followed is included among the duties of the officials.

ART. 6...Record the time-out information charged to each team (who and when) and notify a team and its coach, through an official, whenever that team is granted its final allotted charged time-out.

ART. 7...Record the jump balls for the alternating-possession procedure and be responsible for the possession arrow.

ART. 8...Record the number of warnings in the official scorebook, as in Rule 4-47.

ART. 9...Signal the nearer official each time a team is granted a time-out in excess of the allotted number.

ART. 10...Signal in each half when a player commits a common foul beginning with his/her team's seventh and 10th foul.

ART. 11...Be provided with a clock to be used for timing halves, extra periods and intermissions. The clock shall be operated by the official timer. The clock shall be started or stopped as prescribed in Rule 5-8 and 5-9.

ART. 12...Sound a warning signal 15 seconds before the expiration of an intermission or a 60-second charged time-out immediately after which the players shall prepare to be ready to resume play, and signal again at the end of the intermission or time-out.

ART. 13...Stop the clock at the expiration of time for each half or extra period, and when an official signals time-out, as in 5-8. For an intermission or a charged time-out, start the stopwatch and signal the referee as outlined in Article 12.

ART. 14...Indicate by signal the expiration of playing time in each half or extra period.

Florida Gulf Coast University Campus Recreation

SECTION 9. TIMERS, SUBSTITUTES AND EQUIPMENT

If the timing signal fails to sound, or is not heard, the supervisor shall go onto the court or use other means to immediately notify the referee. If in the meantime, a goal has been made or a foul has occurred, the referee shall consult the supervisor:

ART. 1...If the supervisor believes that time expired before the ball was in flight, the goal shall not count.

ART. 2...If the supervisor believes that the half or extra period ended, as in 5-6-3 before the foul occurred, the foul shall be disregarded, unless it was intentional or flagrant.

ART. 3...If the supervisor believes, the goal shall count and/or the foul shall be penalized, unless the referee has knowledge which alters such ruling.

SECTION 10. CORRECTABLE ERRORS

ART. 1...Officials may correct an error if a rule is inadvertently set aside and results in:

- a. Failure to award a merited free throw.
- b. Awarding an unmerited free throw.
- 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.

ART. 2...In order to correct any of the officials' errors listed in Article 1, such error must be recognized by an official during the first dead ball after the clock has properly started.

ART. 3...If in Article 1e the error is made while the clock is running and the ball dead, it must be recognized by an official before the second live ball.

ART. 4...If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional or technical fouls, shall be canceled.

ART. 5...Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Errors because of free-throw attempts by the wrong player or at the wrong basket shall be corrected by applying 8-1 and 8-2.

ART. 6...If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free-throw attempt(s).

RULE 3. PLAYERS, SUBSTITUTES AND EQUIPMENT

SECTION 1. TEAM, CAPTAIN

ART. 1...Each team consists of five players, one of whom is the captain.

NOTE: A team must begin the game with three players. Ten minutes after the scheduled start time, a team must have at least four players. If a team has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.

ART. 2...The captain is the representative of his/her team and may address an official on matters of interpretation 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.

SECTION 2. ROSTERS

ART. 1...At game time, a team must have at least three players present and signed in.

ART. 2...Ten minutes after the scheduled start time, a team must have at least four players present and signed in.

PENALTY: The game will be forfeited to the opposing team.

NOTE: All players must show a valid FGCU ID to participate.

SECTION 3. SUBSTITUTION

ART. 1...A substitute who desires to enter shall report to the supervisor at the scorer's table.

- a. At halftime and during a time-out, the substitute does not need to report to enter the game.
- b. During multiple free-throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.
EXCEPTION: When a player is required by rule to be replaced prior to administering the free throw(s), then all other substitutes who have legally reported may also enter the game.
- c. If entry is at any time other than a time-out or intermission, and a substitute who is entitled and ready to enter reports to the supervisor, the supervisor shall use a sounding device or game horn, if, or as soon as, the ball is dead and the clock is stopped.
- d. A captain may request a defensive match-up if three or more substitutes from the same team enter during an opportunity to substitute.

ART. 2...The substitute shall remain outside the boundary until an official beckons, whereupon he/she shall enter immediately. If the ball is about to become live, the beckoning signal should be withheld. The entering substitute shall not replace a designated jumper or a free thrower except as in 8-2 and 8-3. If the substitute enters to replace a player who must jump or attempt a free throw, he/she shall withdraw until the next opportunity to substitute.

ART. 3...A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach following his/her disqualification.

Florida Gulf Coast University Campus Recreation

ART. 4...A player who has been replaced, or directed to leave the game shall not re-enter before the next opportunity to substitute after the clock has started properly following his/her replacement.

NOTE: If the clock is running during a dead ball, the replaced player must wait until the next opportunity to substitute.

ART. 5...A player who has been injured to the extent that the coach or any other bench personnel is beckoned and/or comes onto the court shall be directed to leave the game, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

NOTE: If players from both teams are directed to leave the game because of injury/blood, both teams must request and be granted a time-out in order to keep each player in the game.

ART. 6...A player who is bleeding, has an open wound, has an excessive amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

NOTE: If players from both teams are directed to leave the game because of injury/blood, both teams must request and be granted a time-out in order to keep each player in the game.

SECTION 4. UNIFORMS

ART. 1...Team jerseys must:

- a. Include the team member's number.
- b. Be the same color for all team members.

NOTE 1: No two team members may wear the same number.

NOTE 2: Teams may check out jerseys from member services.

ART. 2...A team member shall not remove the jersey and/or pants/skirt in visual confines of the playing area. See 10-3-6h and 10-4-1h for penalty.

SECTION 5. TEAM MEMBER'S EQUIPMENT, APPAREL

The referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items include, but are not limited to:

ART. 1...Illegal guards, casts or braces.

- a. A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance may not be worn on the elbow, hand, finger, wrist or forearm; even though covered with soft padding.
- b. Hard and unyielding items (guards, casts, braces, etc.) on the upper arm or shoulder must be padded.
- c. Knee and ankle braces are permitted but all exposed hinges must be covered. Most over-sleeves recommended by manufacturers are acceptable. These braces may be padded or unpadded.

ART. 2...Head decorations and headwear (including bobby pins and barettes).

EXCEPTION: A headband no wider than 2 inches and made of nonabrasive cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.

ART. 3...Equipment which is unnatural and designed to increase a player's height or reach or to gain an advantage. Equipment shall not be modified from its' original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

ART. 4...Jewelry shall not be worn. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

RULE 4. DEFINITIONS

SECTION 1. AIRBORNE SHOOTER

ART. 1...An airborne shooter is a player who has released the ball on a try for goal or has tapped the ball and has not returned to the floor.

ART. 2...An airborne shooter is considered to be in the act of shooting.

SECTION 2. ALTERNATING POSSESSION AND ARROW

ART. 1...Alternating possession is the method of putting the ball in play by throw-in during a held-ball situation or to start the second half.

ART. 2...The possession arrow is a device located at the scorer's table which is used to indicate the direction of a team's basket for the alternating-possession procedure.

SECTION 3. SETTING DIRECTION OF INITIAL ARROW

Alternating-possession control is established and the initial direction of the possession arrow is set toward the opponent's basket when:

ART. 1...A player secures control of the ball, as after the jump ball.

ART. 2...The ball is placed at the disposal of the free thrower after a common foul when the bonus free throw is in effect.

ART. 3...The ball is placed at the disposal of the thrower after:

- a. A violation during or following the jump before a player secures control.
- b. The free throws for a noncommon foul.
- c. A common foul when the bonus free throw is not in effect.

NOTE: This procedure is used only to establish the alternating-possession procedure. See 6-4 for using the procedure and reversing the possession arrow.

SECTION 4. BALL LOCATION, AT DISPOSAL

Florida Gulf Coast University Campus Recreation

ART. 1...A ball which is in contact with a player or with the court is in the backcourt if either the ball or the player (either player if the ball is touching more than one) is touching the backcourt.

ART. 2...A ball which is in contact with a player is in the frontcourt if neither the ball nor the player is touching the backcourt.

ART. 3...A ball which is in flight retains the same location as when it was last in contact with a player or the court.

ART. 4...A ball that touches a player or an official is the same as the ball touching the floor at that individual's location.

ART. 5...A ball which touches the front faces or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard it does not constitute a part of a dribble.

ART. 6...During a dribble from backcourt to frontcourt, the ball is in the frontcourt when the ball and both feet of the dribbler touch the court entirely in the frontcourt.

ART. 7...A ball is at the disposal of a player when it is:

- 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.

SECTION 5. BASKET, CHOICE

ART. 1...A team's own basket is the one into which its players try to throw the ball.

ART. 2...Each team's basket for practice before the game and for the first half shall be the one farther from its team bench.

ART. 3...The teams shall change baskets for the second half.

ART. 4...If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed, and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location.

SECTION 6. BASKET INTERFERENCE

Basket interference occurs when a player:

ART. 1...Touches the ball or any part of the basket (including the net) while the ball is on or within either basket.

ART. 2...Touches the ball while any part of the ball is within the imaginary cylinder which has the basket ring as its lower base.

EXCEPTION: In Arts. 1 or 2, if a player has his/her hand legally in contact with the ball, it is not a violation if such contact with the ball continues after it enters a basket cylinder or if in such action, the player touches the basket. Dunking or stuffing is legal and not basket interference.

ART. 3...Touches the ball outside the cylinder while reaching through the basket from below.

ART. 4...Pulls down a moveable ring so that it contacts the ball before the ring returns to its original position.

SECTION 7. BLOCKING, CHARGING

ART. 1...Blocking is illegal personal contact that impedes the progress of an opponent with or without the ball.

ART. 2...Charging is illegal personal contact by pushing or moving into an opponent's torso.

