

Focus on the Rules



Rule 8: Free Throw – The Basics

Free Throw Administration
Mechanics
Violations

Free Throw Administration

- The free throw starts when the ball is at the disposal of the free throw shooter. The free throw ends when the attempt concludes.
- If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy the marked spaces.

Who Can Shoot?

- Like other fouls, free throws awarded for Intentional and Flagrant fouls are to be shot by the offended player.
- If a player cannot shoot an awarded free throw due to injury or disqualification, his/her substitute shall attempt the free throw.
- Technical foul free throws may be attempted by any player of the offended team.

How do we Shoot them?

 If there are both a personal foul and a technical foul free throws awarded, the tries shall be attempted in order in which the related fouls occurred. If the last try is for a single technical foul, or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

Free Throw Lineup

The first marked space between the block and the endline shall be vacant.

- Team B (the team without the ball) must occupy both spaces above the lower block.
- A maximum of 4 defensive and 2 offensive players are allowed on the lane line.
- All other players must be above the 3-point line and above the free throw lane line.



Maximum Lineup Configuration



- First marked space is vacant.
- Team B (the team without the ball)
 <u>must</u> occupy both spaces above the lower block.
- Maximum of 4 defensive and 2 offensive players on the lane line.
- Others must be above the 3-point line and above free throw line.

If Team A vacates their spaces



Team B (the team without the ball) may slide down to the next available open space if they wish. This is optional and not required.

Team B <u>must</u> still occupy both spaces above the lower block.

 Others must be above the 3-point line and above free throw line.

If Team B vacates their spaces



Team A (the team with the ball) cannot add any more players to the marked lane spaces, as the maximum number they can have in the marked lane spaces is two.

Team B <u>must</u> still occupy both spaces above the lower block.

 Others must be above the 3-point line and above free throw line.

If both teams vacate their spaces



 Team B (the team without ball) <u>must</u> occupy both spaces above the lower block.

 Others must be above the 3-point line and above free throw line.

Free Throw Mechanics

The Lead Official:

Signals to players what kind of free throw has been awarded.

Administers all free throws.

Chops the clock during the throw-in after made free throws.

Free Throw Mechanics

The Trail Official:

- Signals to the table what kind of free throws are awarded.
- Has the 10 second count responsibility.
- Watches the shooter after the release.
- Is aware of players not on the lane.
- Closes down on live shot attempts.
- Chops the clock on live attempts.

Basic Free Throw Coverage

Trail Official

- Table Side (two person mechanics).
- Has free throw shooter.
- Has the two highest positions opposite the lane line.

Lead Official

- Opposite Table (two person mechanics).
- Has first player closest to the lead and all players opposite the lane line.

Free Throw Mechanics Responsibility



Trail Official

- ***** Table Side (two person mechanics).
- ✤ Has free throw shooter.
- Has the two highest positions opposite the lane line.

Lead Official

- Opposite Table (two person mechanics).
- Has first player closest to the lead and all players opposite the lane line.

All Officials are Responsible

- Know the correct amount of free throws awarded.
- Make sure all players are lined up properly.
- If anything looks wrong: Stop and get it corrected before anything is started.
- Call the obvious violations.
- Know the clock status before we shoot.

Free Throw Restrictions



Free throw restrictions apply to players in the marked lane spaces until the ball is released by the free thrower; and for the freethrower or players outside of marked lane spaces until the ball touches the ring or backboard or the free throw ends.



Free Throw Provisions

Rule 9-1-3 -- After the ball is at the disposal of the free throw shooter:

(a) The shooter has 10 seconds to attempt FT;

(b) The FT shooter shall not fake a try;

(c) No opponent shall disconcert the shooter;

(d-e-f-g) Rules for players in marked spaces and entry to the lane/arc by players not in marked spaces are defined.



If team B does not occupy both spaces above the lower block, then it is a violation on Team B.

If team A occupies the spaces above the lower block, it is a violation on Team A.

If the violation is by the free thrower's opponent and the try is successful, the goal counts and the violation is disregarded.

If the violation is by the free thrower's opponent and the try is not successful, a substitute free throw is awarded.

If the first or only violation is by the free thrower or a teammate, the ball becomes dead immediately and no point can be scored by that free throw.

If the violation occurs on the last free throw attempt, which is not a technical, intentional or flagrant foul, the ball is awarded to the non-shooting team for a throw-in.

If there are simultaneous violations by both teams, the ball is dead and no points can be scored.

If there is a violation first by the free thrower's opponent and then by the free thrower or a teammate and both players are in marked lane spaces, the first violation is penalized and the second violation is ignored.

If team B does not occupy both spaces above the lower block, then it is a violation on Team B.

If team A occupies the spaces above the lower block, it is a violation on Team A.

Violations by the defensive team result in a substitute free throw to the shooting team if the free throw is not successful.









