



Focus on the Rules

Rule 4: Definitions

Using proper terminology allows for professional communication with all participants



Focus on the Rules



Rule 4: Definitions – The Essentials

- ❖ **Control & Status**
- ❖ **Defensive Legality**
- ❖ **Offensive Concepts**
- ❖ **Fouls and Contact**
- ❖ **Violations**
- ❖ **Terminology**

Control & Status



Control, Player and Team (4-12)

Team in control of the ball:

- ♦ **When player is in control of ball**
- ♦ **While a live ball is passing among teammates**
- ♦ **During interrupted dribble**
- ♦ **When a player of a team has disposal of the ball during a throw-in**

Team control continues until:

- ♦ **Ball is in flight during a try or tap for goal**
- ♦ **Opponent secures control**
- ♦ **Ball becomes dead**

Control, Player and Team (4-12)

Player control is established when a player:

- ♦ **Is Holding or Dribbling a live ball**

Player control ends when a player:

- ♦ **Is not Holding or Dribbling a live ball**

Control, Player and Team (4-12)

Live loose ball

- ♦ **Ball remains in control of the team who last had control, unless try or tap is involved**

Team control does not exist during jump ball or when a player touches a rebound

Team control or player control does not exist:

- ♦ **During a dead ball**
- ♦ **During a jump ball**
- ♦ **When the ball is in flight for try or tap for goal**

Player Location (4-35)

Location of a player is determined by the player is touching the floor as far as being:

- ♦ **Inbounds**
- ♦ **Out of Bounds**
- ♦ **Frontcourt**
- ♦ **Backcourt**
- ♦ **Outside the 3-point line**
- ♦ **Inside the 3-point line**

Status of an airborne player is determined by where they last touched

Defensive Legality



Guarding (4-23)

Guarding is an act to place the body in the path of an offensive opponent.

Obtaining Legal Guarding Position

- ♦ **Player must have both feet on the floor**
- ♦ **Front of the player's torso must be facing the opponent**

Defender may move to maintain a Legal Guarding Position in many ways

Verticality (4-45)

- ♦ Applies to a legal position
- ♦ Legal Guarding Position must be obtained
- ♦ Defender may rise or jump vertically
- ♦ Offensive player is responsible for clearing out or causing contact with a vertical player
- ♦ Defender cannot “belly up” or use lower body on offensive player
- ♦ Player with the ball is not given special protection over the defender

Blocking, Charging (4-23)

Blocking is illegal contact that impedes the progress of an opponent with or without the ball

Charging is illegal personal contact caused by pushing or moving into an opponent's torso

These can be offensive or defensive penalties, involving:

- ♦ **Players and their legal guarding position**
- ♦ **Players moving without the ball**
- ♦ **The player with the ball to push the torso of an opponent to gain an advantage to pass, shoot or dribble**

Blocking, Charging (4-24)

LEGAL:

- ♦ **Extend arms vertically about shoulders**
- ♦ **Use hands to reach to block or slap the ball controlled by dribbler or ball handler**
- ♦ **Use hands and arms in front of face and body to absorb force from and immediate charge from an opponent**

Blocking, Charging (4-24)

ILLEGAL:

- ♦ Use hands, arms, hips and shoulders to force their way through a screen or hold the screener to maintain legal guarding position
- ♦ Use hands on an opponent which inhibits the **freedom of movement** of the opponents or acts in a way to aid to the player stopping and starting
- ♦ Extend arms other than in a position that is not vertical so that it prevents opponent's **freedom of movement**
- ♦ Use hands, forearms to prevent opponent from attacking the ball or when throwing for goal
- ♦ Swinging arms and elbows excessively

Rebounding (4-37)

ILLEGAL:

- ♦ Displace, charge, or push and opponent
- ♦ Extend shoulders, hips, knees or extend the arms or elbows fully or position other than vertically
- ♦ Bend in an abnormal position to hold or displace an opponent
- ♦ Violate the principles of verticality
- ♦ Contact between players in a FT lane spaces prior to the ball contacting the ring

Offensive Concepts



Shooting, Try, Tap (4-41)

Try

- ♦ **For a Field Goal is an attempt to score two or three points by throwing the ball at a team's own basket**
- ♦ **Officials use their judgment to determine when this starts**

Act of Shooting

- ♦ **Begins simultaneously with the start of the try or tap**
- ♦ **Ends when the ball is clearly in flight**

Shooting, Try, Tap (4-41)

Habitual Motion

Try starts with this motion and precedes the release of the ball

Guideline:

Once the dribble is picked up the habitual motion begins

When Does the Try for Goal Start?