- a. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
- b. If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
- c. There must be reasonable space between two defensive players or a defensive player and the boundary line to allow the dribbler to continue in his/her path. If there is less than three feet of space, the dribbler has the greater responsibility for the contact.
- d. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

SECTION 8. BONUS FREE THROW

ART. 1...A bonus free throw is the second free throw awarded for a common foul (except a player-control foul) as follows:

- a. Beginning with a team's seventh foul in each half and for the eighth and ninth foul, the bonus is awarded only if the first free throw is successful.
- b. Beginning with a team's tenth foul in each half the bonus is awarded whether or not the first free throw is successful.

NOTE: Rule 2-10-1a, b is applied if a merited free throw is not awarded or an unmerited free throw is awarded.

ART. 2...Player-control, team-control and technical fouls are counted as team fouls to reach the bonus. When a technical foul is also charged indirectly to the head coach, it counts only as one team foul.

SECTION 9. BOUNDARY LINES

ART. 1...Boundary lines of the court consist of end lines and sidelines.

ART. 2...The inside edges of these lines define the inbounds and out-of-bounds areas.

SECTION 10. CLOSELY GUARDED

A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball. A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.

SECTION 11. CONTINUOUS MOTION

Florida Gulf Coast University Campus Recreation

ART. 1...Continuous motion applies to a try for field goals or free throws, but it has no significance unless there is a foul by the defense during the interval that begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

ART. 2...If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

ART. 3...Continuous motion does not apply if a teammate fouls after a player has started a try for goal and before the ball is in flight. The ball becomes dead immediately.

SECTION 12. CONTROL, PLAYER AND TEAM

ART. 1...A player is in control of the ball when he/she is holding or dribbling a live ball inbounds. There is no player control when, during a jump ball, a jumper catches the ball prior to the ball touching the floor or a non-jumper, or during an interrupted dribble.

ART. 2...A team is in control of the ball when a player of the team is in control, while a live ball is being passed among teammates and during an interrupted dribble.

ART. 3...Team control continues until:

- a. The ball is in flight during a try or tap for goal.
- b. An opponent secures control.
- c. The ball becomes dead.

ART. 4...While the ball remains live a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.

ART. 5...Team control does not exist during a jump ball or the touching of a rebound, but is re-established when a player secures control.

ART. 6...Neither team control nor player control exists during a dead ball, throw-in, a jump ball or when the ball is in flight during a try or tap for goal.

SECTION 13. COURT AREAS

ART. 1...The frontcourt of a team consists of that part of the court between its end line and the nearer edge of the division line, including its basket and the inbounds part of the backboard.

ART. 2...The backcourt of a team consists of the rest of the court, including the entire division line and the opponent's basket and inbounds part of the opponent's backboard.

SECTION 14. DISQUALIFIED PLAYER

ART. 1...A disqualified player is one who is barred from further participation in the game because of having committed his/her fifth foul (personal and technical), two technical fouls or a flagrant foul.

ART. 2...A player is officially disqualified when the coach/captain is notified by an official.

SECTION 15. DRIBBLE

ART. 1...A dribble is ball movement caused by a player in control who bats (intentionally strikes the ball with the hand(s)) or pushes the ball to the floor once or several times.

ART. 2...During a dribble, the ball may be batted into the air provided that it is permitted to strike the floor before the ball is touched again with the hand(s).

ART. 3...The dribble may be started by pushing, throwing, or batting the ball to the floor.

ART. 4...The dribble ends when:

- a. The dribbler catches or causes the ball to come to rest in one or both hands.
- b. The dribbler palms/carries the ball by allowing it to come to rest in one or both hands.
- c. The dribbler simultaneously touches the ball with both hands.
- d. An opponent touches or is touched by the ball.
- e. The ball becomes dead.

NOTE 1: It is not possible for a player to travel during a dribble.

NOTE 2: A player is not dribbling while slapping the ball during a jump, when a pass rebounds from his/her hand, when he/she fumbles, or when he/she bats a rebound or pass away from other players who are attempting to get it. The player is not in control under these conditions.

NOTE 3: It is a dribble when a player stands still and bounces the ball. It is not a dribble when a player stands still and holds the ball and touches it to the floor once or more than once.

ART. 5...An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble.

ART. 6...During an interrupted dribble:

- a. A closely guarded count shall not be started or shall be terminated.
- b. A player-control foul cannot be committed.
- c. A time-out request shall not be granted.
- d. Out-of-bounds violation does not apply on the player involved in the interrupted dribble.

SECTION 16. DUNKING

Dunking or stuffing is the driving, forcing, pushing or attempting to force a ball through the basket with the hands.

Florida Gulf Coast University Campus Recreation

SECTION 17. EXTRA PERIOD

Extra period is the extension of playing time necessary to break a tie score. The length of the each extra period is five minutes.

SECTION 18. FIGHTING

Fighting is a flagrant act and can occur when the ball is dead or live. Fighting includes, but is not limited to combative acts such as:

ART. 1...An attempt to strike, punch or kick an opponent with a fist, hands, arms, legs or feet regardless of whether or not contact is made.

ART. 2...An attempt to instigate a fight by committing an unsporting act toward an opponent that causes an opponent to retaliate by fighting.

SECTION 19. FOUL

A foul is an infraction of the rules that is charged to a squad member or a coach and is penalized in various ways. Following are the types of fouls:

ART. 1...A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.

NOTE: Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by or on an airborne shooter.

ART. 2...A common foul is a personal foul that is neither flagrant nor intentional, nor committed against a player trying or tapping for a field goal, nor part of a double, simultaneous or multiple foul.

ART. 3...An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obviously advantageous position, contact away from the ball or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act. A foul shall also be ruled intentional if while playing the ball a player causes excessive contact with an opponent. Examples include:

- a. Fouling a player who is away from the ball and not directly involved with the play.
- b. Contact with a player making a throw-in.
- c. Holding or pushing an opponent in order to stop the game clock.
- d. Pushing a player from behind to prevent a score.
- e. Causing excessive contact with an opponent while playing the ball.

ART. 4...A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeling. If technical, it involves dead-ball contact or noncontact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act. Leaving the bench during a fight or when a fight may break out is also a flagrant act.

ART. 5...A technical foul is:

- a. A foul by a nonplayer;
- b. A noncontact foul by a player;
- c. An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.
- d. A direct technical, charged to the head coach because of his or her actions or for permitting a player to participate after having been disqualified.
- e. An indirect technical, charged to the head coach as a result of a bench technical foul being assessed to team bench personnel, or a player technical foul being assessed to a team member for dunking or grasping the ring during pre-game warm-up or at intermission.

ART. 6...A player-control foul is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.

ART. 7...A team-control foul is a common foul committed by a member of the team that has team control.

ART. 8...Double fouls:

- a. A double personal foul is a situation in which two opponents commit personal fouls against each other at approximately the same time.
- b. A double technical foul is a situation in which two opponents commit technical fouls against each other at approximately the same time.

ART. 9...A false double foul is 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.

ART. 10...A simultaneous foul (personal or technical) by opponents is a situation in which there is a foul by both teams which occurs at approximately the same time, but are not committed by opponents against each other.

ART. 11...A multiple foul is a situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time.

ART. 12...A false multiple foul is a situation in which there are two or more fouls by the same team and the last foul is committed before the clock is started following the first, and at least one of the attributes of a multiple foul is absent.

ART. 13...A team foul is any personal or technical foul which is charged to either team. All team fouls are counted to reach the bonus free throw.

ART. 14...An unsporting foul is a noncontact technical foul which consists of unfair, unethical, dishonorable conduct or any behavior not in accordance with the spirit of fair play.

SECTION 20. FREE THROW

Florida Gulf Coast University Campus Recreation

ART. 1...A free throw is the opportunity given a player to score one point by an unhindered try for goal from within the free-throw semicircle and behind the free-throw line.

ART. 2...The free throw starts when the ball is at the disposal of the free thrower.

ART. 3...The free throw ends when the try is successful, when it is certain the try will not be successful, when the try touches the floor or any player, or when the ball becomes dead.

SECTION 21. FUMBLE

A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp.

SECTION 22. GOALTENDING

Goaltending occurs when a player touches the ball during a field-goal try or tap while it is in downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.

SECTION 23. GUARDING

ART. 1...Guarding is the act of legally placing the body in the path of an offensive opponent. There is no minimum distance required between the guard and opponent, but the maximum shall be 6 feet when closely guarded. Every player shall be entitled to a spot on the playing court provided such player gets there first without illegally contacting an opponent. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have a legal position if contact occurs.

ART. 2...To obtain an initial legal guarding position:

- a. The guard must have both feet touching the playing court.
- b. The guard's torso shall face the opponent.

ART. 3...After the initial legal guarding position is obtained:

- a. The guard may have one or both feet on the playing court or be airborne provided he/she has inbound status.
- b. The guard is not required to continue facing the opponent.
- c. The guard may move laterally or obliquely to maintain position, provided it is not toward the opponent when contact occurs.
- d. The guard may raise hands or jump within his/her own vertical plane.
- e. The guard may turn or duck to absorb the shock of imminent contact.

ART. 4...Guarding an opponent with the ball or a stationary opponent without the ball:

- a. No time or distance is required to obtain an initial legal position.
- b. If the opponent with the ball is airborne, the guard must have obtained legal position before the opponent left the floor.

ART. 5...Guarding a moving opponent without the ball:

- a. Time and distance are factors required to obtain an initial legal position.
- b. The guard must give the opponent the time and/or distance required to avoid contact.
- c. The distance need not be more than two steps.
- d. If the opponent is airborne, the guard must have obtained legal position before the opponent left the floor.

