



Rule 6: Live Ball/Dead Ball

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Athletic-Officials
Association

Rule 6—Also Jump Ball Administration

6.3

- Jumper shall have both feet in center circle farther from his basket
- Non-Jumpers shall not: move onto center circle or change position around circle
- Teammates may not occupy adjacent spaces around center circle
- The toss shall be to a height greater than either player can jump so it will drop between them
- Until the tossed ball is touched, non-jumpers shall not: break the plane of the center circle cylinder or take a position in any occupied space

More jump ball...

- Neither jumper shall:
 - Touch tossed ball before reaches highest point of toss
 - Leave center circle before ball is touched
 - Catch the ball before toss ends
- Touch the ball more than twice
- Jump Ball and restrictions end when touched ball contacts: a non-jumper, official, floor, basket, or backboard

Violation on a Jump Ball.....Now What?

- Establishing the AP Arrow.
- On a Violation- Arrow is established as soon as the violation occurs. Arrow should be pointed towards the non-throwing team/team that violated
- Establishing the arrow needs to be done immediately because if the throw in team violates, they do not lose the arrow, since they did not have it.
- The AP arrow is not changed after this throw-in. Not an AP throw in.

Jump Ball Tips

- Be ready to officiate right away...anything can (and will) happen.
- Know your primary responsibilities (U1: toss & jumpers; U2: non-jumpers)
- Referee/Thrower---trust your partners.
- Make sure the arrow is correct when jump ball is completed. CREW RESPONSIBILITY!

Alternating Possession

6.4

- Arrow reversed immediately after AP throw-in ends.
- When does a throw-in end?
- During an AP throw-in:
 - Throwing team violates---lose arrow (Case Play 6.4.5 Sit A)
 - Defensive Team violates---arrow stays
 - Either team fouls---arrow stays
 - Held Ball---throw in never completed...continue the AP throw in process (Case Play 6.4.5 Sit B)

3 Ways to Make the Ball Live

Rule 6.1.2

- **Jump Ball**: When the ball leaves the referees hand
- **Throw-In**: When the ball is at the disposal of the thrower
- **Free Throw**: When the ball is at the disposal of the free thrower

When does the Ball become dead?

Rule 6.7

A goal is made

When apparent that a free throw will not be successful and will be followed by: another free throw or throw-in

A held ball occurs or the balls becomes lodged between backboard/flange

PC/TC foul occurs

Official blows whistle (Exception: try, tap, FT in flight)

Time Expires for a quarter/extra-period (Exception: try, tap in flight)

Non-PC/TC foul (Exception: try/tap started before foul and time had not expired before ball in flight)

FT violation by shooting team

Non FT Violation (i.e. Floor, BI, GT)

Why does live/dead ball matter?

- Correctable errors
- Types of Fouls
- Know when action continues (i.e. continuous motion) vs when action ends immediately (i.e. PC/TC foul)
- Dead Ball Fouls must be: Flagrant or Technical
- Personal Fouls can only occur during a live ball

Live or Dead Ball

- Can a ball be live with the clock stopped?
- Can the ball be dead with the clock running?
- **The answer is Yes to both.. Example..The ball is live during a free throw and inbounds play and the clock is stopped**
- **Example..The ball is dead after a made basket and the clock is running.**

Dead Ball Case Play

- A1 passes the ball to A2, However, A2 is not looking . The ball strikes A2 in the back of the head and then goes directly above the basket of Team A. The ball is on the ring when the time expires and subsequently enters the basket. What's the ruling?

Dead Ball Case Play Ruling

- **No Goal.** The ball rebounding from A2's head is not considered a try or tap. A try or tap is made with the hands. Since this was not a try or tap, the ball became dead immediately when time expired. This goes the same for any part of the body..shoulder, etc.

CORRECTABLE ERRORS

Rule 2-1