Continuous Motion (4-11)

Applies to a try or tap for field goals and free throws

Significance is when a foul is called on a defensive player

- ♦ **Between the interval of the habitual motion movement starts**
- ♦ **Ends when the try or tap is clearly in flight**

When an opponent fouls, the ball handler is allowed to complete the customary movement associated with a try or tap before the ball is in flight

Should We Count This Basket?



Dribble (4-15)

Definition:

- ♦ Intentionally striking the ball with the hand(s)
- ♦ Or pushes the ball to the floor once or several times

The dribble starts by pushing, throwing or batting to the floor before the pivot foot is lifted

Dribble (4-15)

The dribble ends when:

- ♦ Ball comes to rest in one or both hands
- ♦ Dribbler palms/carries the ball allowing it to come to rest
- ♦ Simultaneously touches the ball with both hands
- ♦ Ball touches or is touched by an opponent and causes the dribbler to lose control
- ♦ Ball becomes dead

Pivot (4-33)

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

Find the Pivot Foot



Traveling (4-44)

A player who catches the ball with both feet on the floor may,

- ♦ **Use either foot as pivot foot**
- ♦ **First foot lifted is not pivot foot**

Catching the ball while moving or dribbling, a player may stop and establish a pivot foot

Traveling (4-44)

If the player has ball and both feet off the floor then player lands, simultaneously on both feet: **Either foot may be the pivot foot**

If the player has ball and both feet off the floor then player lands, on foot followed by the other foot: **The first foot to touch is pivot foot**

The Pivot Foot...

- ♦ Once established, the pivot foot cannot be lifted and put back down to the floor
- ♦ Cannot be lifted to start a dribble

Fumble (4-21)

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

If the player is no longer in control of the ball (thus, player control has been lost), no traveling or dribbling violation can occur.

Screen (4-40)

There are two types of screens:

- ♦ In the field of vision
- ♦ Blind

A screener can face any direction

A “Moving screen” is not a foul without contact

The screener must be stationary, except when both (screener and screened player) are moving in the same path and direction

Screen (4-40)

The screener must stay in his/her vertical plane with a stance shoulder width apart

LEGAL:



ILLEGAL:



Fouls & Contact



Incidental Contact (4-27)

There are three types of contact: Incidental, Marginal and Contact which warrants a foul.

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

When 10 players are moving rapidly there is bound to be contact

Basketball is not a non-contact sport

Incidental Contact (4-27)

Contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, even though contact may be severe

Similarly, contact which does not hinder the opponent from normal defensive or offensive movement, should be considered incidental.

Fouls (4-19)

Team Foul

- ♦ Personal or technical foul
- ♦ All team fouls are counted to reach the bonus free throw except indirect technical fouls (since they are already a foul)

Player-Control Foul

A common foul committed by a player while in control of the ball or by an airborne shooter

Fouls (4-19)

Team-control foul

- ♦ Common foul committed by a member of the team that has team control
- ♦ Includes a member of the throw-in team from the start of the throw-in until player control is obtained inbounds
- ♦ Applies mostly on screens, post play or interrupted dribbles
- ♦ Does not apply on try for goals, taps, rebounding or free-throws
- ♦ Starts on a throw-in when the ball is at the disposal of the thrower

Fouls (4-19)

Intentional Foul

- ♦ A personal or technical foul which neutralizes an opponent's obvious advantageous position
- ♦ Contact away from the ball
- ♦ Not making a legitimate attempt to play the ball
- ♦ May or may not be predetermined
- ♦ Are not solely based on severity of contact
- ♦ Should be called if excessive contact is caused by an opponent
- ♦ Contact with the thrower-in
- ♦ Foul goes to offender

Fouls (4-19)

Technical Foul

- ♦ A foul by a non-player
- ♦ A noncontact foul by a player
- ♦ Intentional or flagrant foul while the ball is dead (except foul by an airborne shooter)
- ♦ A **direct technical** charged to head coach of his/her actions
- ♦ An **indirect technical**, charged to the head coach as a result of bench personnel technical foul being assessed to bench personnel

Fouls (4-19)

Flagrant Foul

- ♦ Personal or Technical foul that is considered violent or savage in nature
- ♦ Non-contact technical foul which displays unacceptable in nature
- ♦ May or may not be committed on purpose

If a **personal foul**, a flagrant foul involves but is not limited to a violent contact such as Striking, Kicking or Kneeing