SECTION 24. HANDS AND ARMS, LEGAL AND ILLEGAL USE

ART. 1...It is legal to extend the arms vertically above the shoulders and need not be lowered to avoid contact with an opponent when the action of the opponent causes contact. This legal use of the arms and hands usually occurs when guarding the player making a throw-in, the player with the ball in pressing tactics and a player with the ball who is maneuvering to try for goal by pivoting, jumping, etc.

ART. 2...It is legal use of hands to reach to block or slap the ball controlled by a dribbler or a player throwing for goal or a player holding it and accidentally hitting the hand of the opponent when it is in contact with the ball.

ART. 3...It is legal to hold the hands and arms in front of the face or body for protection and to absorb force from an imminent charge by an opponent. This same protective use of the arms and hands occurs when a player who has set a screen outside the opponent's visual field is about to be run into by the player being screened. This action, however, should be a recoil action rather than a pushing action

ART. 4...It is not legal to use hands and arms or hips and shoulders to force his/her way through a screen or hold the screener and then to push him/her aside in order to maintain a guarding position relative to his/her opponent.

ART. 5...It is not legal to use hands on an opponent which in any way inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping.

ART. 6...It is not legal to extend the arms fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms occurs. The extension of the elbows when the hands are on the hips or when the hands are held near the chest or when the arms are held more or less horizontally are examples of the illegal positions used.

ART. 7...It is not legal to use the hand and/or forearm to prevent an opponent from attacking the ball during the dribble or when throwing for goal.

ART. 8...It is not legal to swing arms and elbows excessively. This occurs when:

- a. Arms and elbows are swung about while using the shoulders as pivots, and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot.
- b. The aggressiveness with which the arms and elbows are swung could cause injury to another player if contacted. Using this description as a basis, an official will promptly and unhesitatingly call such action with arms and elbows a violation.

ART. 9...It is not legal to lock arms or grasp a teammate(s) in an effort to restrict the movement of an opponent.

Florida Gulf Coast University Campus Recreation

SECTION 25. HELD BALL

A held ball occurs when:

ART. 1...Opponent's have their hands so firmly on the ball that control cannot be obtained without undue roughness.

ART. 2...An opponent places his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.

SECTION 26. HOLDING

Holding is illegal personal contact with an opponent which interferes with his/her freedom of movement.

SECTION 27. INCIDENTAL CONTACT

Incidental contact is contact with an opponent which is permitted and which does not constitute a foul.

ART. 1...The mere fact that contact occurs does not constitute a foul. When 10 players are moving rapidly in a limited area, some contact is certain to occur.

ART. 2...Contact which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, even though the contact may be severe.

ART. 3...Similarly, contact which does not hinder the opponent from participating in normal defensive or offensive movements shall be considered incidental.

ART. 4...A player who is screened within his/her visual field is expected to avoid contact with the screener by stopping or going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener, and such contact is to be ruled incidental contact, provided that the screener is not displaced if he/she has the ball.

ART. 5...If, however, a player approaches an opponent from behind or a position from which he/she has no reasonable chance to play the ball without making contact with the opponent, the responsibility is on the player in the unfavorable position.

SECTION 28. JUMP BALL

ART. 1...A jump ball is a method of putting the ball into play to start the game and each extra period by tossing it up between two opponents in the center restraining circle, or in a held ball situation before the alternating-possession procedure has been established.

ART. 2...In all other jump-ball situations the teams will alternate taking the ball out of bounds for a throw-in.

ART. 3...The jump ball begins when the ball leaves the referee's hand(s) and ends when the touched ball contacts a nonjumper, the floor, a basket or backboard.

SECTION 29. KICKING THE BALL

Kicking the ball is intentionally striking it with any part of the leg or foot.

SECTION 30. MULTIPLE THROW

A multiple throw is a succession of free throws attempted by the same team.

SECTION 31. PASS

A pass is movement of the ball caused by a player who throws, bats or rolls the ball to another player.

SECTION 32. PENALTIES

ART. 1...The penalty for a foul is the charging of the offender with the foul and awarding a free throw(s) and/or the ball for a throw-in as specified by the type of infraction committed.

ART. 2...The penalty for a violation is the awarding of the ball to the opponents for a throw-in, or the awarding of one or more points, or the awarding of a substitute free throw.

SECTION 33. PIVOT

A pivot takes place when a player who is holding the ball steps once, or more than once, in any direction with the same foot while the other foot, called the pivot foot, is kept at its point of contact with the floor.

SECTION 34. PLAYERS/BENCH PERSONNEL/SUBSTITUTES/TEAM MEMBERS

ART. 1...A player is one of the five team members who are legally on the court at any given time, except intermission.

ART. 2...Bench personnel are all individuals who are part of or affiliated with a team, including, but not limited to: substitutes, coaches, manager(s), and statistician(s). During an intermission, all team members are bench personnel.

ART. 3...A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach/captain following his/her disqualification.

ART. 4...A team member is a member of bench personnel who is in uniform and eligible to become a player.

SECTION 35. PLAYER LOCATION

ART. 1...The location of a player or nonplayer is determined by where the player is touching the floor as far as being:

- a. Inbounds or out of bounds.
 - b. In the frontcourt or backcourt.
 - c. Outside (beyond/behind) or inside the three-point field-goal line.
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Florida Gulf Coast University Campus Recreation

ART. 2...When a player is touching the backcourt, out of bounds or the three-point line, the player is located in backcourt, out of bounds or inside the three-point line, respectively.

ART. 3...The location of an airborne player with reference to the three factors of Article 1 is the same as at the time such player was last in contact with the floor or an extension of the floor, such as a bleacher.

SECTION 36. POINT OF INTERRUPTION

ART. 1...Method of resuming play due to an official's accidental whistle, an interrupted game, as in 5-4-3, a correctable error, as in 2-10-6, a double personal, double technical or simultaneous foul, as in 4-19-8 and 4-19-10.

ART. 2...Play shall be resumed by:

- a. A throw-in to the team that was in control at a spot nearest to where the ball was located when the stoppage occurred.
- b. A free throw or a throw-in when the stoppage occurred during this activity or if a team is entitled to such.
- c. An alternating-possession throw-in when the point of interruption is such that neither team is in control and no goal, infraction, nor end of half/extra period is involved.

SECTION 37. REBOUNDING

ART. 1...Rebounding is an attempt by any player to secure possession of the ball following a try or tap for goal. In a rebounding situation there is no player or team control.

ART. 2...To obtain or maintain legal rebounding position, a player may not:

- a. Displace, charge or push an opponent.
- b. Extend shoulders, hips, knees or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
- c. Bend his/her body in an abnormal position to hold or displace an opponent.
- d. Violate the principle of verticality.

ART. 3...Every player is entitled to a spot on the playing court, provided the player gets there first without illegally contacting an opponent.

SECTION 38. RESUMPTION-OF-PLAY PROCEDURE

The resumption-of-play procedure is used to prevent delay in putting the ball in play following a time-out or intermission as in 7-5-1 and 8-1-2. The procedure results in a violation instead of a technical foul for initial delay in specific situations.

SECTION 39. RULE

ART. 1...A rule is one of a group of regulations which governs the game.

ART. 2...A game regulation, commonly called a rule, sometimes states or implies that the ball is dead or a foul or violation is involved. If it does not, it is assumed the ball is live and no foul or violation has occurred to affect the situation.

ART. 3...A single infraction is not complicated by a second infraction unless so stated or implied.

SECTION 40. SCREEN

ART. 1...A screen is legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.

ART. 2...To establish a legal screening position:

- a. The screener may face any direction.
- b. Time and distance are relevant.
- c. The screener must be stationary, except when both are moving in the same path and the same direction.
- d. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.

ART. 3...When screening a stationary opponent from the front or side, the screener may be anywhere short of contact.

ART. 4...When screening a stationary opponent from behind, the screener must allow the opponent one normal step backward without contact.

ART. 5...When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact. The distance need not be more than two strides.

ART. 6...When screening an opponent who is moving in the same path and direction as the screener, the opponent is responsible for contact if the screener slows up or stops.

SECTION 41. SHOOTING, TRY, TAP

ART. 1...The act of shooting begins simultaneously with the start of the try or tap and ends when the ball is clearly in flight, and includes the airborne shooter.

ART. 2...A try for field goal is an attempt by a player to score two or three (or four in corec) points by throwing the ball into a team's own basket. A player is trying for goal when the player has the ball and in the official's judgment is throwing or attempting to throw for goal. It is not essential that the ball leave the player's hand as a foul could prevent release of the ball.

ART. 3...The try starts when the player begins the motion which habitually precedes the release of the ball.

ART. 4...The try ends when the throw is successful, when it is certain the throw is unsuccessful, when the thrown ball touches the floor or when the ball becomes dead.

ART. 5...A tap for goal is the contacting of the ball with any part of a player's hand(s) in an attempt to direct the ball into his/her basket.

ART. 6...A tap shall be considered the same as a try for goal.

ART. 7...The tap starts when the player's hand(s) touches the ball.

Florida Gulf Coast University Campus Recreation

ART. 8...The tap ends in exactly the same manner as a try.

SECTION 42. THROW-IN, THROWER, DESIGNATED SPOT

ART. 1...The thrower is the player who attempts to make a throw-in.

ART. 2...A throw-in is a method of putting the ball in play from out of bounds.

ART. 3...The throw-in and the throw-in count begin when the ball is at the disposal of a player of the team entitled to it.

ART. 4...The throw-in count ends when the ball is released by the thrower so the passed ball goes directly into the court.

ART. 5...The throw-in ends when the passed ball is legally touched by an inbounds player other than the thrower.

ART. 6...The designated throw-in spot is 3 feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal.

NOTE: The thrower must keep one foot on or over the spot until the ball is released. Pivot-foot restrictions and the traveling rule are not in effect for a throw-in.

SECTION 43. TIME-OUT

ART. 1...A 60-second time-out charged to a team is a maximum of one minute in length.

ART. 2...A successive time-out is one which is granted to either team before the clock has started following the previous time-out.

SECTION 44. TRAVELING

Traveling (running with the ball) is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The limits on foot movements are as follows:

ART. 1...A player who catches the ball with both feet on the floor, may pivot, using either foot. When one foot is lifted, the other is the pivot foot.

ART. 2...A player, who catches the ball while moving or dribbling, may stop, and establish a pivot foot as follows:

- a. If both feet are off the floor and the player lands:
 1. Simultaneously on both feet, either foot may be the pivot.
 2. On one foot followed by the other, the first foot to touch is the pivot.
 3. On one foot, the player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.
- b. If one foot is on the floor:
 1. It is the pivot when the other foot touches in a step.
 2. The player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.

ART. 3...After coming to a stop and establishing a pivot foot:

- a. The pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal.
- b. If the player jumps, neither foot may be returned to the floor before the ball is released on a pass or try for goal.
- c. The pivot foot may not be lifted before the ball is released, to start a dribble.

ART. 4...After coming to a stop when neither foot can be a pivot:

- a. One or both feet may be lifted, but may not be returned to the floor before the ball is released on a pass or try for goal.
- b. Neither foot may be lifted before the ball is released, to start a dribble.

ART. 5...A player holding the ball:

- a. May not touch the floor with a knee or any other part of the body other than hand or foot.
- b. After gaining possession while on the floor and touching with other than hand or foot, may not attempt to get up or stand.

SECTION 45. VERTICALITY

Verticality applies to a legal position. The basic components of the principle of verticality are:

ART. 1...Legal position must be obtained initially and movement thereafter must be legal.

ART. 2...From this position, the defender may rise or jump vertically and occupy the space within his/her vertical plane.

ART. 3...The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air.

ART. 4...The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane.

ART. 5...The offensive player whether on the floor or airborne, may not "clear out" or cause contact within the defender's vertical plane which is a foul.

ART. 6...The defender may not "belly up" or use the lower part of the body or arms to cause contact outside his/her vertical plane which is a foul.

ART. 7...The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

SECTION 46. VIOLATION

A violation is one of the three types of rule infractions which are listed and the penalty outlined in 9-1 through 13. The types of violations are:

ART. 1...Type 1: Floor violations including basket interference by a teammate of the player attempting a field goal or free throw or goaltending a field goal and other violations which are not connected with a free throw or try or tap for goal.

ART. 2...Type 2: Basket interference or goaltending by a player at the opponent's basket.

ART. 3...Type 3: Free-throw violations other than those involving basket interference or goaltending.

Florida Gulf Coast University Campus Recreation

SECTION 47. WARNING FOR DELAY

A warning to a team for delay is an administrative procedure by an official which is recorded in the scorebook by the scorer and reported to the coach/captain.

ART. 1...For throw-in plane violations, as in 9-2-11.

ART. 2...For huddle by either team and contact with the free thrower, as in 10-1-5c.

ART. 3...For interfering with the ball following a goal as in 10-1-5d.

ART. 4...For failure to have the court ready for play following any time-out as in 10-5-1e.

RULE 5. SCORING AND TIMING REGULATIONS

SECTION 1. GOAL

ART. 1...A goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored if an untouched throw-in goes through the basket.

ART. 2...Whether the clock is running or stopped has no influence on the counting of a goal. If a player-control foul occurs after a goal, the goal is canceled.

SECTION 2. SCORING

ART. 1...A successful try, tap or thrown ball from the field by a player who is located behind the team's own 19-foot, 9-inch arc counts as three points. A ball that touches the floor, a teammate inside the arc, an official, or any other goal from the field counts two points for the team into whose basket the ball is thrown. See 4-5-4.

ART. 2...A goal from a free throw counts one point for the free-thrower's team and is credited to the free thrower. See 4-5-4.

ART. 3...If a player scores a field goal in the opponent's basket, it is not credited to a player, but is indicated in a footnote. See 4-5-4.

ART. 4...The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.

ART. 5...When play is resumed with a throw-in or free throw and three-tenths (:00.3) of a second or less remains on the clock, a player may not gain control of the ball and try for a field goal. In this situation a tap could score.

NOTE: This rule does not apply if the clock does not display tenths of a second.

SECTION 3. WINNING TEAM

The winning team is the one which has accumulated the greater number of points when the game ends as in 2-2-4.

SECTION 4. FORFEITURE, PROTEST, INTERRUPTED GAME

ART. 1...A team must have at least three players at game time to avoid a forfeit. A team must have at least four players in attendance ten minutes after the scheduled game time to avoid a forfeit. The referee shall forfeit the game if a team refuses to play after being instructed to do so by any official. The referee may also forfeit a game if any player, team member, bench personnel or coach fails to comply with any technical-foul penalty, or repeatedly commits technical-foul infractions or other acts which make a travesty of the game. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 2-0 in its favor.

ART. 2...FGCU IM Sports does not recognize protests.

ART. 3...Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score or the game has reached halftime.

SECTION 5. LENGTH OF HALF

ART. 1...Playing time shall be two halves of twenty minutes. The halftime intermission shall be three minutes.

SECTION 6. BEGINNING, END OF HALF OR EXTRA PERIOD

Each half or extra period begins when the ball first becomes live. It ends when the signal sounds indicating time has expired, except that:

ART. 1...If the ball is in flight during a try or tap for field goal, the half or extra period ends when the try or tap ends.

ART. 2...If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the half or extra period ends with the held ball or violation.

ART. 3...If a foul occurs:

a. So near the expiration of time that the timer cannot get the clock stopped before time expires.

b. After time expires, but while the ball is in flight during a try or tap for field goal.

The half or extra period ends when the free throw(s) and all related activity have been completed. No penalty or part of a penalty carries over from one half or extra period to the next.

EXCEPTION: No free throw(s) shall be attempted after time has expired for the second half or any extra period, unless the point(s) would affect the outcome of the game.

ART. 4...If a technical foul occurs after the ball has become dead to end a half or extra period, the next half or extra period is started by administering the free throws. This applies when the foul occurs after any half has ended, including the second half, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the free throws are attempted immediately, as if the foul had been part of the preceding half.

SECTION 7. EXTRA PERIOD

Florida Gulf Coast University Campus Recreation

ART. 1...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.

ART. 2...The game ends if, at the end of any extra period, the score is not tied.

ART. 3...The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the second half.

ART. 4...Once the ball becomes live in the extra period, it will be played even though a correction in the second half score is made.

SECTION 8. TIME-OUT, STOPPING PLAY

ART. 1...The clock shall run for the first 19 minutes of each half and the first 4 minutes of all extra periods, unless an official signals time-out for:

- a. Grants a player's/head coach's oral or visual request for a time-out, such request being granted only when:
 1. The ball is in control or at the disposal of a player of his/her team.
 2. The ball is dead, unless replacement of a disqualified, or injured player(s), or a player directed to leave the game is pending, and a substitute(s) is available and required.
- b. Because of an injury as in 3-3-5, 6.
- c. To confer with the scorer or timer.
- d. Because of unusual delay in getting a dead ball live.
- e. For any other situations or an emergency.

In the final minute of each half and extra period, time-out occurs and the clock, if running, shall be stopped when an official:

ART. 2...Signals:

- a. A foul.
- b. A held ball.
- c. A violation.

ART. 3...Stops play:

- a. Because of an injury as in 3-3-5, 6.
- b. To confer with the scorer or timer.
- c. Because of unusual delay in getting a dead ball live.
- d. For any other situations or any emergency.

NOTE: When a player is injured as in Arts. 1(b) and 3(a), the official may suspend play after the ball is dead or is in control of the injured player's team or when the opponents complete a play. A play is completed when a team loses control (including throwing for goal) or withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position. When necessary to protect an injured player, the official may immediately suspend play.

ART. 4...Grants a player's/head coach's oral or visual request for a time-out, such request being granted only when:

- a. The ball is in control or at the disposal of a player of his/her team.
- b. The ball is dead, unless replacement of a disqualified, or injured player(s), or a player directed to leave the game is pending, and a substitute(s) is available and required.

ART. 5... Responds to the scorer's signal to grant a coach/captain's request that a correctable error, as in 2-10, or a timing, scoring or alternating-possession mistake be prevented or rectified. The appeal to the official shall be presented at the scorer's table where a coach/captain of each team may be present.

ART. 6...If the score differential reaches 15 points or more at any point under one minute remaining in the second half or any extra period, the clock will stop only as in 5-8-1.

SECTION 9. RE-STARTING THE CLOCK

ART. 1...After time has been out, the clock shall be started when the official signals time-in. If the official neglects to signal, the timer is authorized to start the clock as per rule, unless an official specifically signals continued time-out.

ART. 2...If play is started or resumed by a jump, the clock shall be started when the tossed ball is legally touched.

ART. 3...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.

ART. 4... If play is resumed by a throw-in, the clock shall be started when the ball touches, or is touched by, a player on the court after it is released by the thrower.

SECTION 10. TIMER'S MISTAKES

ART. 1...The referee may correct an obvious mistake by the timer to start or stop the clock properly only when he/she has definite information relative to the time involved. The exact time observed by the official may be placed on the clock.

ART. 2...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.

SECTION 11. CHARGED TIME-OUT

ART. 1...A single 60-second time-out charged to a team shall not exceed one minute. A warning signal for the teams to prepare to be ready to resume play is sounded at 45 seconds. Such a time-out shall not be reduced in length unless both teams are ready to play before the time-out is over.

ART. 2...Only one 60-second time-out is charged in 5-8-5 regardless of the amount of time consumed when no correction is made.