If a **technical foul**, it involves dead ball contact or non-contact which is considered extreme or persistent, vulgar or abusive contact

Fouls (4-19)

Double Foul

- ♦ Fouls committed against each other at the same time (A1 vs. B1)

Simultaneous Foul

- ♦ Fouls by both teams at the same time but not committed by same opponents against each other (A2 vs. B2 and B3 vs. A3)

Multiple Foul

- ♦ Teammates commit fouls against same opponent (A4 & A5 vs. B4)

Violations



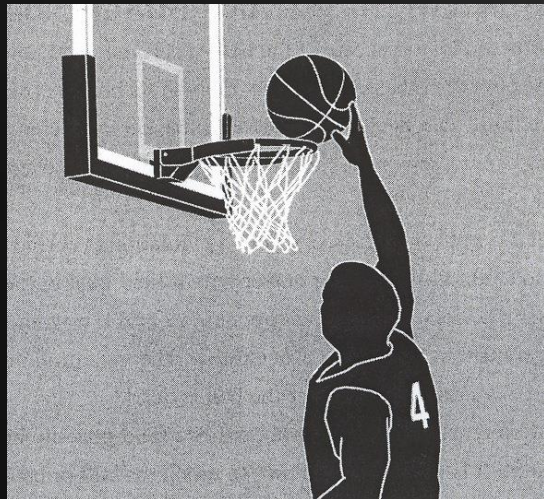
Basket Interference (4-6)

Basket Interference occurs when a player
Touches the ball....

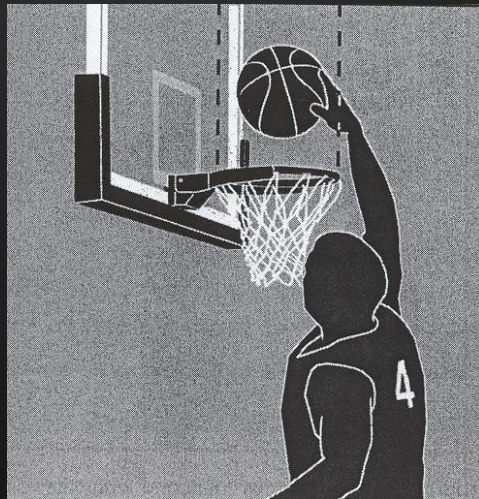
- ♦ or any part of the basket (including the net) while the ball is on or within the basket
- ♦ while any part of the ball is within the imaginary cylinder which has the basket ring as its lower base
- ♦ while reaching through the basket from below

ANY OF THE FOUR IS BASKET INTERFERENCE

Basket Interference (4-6)