EXCEPTIONS: No time-out is charged:

- a. If, in 5-8-4, the player's request results from displaced eyeglasses or lens.
 - b. If, in 5-8-5, the error or mistake is prevented or rectified.
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Florida Gulf Coast University Campus Recreation

SECTION 12. TIME-OUTS - EXCESSIVE, SUCCESSIVE

ART. 1...Three 60-second time-outs may be charged to each team during a regulation game. Each team is entitled to one 60-second time-out during each extra period. Unused time-outs do not accumulate.

ART. 2...Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical foul for each.

ART. 3...Successive time-outs shall not be granted after expiration of playing time for the second half or any extra period.

ART. 4...A time-out shall not be granted until after the ball has become live to start the game. The 60-second time-out provided for each extra period(s) shall not be granted until after the ball has become live to start the extra period(s).

ART. 5...The 60-second time-out conference with team members shall be conducted within the confines of the bench area. (1-13-3)

RULE 6. LIVE BALL AND DEAD BALL

SECTION 1. LIVE BALL

ART. 1...The game and each extra period shall be started by a jump ball in the center restraining circle. After any subsequent dead ball, the only way to get the ball live is to resume play by a jump ball in the center restraining circle, by a throw-in or by a free throw. The dribble and traveling rules are not in effect in these situations.

ART. 2...The ball becomes live when:

- a. On a jump ball, the tossed ball leaves the referee's hand(s).
- b. On a throw-in, it is at the disposal of the thrower.
- c. On a free throw, it is at the disposal of the free thrower.

NOTE: Any rules statement is made on the assumption that no infraction is involved unless mentioned or implied. If such infraction occurs, the rule governing it is followed. For example, a game or extra period will not start with a jump ball if a foul occurs before the ball becomes live.

SECTION 2. STARTING GAME/HALF

ART. 1...To start the game and each extra period, the ball shall be put in play in the center restraining circle by a jump ball between any two opponents.

ART. 2...To start the second half, the ball shall be put in play by a throw-in under the alternating-possession procedure.

SECTION 3. JUMP-BALL ADMINISTRATION

ART. 1...For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.

ART. 2...When the referee is ready and until the ball is tossed, nonjumpers shall not:

- a. Move onto the center restraining circle.
- b. Change position around the center restraining circle.

ART. 3...Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.

ART. 4...The referee shall then toss the ball upward between the jumpers in a plane at right angles to the sidelines. The toss shall be to a height greater than either of them can jump so that it will drop between them.

ART. 5...Until the tossed ball is touched by one or both jumpers, nonjumpers shall not:

- a. Have either foot break the plane of the center restraining circle cylinder.
- b. Take a position in any occupied space.

ART. 6...The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the referee shall toss it again.

ART. 7...Neither jumper shall:

- a. Touch the tossed ball before it reaches its highest point.
- b. Leave the center restraining circle until the ball has been touched.
- c. Catch the jump ball.
- d. Touch the ball more than twice.

The jump ball and these restrictions end when the touched ball contacts one of the eight nonjumpers, the floor, a basket or backboard.

NOTE: During a jump ball, a jumper is not required to face his/her own basket, provided he/she is in the proper half of the center restraining circle. The jumper is also not required to jump and attempt to touch the tossed ball. However, if neither jumper touches the ball it should be tossed again with both jumpers being ordered to jump and try to touch the ball.

SECTION 4. ALTERNATING POSSESSION

ART. 1...In all jump-ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating-possession procedure, and the arrow is set toward the opponent's basket. Control may also be established by the results of a violation or foul, as in 4-3.

ART. 2...To start the second half, the throw-in shall be from out of bounds at the division line opposite the scorer's and timer's table.

ART. 3...Alternating-possession throw-ins shall be from the out-of-bounds spot nearest to where the ball was located. An alternating-possession throw-in shall result when:

- a. A held ball occurs.
 - b. The ball goes out of bounds, as in 7-3.
 - c. A simultaneous free-throw violation occurs.
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Florida Gulf Coast University Campus Recreation

- d. A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows.
- e. The ball becomes dead when neither team is in control and no goal or infraction or end of a quarter or extra period is involved.
- f. A double personal or double technical foul occurs.
- g. Double personal, double technical or simultaneous fouls occur and the point of interruption is such that neither team is in control and no goal, infraction, nor end of quarter/extra period is involved.

NOTE: If the alternating-possession procedure has not been established, the jump ball shall be between the two players involved in the center restraining circle.

ART. 4...The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends. An alternating-possession throw-in ends when the throw-in ends or when the throw-in team violates.

ART. 5...The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow.

SECTION 5. BALL IN PLAY BY THROW-IN

The ball shall be put in play by a throw-in under circumstances as outlined in 6-4-1, 6-4-2, 6-4-3; 7-1 through 6; 8-5; and 9-1 through 13.

SECTION 6. BALL IN PLAY BY FREE THROW

The ball shall be put in play by placing it at the disposal of the free thrower before each free throw.

SECTION 7. DEAD BALL

The ball becomes dead, or remains dead, when:

ART. 1...A goal, as in 5-1, is made.

ART. 2...It is apparent the free throw will not be successful on a:

- a. Free throw which is to be followed by another free throw.
- b. Free throw which is to be followed by a throw-in.

ART. 3...A held ball occurs, or the ball lodges between the backboard and ring or comes to rest on the flange.

ART. 4...A player-control foul occurs.

ART. 5...An official's whistle is blown (see exception below).

ART. 6...Time expires for a quarter or extra period (see exception below).

ART. 7...A foul occurs (see exception below).

ART. 8...A free-throw violation by the throwing team, as in 9-1, occurs.

ART. 9...A violation, as in 9-2 through 13, occurs (see exception below).

EXCEPTION: The ball does not become dead until the try or tap ends, or until the airborne shooter returns to the floor, when:

- a. Article 5, 6 or 7 occurs while a try or tap for a field goal is in flight.
- b. Article 5 or 7 occurs while a try for a free throw is in flight.
- c. A foul is committed by any opponent of a player who has started a try or tap for goal (is in the act of shooting) before the foul occurred, provided time did not expire before the ball was in flight. The trying motion must be continuous and begins after the ball comes to rest in the player's hand(s) on a try or touches the hand(s) on a tap, and is completed when the ball is clearly in flight. The trying motion may include arm, foot or body movements used by the player when throwing the ball at his/her basket.
- d. A violation, as in 9-3-2 or 9-13-1, occurs by an opponent.

NOTE: If A1's try or tap is legally touched in flight, the goal counts if made, if the horn sounds before or after the legal touching. If the touching is interference or goaltending by A, no points are scored. If B violates, the points are awarded - either two or three depending on whether it was a two or three-point try or tap.

RULE 7. OUT OF BOUNDS AND THE THROW-IN

SECTION 1. OUT-OF-BOUNDS - PLAYER, BALL

ART. 1...A player is out of bounds when he/she touches the floor, or any object other than a player, on or outside a boundary. For location of a player in the air, see 4-35.

ART. 2...The ball is out of bounds when it touches:

- a. A player who is out of bounds.
- b. Any other person, the floor, or any object on or outside a boundary.
- c. The supports or back of the backboard.
- d. The ceiling, overhead equipment or supports.

NOTE: When the rectangular backboard is used, the ball is out of bounds if it passes over the backboard.

SECTION 2. CAUSING THE BALL TO GO OUT OF BOUNDS - INDIVIDUAL PLAYER

ART. 1...The ball is caused to go out of bounds by the last player in bounds to touch it or be touched by it, unless the ball touches a player who is out of bounds prior to touching something out of bounds other than a player.

ART. 2...If the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary line, such player causes it to go out.

SECTION 3. CAUSING THE BALL TO GO OUT OF BOUNDS - SIMULTANEOUSLY

Florida Gulf Coast University Campus Recreation

ART. 1...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 alternating-possession throw-in at the spot out of bounds nearest to where the simultaneous violation occurred.

ART. 2...If the alternating-possession procedure has not been established, play shall be resumed by a jump ball between the two players involved in the center restraining circle.

SECTION 4. BALL AWARDED OUT OF BOUNDS

The ball is awarded out of bounds after:

ART. 1...Violation, as in 9-1 through 13.

ART. 2...A free throw for a technical foul, or a flagrant or intentional personal foul as in 8-5-2, 8-5-3.

ART. 3...A field goal or a successful free throw for any other personal foul as in 8-5-1 or an awarded goal, as in 9-11, 9-12.

ART. 4...The ball becomes dead while a team is in control, provided no infraction or the end of a period is involved, as in [7-5-4](#).

ART. 5...A player-control foul or team-control foul, as in 7-5-5.

ART. 6...A common foul before the bonus rule is in effect, as in 7-5-5.

ART. 7...A held ball, as in 4-25, after the alternating-possession procedure has been established.

SECTION 5. THROW-IN, RESUMING PLAY

ART. 1...After a time-out (as in 7-4-4) or the halftime intermission (as in 6-2-2), the resumption-of-play procedure is used to prevent delay. The timer will sound the authorized warning signal and final signal. The administering official will then sound the whistle to indicate play will resume. In each situation:

- a. The ball shall be put in play if Team A is ready or it shall be placed on the floor.
- b. The throw-in count shall begin and if a violation occurs, the procedure will be repeated for Team B.
- c. Following a violation by one team only, if that team continues to delay when authorized to make a throw-in, it is a technical foul.
- d. Following a violation by both teams, any further delay by either team is a technical foul.

ART. 2...After any violation, as in 9-2 through 10 and 9-13, the official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from the designated out-of-bounds spot nearest the violation.

ART. 3...After goaltending or basket interference by Team B, the throw-in is as in Article 7 and as in Article 2 for such violation by Team A.

ART. 4...After a dead ball as in 7-4-4, 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.