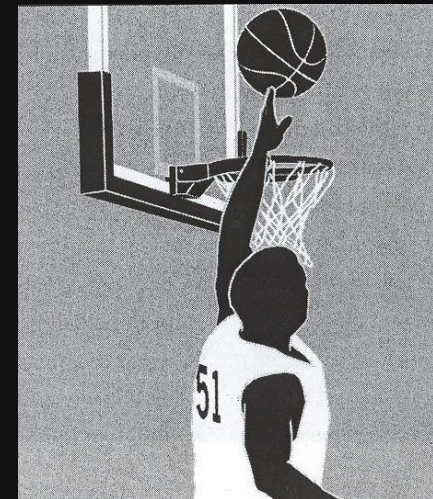
*Contact with
Ball on Rim*



*Inside the
Imaginary Cylinder*



*Touching Net
with Ball on Rim*



*Touching from
within the Ring*

ANY OF THE FOUR IS BASKET INTERFERENCE

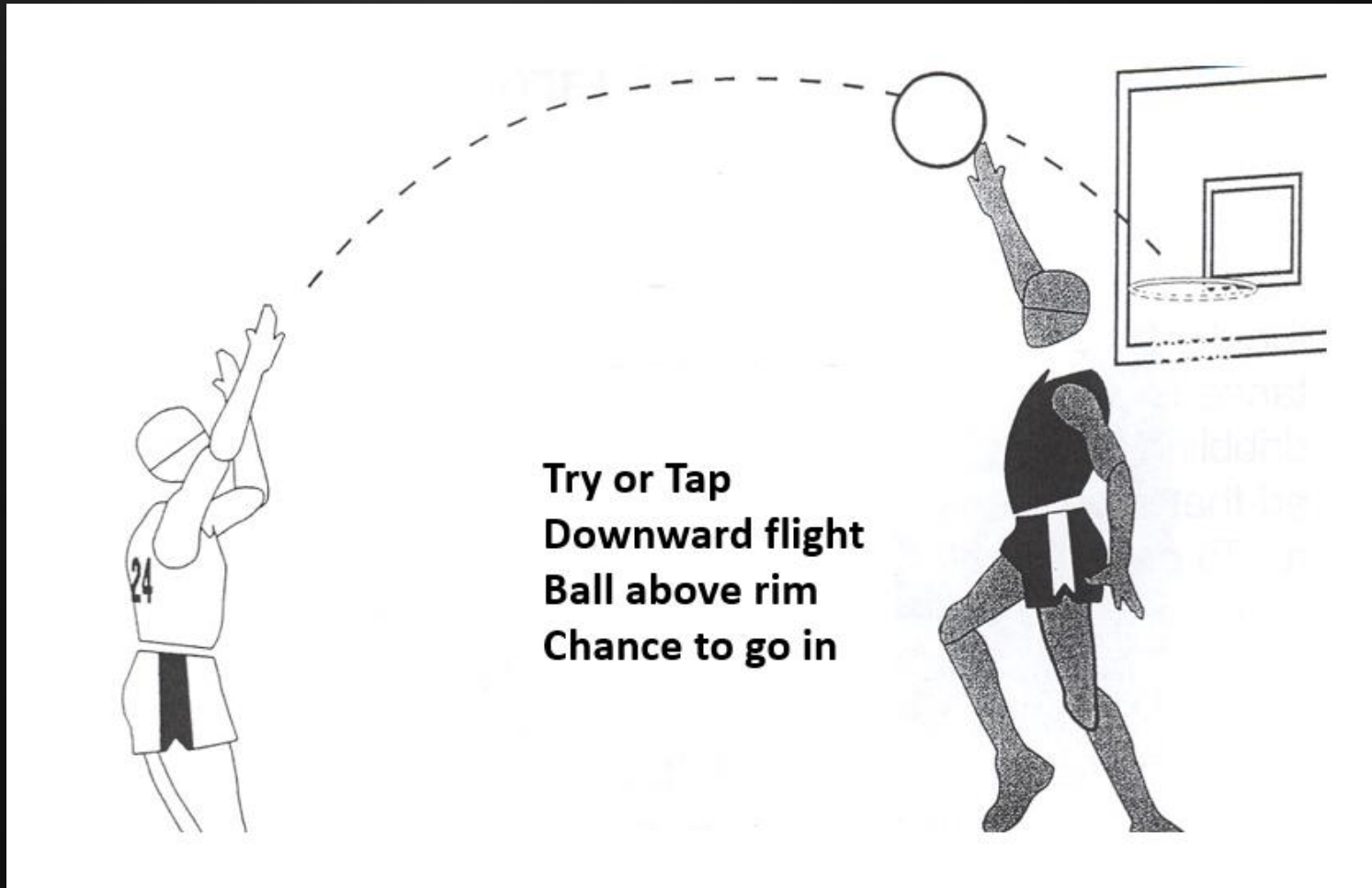
Goaltending (4-22)

- ♦ Takes place during a field goal try or tap
- ♦ Downward flight
- ♦ Ball entirely above the basket ring
- ♦ Possibility to enter the basket during flight

ALL FOUR MUST TAKE PLACE FOR GOALTENDING

Goaltending also occurs during a free throw when an opponent touches the ball outside of the cylinder

Goaltending (4-22)



Terminology



Point of Interruption (4-36)

Method of resuming play do to an:

- ♦ Inadvertent whistle
- ♦ Interrupted game
- ♦ Correctable error
- ♦ Double personal foul
- ♦ Double technical foul
- ♦ Simultaneous foul

Point of Interruption (4-36)

Play resumes...

- ♦ With a throw-In to the team in control when the interruption took place at the nearest spot of to where the ball was located
- ♦ With a free throw when the interruption occurred during the activity or if the team is entitled to such
- ♦ With a jump ball or AP throw-in when the game is interrupted and neither team is in control, or no goal is scored on a try

Resumption of Play (4-38)

Method of putting the ball in play to prevent a delay in putting the ball in play

Used when a team does not make a thrower available or following a timeout or intermission

The procedures results in a violation instead of technical foul for initial delay

Warning for Delay (4-47)

Throw-in plane violations

Huddle by either team and contact with free thrower

Interfering with a ball following the goal

Failure to have court ready following time-out

A second warning in any of these categories results in team technical foul, even if a different delay of game reason took place earlier

ANY
QUESTIONS?