ART. 5... After a player-control foul, as in 4-19-6; a team-control foul, as in 4-19-7; or after a common foul prior to the bonus rule being in effect, as in 4-19-2, any player of the offended team shall make the throw-in from the designated out-of-bounds spot nearest the foul.

ART. 6...If the designated throw-in spot is behind a backboard, the throw-in shall be made from the nearer free-throw lane line extended.

ART. 7...After a goal or awarded goal as in 7-4-3, 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 line. A team retains this privilege if the scoring team commits a violation or common foul (before the throw-in ends and the bonus is in effect) and the ensuing throw-in spot would have been on the end line. Any player of the team may make a direct throw-in or he/she may pass the ball along the end line to a teammate(s) outside the boundary line.

ART. 8...After a technical foul, as in 4-19-5, any player of the team to whom the free throws have been awarded shall make the throw-in from out of bounds at the division line on the side of the court opposite the scorer's and timer's table.

ART. 9...After a double personal foul, as in 4-19-8a; a double technical foul, as in 4-19-8b; or a simultaneous foul, as in 4-19-10, play shall be resumed at the point of interruption. See 4-36.

ART. 10...After an intentional personal foul, as in 4-19-3, or flagrant personal foul, as in 4-19-4, any player of the team to whom the free throws have been awarded shall make the throw-in from the out-of-bounds spot nearest the foul.

ART. 11...After a free-throw violation by the throwing team, as in 9-1, provided there are no additional free-throws to be awarded, any opponent of the throwing team shall make the throw-in from the out-of-bounds spot nearest the violation.

SECTION 6. THROW-IN ADMINISTRATION

ART. 1...The throw-in starts when the ball is at the disposal of a player of the team entitled to the throw-in. The thrower shall release the ball on a pass directly into the court, except as in 7-5-7, within five seconds after the throw-in starts. The throw-in pass shall touch another player (inbounds or out of bounds) on the court before going out of bounds untouched. The throw-in pass shall not touch a teammate while it is on the out-of-bounds side of the throw-in boundary plane.

ART. 2...The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass. See 4-42-6.

ART. 3...The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary plane until the ball has been released on a throw-in pass. See 9-2-11 Penalty.

NOTE: The thrower shall have a minimum of 3 feet horizontally.

ART. 4...Teammates shall not occupy adjacent positions which are parallel to and within 3 feet of the boundary line if an opponent desires one of the positions. The 3-foot restraining line is sometimes the temporary boundary line as in 1-2-2.

RULE 8. FREE THROW

Florida Gulf Coast University Campus Recreation

SECTION 1. FREE-THROW ADMINISTRATION

ART. 1...When a free throw is awarded, the ball shall be placed at the disposal of the free thrower (bounced) by the administering official and the free throw count shall begin. Either or both teams may be charged with a violation.

ART. 2... Following a time out or intermission, the resumption-of-play procedure may be used to prevent delay. The timer will sound the authorized warning horn and final signal. The administering official will sound the whistle to indicate play will resume. The ball shall be placed at the disposal of the thrower or placed on the floor and the count shall begin. Either or both teams may be charged with a violation. Following a violation by one or both teams, if the offending team(s) continues to delay, a technical foul shall be called.

ART. 3... If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy any spaces along the free-throw lane.

ART. 4...During a free throw when lane spaces may be occupied:

- a. Marked lane spaces may be occupied by a maximum of four defensive and two offensive players.
- b. The first marked lane spaces (the lane spaces adjacent to the end line) shall be occupied by opponents of the free thrower. No teammate of the free thrower may occupy either of these marked lane spaces.
- c. The second marked lane spaces on each side may be occupied by teammates of the free thrower.
- d. The third marked lane spaces may be occupied by opponents of the free thrower.
- e. The fourth spaces (nearest the free throw line) shall not be occupied and are not considered marked lane spaces for purposes of Rule 8 and 9-1.
- f. Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.
- g. Not more than one player may occupy any part of a marked lane space.

ART. 5...Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.

SECTION 2. ATTEMPTING PERSONAL-FOUL FREE THROWS

The free throw(s) 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/her substitute shall attempt the throw(s) unless no substitute is available, in which case any teammate may attempt the throw(s) as selected by the team captain or head coach.

SECTION 3. ATTEMPTING TECHNICAL-FOUL FREE THROWS

The free throws awarded because of a technical foul may be attempted by any player of the offended team, including an eligible substitute or designated starter. The coach or captain shall designate the free thrower(s).

SECTION 4. TEN-SECOND LIMIT

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.

SECTION 5. RESUMING PLAY WITH THROW-IN

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

ART. 1...As after a field goal, as in 7-5-7, if the try is for a personal foul other than intentional or flagrant, and is successful.

ART. 2...By any player of the free-thrower's team from out of bounds at the division line on the side opposite the scorer's and timer's table if the free throw is for a technical foul.

ART. 3...By any player of the free-thrower's team from the out-of-bounds spot nearest the foul if the free throw is for an intentional personal foul or flagrant personal foul.

SECTION 6. RESUMING PLAY DIFFERENCES

ART. 1...If a free throw for a personal foul, other than intentional or flagrant, is unsuccessful, or if there is a multiple throw for a personal foul(s) and the last free throw is unsuccessful, the ball remains live.

ART. 2...If there is a multiple throw and both a personal and technical foul are involved, the tries shall be attempted in the order in which the related fouls were called, and if the last try is for a technical foul, or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

SECTION 7. PENALTY-ADMINISTRATION SEQUENCE

Penalties for fouls are administered in the order in which the fouls occurred.

RULE 9. VIOLATIONS AND PENALTIES

SECTION 1. FREE-THROW PROVISIONS

ART. 1...The try shall be attempted from within the free-throw semicircle and behind the free-throw line.

ART. 2...Teams shall properly occupy marked lane spaces according to number and space requirements as in 8-1-4.

After the ball is placed at the disposal of a free thrower:

ART. 3...He/she shall throw within 10 seconds to cause the ball to enter the basket or touch the ring before the free throw ends.

ART. 4...The free thrower shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to violate.

ART. 5...No opponent shall disconcert the free thrower.

ART. 6...No player shall enter or leave a marked lane space.

ART. 7...The free thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free-throw semicircle line.

Florida Gulf Coast University Campus Recreation

ART. 8...A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket.

ART. 9...A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any lane boundary, or beyond the vertical plane of any edge of the space (2 inches by 36 inches) designated by a lane-space mark or beyond the vertical plane of any edge of the space (12 inches by 36 inches) designated by a neutral zone.

ART. 10...The restrictions in Articles 6 through 9 apply until the ball touches the ring or backboard or until the free throw ends.

PENALTY: (Section 1)

1. **If the first or only violation is by the free thrower or a teammate, the ball becomes dead when the violation occurs and no point can be scored by that throw. The following out-of-bounds provisions apply if no further free throws are to be administered:**
 - a. **If the violation occurs during a free throw for a personal foul, other than intentional or flagrant, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.**
 - b. **If the violation occurs during a free throw for a technical foul, the ball is awarded to the thrower's team for a throw-in at the division line on the side of the court opposite the scorer's and timer's table.**
 - c. **If the violation occurs during a free throw for a flagrant personal foul or an intentional personal foul, the ball is awarded to the thrower's team for a throw-in from the designated out-of-bounds spot nearest the foul.**
2. **If the violation is by the free-thrower's opponent only:**
 - a. **If the try is successful, the goal counts and the violation is disregarded.**
 - b. **If the try is not successful, the ball becomes dead when the free throw ends, and a substitute throw shall be attempted by the same free thrower under conditions the same as for the free throw for which it is substituted.**
3. **If there is a simultaneous violation by each team, the ball becomes dead and no point can be scored. Remaining free throws are administered or play is resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.**
4. **If there is a violation first by the free-thrower's opponent followed by the free thrower or a teammate:**
 - a. **If both offenders are in a marked lane-space, the second violation is ignored, as in penalty item (2).**
 - b. **If the second violation is by the free thrower or a teammate behind the free-throw line extended and the three-point line, both violations are penalized, as in penalty item (3).**
 - c. **If a violation by the free thrower follows disconcertion by an opponent, a substitute free throw shall be awarded.**
 - d. **If a fake by an opponent causes a teammate of the free thrower to violate, only the fake is penalized.**

SECTION 2. THROW-IN PROVISIONS

ART. 1...The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.

ART. 2...The ball shall be passed by the thrower directly into the court from out-of-bound so it touches or is touched by another player (inbounds or out of bounds) on the court before going out of bounds untouched.

ART. 3...The thrown ball shall not be touched by a teammate of the thrower while the ball is on the out-of-bounds side of the throw-in boundary-line plane (except as in 7-5-7).

ART. 4...Once the throw-in starts, the ball shall be released on a pass directly into the court before five seconds have elapsed.

ART. 5...The thrower shall not carry the ball onto the court.

ART. 6...The thrown ball shall not touch the thrower in the court before it touches or is touched by another player.

ART. 7...The thrown ball shall not enter the basket before it touches or is touched by another player.

ART. 8...The thrown ball shall not become lodged between the backboard and ring or comes to rest on the flange before it touches or is touched by another player.

ART. 9...The thrower shall not be replaced by a teammate after the ball is at the thrower's disposal.

ART. 10...No player shall be out of bounds when he/she touches or is touched by the ball after it has been released on a throw-in pass.

ART. 11...The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary-line plane until after the ball has been released on a throw-in pass.

NOTE: The thrower may penetrate the plane provided he/she does not touch the inbounds area before the ball is released on the throw-in pass. The opponent in this situation may legally touch or grasp the ball.

PENALTIES: (ART.11)

1. **The first violation of the throw-in boundary-line plane by an opponent(s) of the thrower shall result in a team warning for delay being given (one warning per team per game). The warning does not result in the loss of the opportunity to move along the end line when and if applicable.**
 2. **The second or additional violations will result in a technical foul assessed to the offending team. See 10-1-10 Penalty.**
 3. **If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and touches or dislodges the ball while in possession of the thrower or being passed to a teammate outside the boundary line (as in 7-5-7), a technical foul shall be charged to the offender. No warning for delay required. See 10-3-11 Penalty.**
 4. **If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and fouls the thrower, an intentional personal foul shall be charged to the offender. No warning for delay required.**
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Florida Gulf Coast University Campus Recreation

ART. 12...No teammate of the thrower shall be out of bounds after a designated-spot throw-in begins.

PENALTY: (Section 2) The ball becomes dead when the violation or technical foul occurs. Following a violation, the ball is awarded to the opponents for a throw-in at the original throw-in spot.

SECTION 3. OUT OF BOUNDS

ART. 1...A player shall not cause the ball to go out of bounds.

ART. 2...A player shall not leave the floor for an unauthorized reason.

NOTE: The dribbler has committed a violation if he/she steps on or outside a boundary, even though he/she is not touching the ball while he/she is out of bounds.

PENALTY: (Section 3) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. (See 6-7-9 Exception 4)

SECTION 4. TRAVEL, KICK, FIST

A player shall not travel with the ball, as in 4-44, intentionally kick it, as in 4-29, strike it with the fist or cause it to enter and pass through the basket from below.

NOTE: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

PENALTY: (Section 4) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 5. ILLEGAL DRIBBLE

A player shall not dribble a second time after his/her first dribble has ended, unless it is after he/she has lost control because of:

ART. 1...A try for field goal

ART. 2...The ball touching or being touched by an opponent.

ART. 3...A pass or fumble which has then touched, or been touched by, another player.

PENALTY: (Section 5) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 6. JUMP BALL

A player shall not violate any provision of the jump ball (6-3). If both teams simultaneously commit violations during the jump ball or if the referee makes a bad toss, the toss shall be repeated.

PENALTY: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 7. THREE SECONDS

ART. 1...A player shall not remain for three seconds in that part of his/her free-throw lane between the end line and the farther edge of the free-throw line while the ball is in control of his/her team in his/her frontcourt.

ART. 2...The three-second restriction applies to a player who has only one foot touching the lane boundary. The line is part of the lane. All lines designating the free-throw lane, but not lane-space marks and neutral-zone marks, are part of the lane.

ART. 3...Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves immediately to try for goal.

PENALTY: (Section 7) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 8. TEN SECONDS

A player shall not be, nor may his/her team be, in continuous control of a ball which is in his/her backcourt for 10 seconds.

PENALTY: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 9. BACKCOURT

ART. 1...A player shall not be the first to touch a ball after it has been in team control in the frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt.

ART. 2...While in team control in its backcourt, a player shall not cause the ball to go from backcourt to frontcourt and return to backcourt, without the ball touching a player in the frontcourt, and be the first to touch it in the backcourt.

ART. 3...A player from the team not in control (defensive player or during a jump ball or throw-in) may legally jump from his/her frontcourt, secure control of the ball with both feet off the floor and return to the floor with one or both feet in the backcourt. The player may make a normal landing and it makes no difference whether the first foot down is in the frontcourt or backcourt.

PENALTY: (Section 9) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 10. CLOSELY GUARDED

ART. 1...A player shall not while closely guarded:

a. In his/her frontcourt, hold the ball for five seconds or dribble the ball for five seconds.

b. In his/her frontcourt, control the ball for five seconds in an area enclosed by screening teammates.

ART. 2...A closely guarded count shall not be started during an interrupted dribble.

ART. 3...A closely guarded count shall be terminated during an interrupted dribble.

Florida Gulf Coast University Campus Recreation

PENALTY: (Section 10) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 11. BASKET INTERFERENCE

A player shall not commit basket interference as in 4-6.

SECTION 12. GOALTENDING

A player shall not commit goaltending, as in 4-22.

PENALTIES: (Sections 11-12)

- 1. If the violation is at the opponent's basket, the opponents are awarded one point if during a free throw, three points if during a three-point try and two points in any other case. See 10-3-10 for additional penalty for goaltending during a free throw. The crediting of the score and subsequent procedure are the same as if the awarded score had resulted from the ball having gone through the basket, except that the official shall hand or bounce the ball to a player of the team entitled to the throw-in.**
- 2. If the violation is at a team's own basket, no points can be scored, and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. See 10-3-10 for additional penalty for goaltending during a free throw.**
- 3. If the violation results from touching the ball while it is in the basket after entering from below, no points are scored and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.**
- 4. If there is a violation by both teams, play shall be resumed by the team entitled to the alternating-possession throw-in at the out-of-bounds spot nearest to where the simultaneous violations occurred.**

SECTION 13. EXCESSIVE SWINGING OR ARM(S)/ELBOW(S)

ART. 1...A player shall not excessively swing his/her arms(s) or elbow(s), even without contacting an opponent.

ART. 2...A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

ART. 3...Action of arm(s) and elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

PENALTY: (Section 13) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. (See 6-7-9 Exception d)

RULE 10. FOULS AND PENALTIES

SECTION 1. TEAM TECHNICAL

A team shall not:

ART. 1...Allow the game to develop into an actionless contest, this includes the following and similar acts:

- When the clock is not running consuming a full minute through not being ready when it is time to start either half.
- Delay the game by preventing the ball from being made promptly live or from being put in play. See 7-5-1 and 8-1-2 for the resumption-of-play procedure to use after a time-out or the halftime intermission. The procedure is used prior to charging a technical foul in these specific situations.
- Contact with the free thrower or a huddle of two or more players by either team prior to a free throw following any team warning for delay.
- Interfering with the ball following a goal after any team warning for delay.
- Not having the court ready for play following any time-out after any team warning for delay.

ART. 2...Have more than five team members participating simultaneously.

PENALTY: (Art. 2) Penalized if discovered while being violated.

ART. 3...Request an excess time-out.

PENALTY: (Art. 3) Penalized when discovered.

ART. 4...Commit an unsporting foul.

ART. 5...Fail to have all players return to the court at approximately the same time following a time-out or intermission.

ART. 6...Following any team warning for delay, commit a violation of the throw-in boundary-line plane as in 9-2-11.

ART. 7...Allow players to lock arms or grasp a teammate(s) in an effort to restrict the movement of an opponent.

PENALTY: (Section 1) Two free throws plus ball for division-line throw-in.

SECTION 2: SUBSTITUTE TECHNICAL

A substitute shall not enter the court:

ART. 1...Without reporting to the scorer.

ART. 2...Without being beckoned by an official, except between halves.

PENALTY: (Section 2) Two free throws plus ball for division-line throw-in. One foul for either or both requirements [of Articles 1 and 2]. Penalized if discovered before the ball becomes live.

NOTE: A single flagrant technical foul or the second technical foul charged to a substitute results in disqualification of the offender to the team bench.

SECTION 3. PLAYER TECHNICAL

A player shall not:

Florida Gulf Coast University Campus Recreation

ART. 1...Participate after changing his/her number without reporting it to the supervisor.

PENALTY: (Art. 1) Flagrant foul. Penalized if discovered while being violated.

ART. 2...Purposefully and/or deceitfully delays returning after legally being out of bounds.

ART. 3...Grasp either basket during the time of the officials' jurisdiction, dunk or stuff, or attempt to dunk or stuff a dead ball prior to or during the game or during any intermission until jurisdiction of the officials has ended. This item applies to all team members.

EXCEPTION: A player may grasp the basket to prevent injury.

PENALTY: (Art. 3) For dunking or grasping during pregame or intermission, the foul is also charged indirectly to the head coach.

ART. 4...

- a. Place a hand on the backboard or ring to gain an advantage.
- b. While a try or tap is in flight or is touching the backboard or is in the basket or in the cylinder above the basket, intentionally slap or strike the backboard or cause the ring to vibrate.

ART. 5...Delay the game by acts such as:

- a. Preventing the ball from being made live promptly or from being put in play.
- b. Failing when in control, to immediately pass the ball to the nearer official when a violation or foul is called.
- c. The free thrower fails to be in the free-throw semicircle when the official is ready to administer the free throw unless the resumption-of-play procedure is in effect following a time-out or intermission.
- d. Repeated violations of the throw-in, as in 9-2-9, 9-2-10.

ART. 6...Commit an unsporting foul. This includes, but is not limited to, acts or conduct such as:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profane or inappropriate language or obscene gestures.
- c. Baiting or taunting an opponent.
- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near his/her eyes.

NOTE: Purposely diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that he/she cannot see.

- e. Climbing on or lifting a teammate to secure greater height.
- f. Faking being fouled, knowingly attempting a free throw or accepting a foul to which the player was not entitled.
- g. Use tobacco or smokeless tobacco.
- h. Removing the jersey and/or pants/skirt within the visual confines of the playing area.

ART. 7...Intentionally or flagrantly contacting an opponent when the ball is dead and such contact is not a personal foul.

ART. 8...Be charged with fighting.

PENALTY: (Art. 8) Flagrant foul.

ART. 9...Goaltend during a free throw.

ART. 10...Reach through the throw-in boundary-line plane and touch or dislodge the ball as in 9-2 Penalty 3.

PENALTY: (Section 3) Two free throws plus ball for division-line throw-in.

NOTE: A single flagrant technical foul or the second technical foul charged to a player results in disqualification of the offender to the team bench.

SECTION 4. BENCH TECHNICAL

The captain (or head coach, if a team has one) is responsible for the conduct and behavior of substitutes, disqualified team members and all other bench personnel. Bench personnel shall not:

ART. 1...Commit an unsporting foul. This includes, but is not limited to, acts or conduct such as:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profane or inappropriate language or obscene gestures.
- d. Disrespectfully addressing, baiting or taunting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Being charged with fighting.
- h. Removing the jersey and/or pants/skirt within the visual confines of the playing area.

ART. 2...Enter the court unless by permission of an official to attend an injured player.

ART. 3...Use tobacco, or smokeless tobacco.

ART. 4...Stand in the team bench area while the clock is running or is stopped, and must remain seated, except:

- a. The head coach as in 10-5.
- b. When a team member is reporting to the scorer's table.
- c. During a charged time-out, as in 5-12-5, or in the intermission between halves and extra periods.
- d. To spontaneously react to an outstanding play by a team member or to acknowledge a replaced player(s), but must immediately return to his/her seat.

PENALTY: (Arts. 1, 2, 3, 4) Two free throws plus ball for division-line throw-in. If the head coach is the offender, the foul is charged directly to him/her. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach. (Art. 1g) Flagrant foul, the offender is disqualified. If the offender is bench personnel, each foul is also charged indirectly to the head coach.

ART. 5... Leave the confines of the bench during a fight or when a fight may break out.

NOTE: The head coach may enter the court only if beckoned by an official.

PENALTY: (Art. 5) Flagrant foul, disqualification of individual offender, but only one technical-foul penalty is administered regardless of the number of offenders. This one foul is also charged indirectly to the head coach.

Florida Gulf Coast University Campus Recreation

If the head coach is an offender, an additional flagrant technical foul is charged directly to the coach and penalized. When a simultaneous technical foul(s) by opponents occurs, the free throws are not awarded when the penalties offset.

NOTE: A single flagrant foul or the second technical foul charged to any bench personnel, other than the head coach, results in disqualification of the offender. The third technical foul, the second direct technical foul or a single flagrant foul charged to the head coach results in disqualification and ejection. Ejected adult bench personnel shall leave the vicinity (out of sight and sound) of the playing area immediately and are prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection may result in the game being forfeited.

SECTION 5. HEAD COACHES' RULE

ART. 1...The head coach (or captain if a team has no head coach) may be off the bench in front of his/her seat within the confines of the designated coaching box, as in 1-2-2, to give instructions to his/her players and/or substitutes.

ART. 2...The head coach/captain may request a time-out or signal his/her players to request a time-out, while within the confines of the coaching box. The head coach may also confer with personnel at scorer's table to request a 60-second time-out for a correctable error as in 2-10, or to prevent or rectify a timing or scoring mistake or alternating possession mistake.

ART. 3...The head coach/captain must replace or remove a disqualified/injured player, or player directed to leave the game, within 30 seconds when a substitute is available, while within the confines of his/her bench.

ART. 4...The head coach/captain shall not permit a team member to participate after being removed from the game for disqualification.

PENALTY: (Section 5) Two free throws plus ball for division-line throw-in. The foul is charged directly to the head coach. (Art. 2) If the error is not correctable under 2-10, or if the mistake as in 5-8-4 cannot be prevented or rectified, a 60-second time-out is charged (or one 30-second, if that is the only type remaining). (Art. 4) Penalized if discovered while being violated.

NOTE 1: The first technical foul charged directly or indirectly to the head coach results in loss of coaching-box privileges and the head coach must remain seated for the remainder of the game, except at in 10-4-4c and d, 10-5-2 and 10-5-3.

NOTE 2: The third technical foul, the second technical foul or a single flagrant foul charged to the head coach results in disqualification and ejection. Ejected bench personnel shall leave the vicinity (out of sight and sound) of the playing area immediately and are prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection may result in the game being forfeited.

SECTION 6. CONTACT

A player shall not:

ART. 1...Hold, push, charge, trip; nor impede the progress of an opponent by extending an arm, shoulder, hip or knee, or by bending the body into other than a normal position; nor use any rough tactics. He/she shall not contact an opponent with his/her 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. The use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping is not legal. Extending the arms fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arms occurs is not legal. These positions are employed when rebounding, screening or in various aspects of post play. A player may not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when throwing for goal. A player may hold the hands and arms in front of his/her face or body for protection and to absorb force from an imminent charge by an opponent. It is a form of pushing when the player holding the ball is contacted by a defensive player who approaches from behind. Contact that is caused by the momentum of a player who has thrown for a goal is a form of charging.

ART. 2...A dribbler shall not charge into nor contact an opponent in his/her 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 or her to go through without contact. If a dribbler, without contact, sufficiently passes an opponent to have head and shoulders in advance of that opponent, the greater responsibility for subsequent contact is on the opponent. If a dribbler in his/her progress is moving in a straight-line path, he/she may not be crowded out of that path, but if an opponent is able to legally obtain a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble. The dribbler should not be permitted additional rights in executing a jump try for goal, pivoting, feinting or in starting a dribble.

ART. 3...A player who screens shall not:

- a. When he/she is outside the visual field of a stationary opponent, take a position closer than a normal step from the opponent.
- b. When he/she assumes a position at the side or in front of a stationary opponent, make contact with that opponent. [If] the screen is set within the visual field of a stationary opponent, the screener may be as close to the opponent as the screener desires, short of contact.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be one to two normal steps or strides from the opponent.
- d. After assuming his/her legal screening position, move to maintain it, unless he/she moves in the same direction and path of the opponent. When both opponents are moving in exactly the same path and same direction, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns his/her opponent.

If the screener violates any of these provisions and contact results, he/she has committed a personal foul.

A player who is screened within his/her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and if the opponent is running rapidly, the

Florida Gulf Coast University Campus Recreation

contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops or attempts to stop on contact and moves around the screen, and provided the screener is not displaced if he/she has the ball. A player may not use the arms, hands, hips or shoulders to force his/her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

NOTE: When a guard moves into the path of a dribbler and contact occurs, either player may be responsible for the contact, but the greater responsibility is that of the dribbler if the guard conforms to the following principles, which officials use in reaching a decision. The guard is assumed to have obtained a guarding position if he/she is in the dribbler's path facing him/her. If he/she jumps into position, both feet must return to the floor after the jump before he/she has obtained a guarding position. No specific stance or distance is required. It is assumed the guard may shift to maintain his/her position in the path of the dribbler, provided he/she does not charge into the dribbler nor otherwise cause contact, as outlined in 10-6-2. The responsibility of the dribbler for contact is not shifted merely because the guard turns or ducks to absorb shock when contact by the dribbler is imminent. The guard may not cause contact by moving under or in front of a passer or thrower after he or she is in the air with both feet off the floor.

PENALTY: Personal Foul (Section 6) Offender is charged with one foul, and if it is his / her fifth foul (personal and technical) or if it is flagrant, he / she is disqualified.

PENALTIES: (Rule 10 Summary)

1. No free throws:

- a. For each common foul before the bonus rule is in effect.
- b. For a player-control foul.
- c. For double personal or technical fouls (alternating-possession throw-in).
- d. For simultaneous personal or technical fouls by opponents (alternating-possession throw-in).
- e. After time has expired for the second half (or extra period), unless the point(s) would affect the outcome of the game.

NOTE: If one or both fouls of a double personal foul are flagrant, no free throws are awarded. Any player who commits a flagrant foul is disqualified.

2. One free throw if fouled in the act of shooting and two- or three-point try or tap is successful.

3. Bonus free throw:

- a. For seventh, eighth and ninth team foul each half, if first free throw is successful.
- b. Beginning with 10th team foul each half whether or not first free throw is successful.

4. Two free throws if intentional or flagrant, plus ball for throw-in.

5. Fouled in act of shooting and try or tap is unsuccessful:

- a. Two free throws on two-point try or tap.
- b. Three free throws on three-point try or tap.

Plus ball for throw-in if intentional or flagrant.

6. Multiple Foul:

- a. One free throw for each foul:
 - (1) No try involved.
 - (2) Successful or unsuccessful two-point try or tap.
 - (3) Successful three-point try or tap.
- b. Two free throws for each foul:
 - (1) Intentional or flagrant foul.
 - (2) Unsuccessful three-point try or tap.

Plus ball for throw-in if intentional or flagrant.

NOTE: If one or both fouls of a multiple foul are flagrant, two free throws are awarded for each flagrant foul. Any player who commits a flagrant foul is disqualified.

7. In case of a false double foul or a false multiple foul, each foul carries its own penalty.

8. Fighting:

a. Players on the court:

- (1) Corresponding number from each team - double flagrant fouls, all participants are disqualified, no free throws are awarded, ball is put in play by alternating possession.
- (2) Numbers of participants are not corresponding - Flagrant fouls and disqualification for all participants, two free throws are awarded for the offended team for each additional player, offended team awarded a division line throw in.

b. Bench personnel leaving the team bench during a fight or when a fight may break out:

- (1) Do NOT participate in the fight — all players leaving bench are assessed flagrant fouls and disqualified, the head coach is assessed a maximum of one indirect technical foul (regardless of the number leaving the bench). If the number of each team's offenders is corresponding, no free throws are awarded, and the ball is put in play by the alternating-possession procedure opposite the table. If the number of each team's offenders is unequal, a maximum of two free throws are awarded the offended team, followed by a division line throw-in opposite the table.
 - (2) Participate in the fight — all participants are assessed flagrant fouls and disqualified. The head coach is assessed one indirect technical foul for each bench player participating in the fight. If the number of each team's participants is corresponding, no free throws are awarded, and the ball is put in play by the alternating possession procedure opposite the table. If the number of each
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Florida Gulf Coast University Campus Recreation

team's participants is unequal, two free throws are awarded the offended team for each additional player, followed by a division line throw-in opposite the table.

NOTE: All fouls (except an indirect technical foul charged to the head coach) count toward the team's foul count in the half.

