

# CLEAR LAKE BOYS BASKETBALL

## Common Misunderstood Basketball Rules

1. **Traveling**-To start a dribble, the ball must be released before the pivot foot is lifted. If the pivot foot is lifted (accidentally or on a pass or shot), it is not a travel until the foot returns to the floor. Steps taken during a dribble are not traveling. It is IMPOSSIBLE to travel during a dribble. A player may slide on the floor while trying to secure a loose ball until their momentum stops. At that point, a player cannot rollover but the player can sit up if lying flat on their back. A player securing the ball on the floor may not stand up unless they start a dribble. A player in this situation may also pass, shoot, or call a timeout.
2. **Fumble**-During a fumble, a player is not in control of the ball and cannot be called for traveling. A fumble is the accidental loss of player control when the ball is unintentionally dropped or slips from the players' grasp. After a player has ended a dribble and fumbled the ball, that player may recover the ball without violating. Any steps taken during the recovery of a fumble are not traveling, regardless of how far the ball goes and the amount of advantage that is gained. It is always legal to recover a fumble; even at the end of the dribble. However, that player cannot begin a new dribble which would be a double dribble violation. A player who fumbles the ball when receiving a pass may legally start a dribble.
3. **Carrying**-Carrying is when a player gains an advantage when the ball comes to rest in a player's hand that is palm up and the player either travels with the ball or dribbles a second time. There is no restriction as to how high a player may bounce the ball provided the ball does not come to rest in a player's hand.
4. **Throw In**- A player has five seconds to release the ball on a pass onto the court. A player inbounding the ball may step on but not over the line. During a designated spot throw in, the player inbounding the ball must keep one foot on or over the **three-foot wide designated spot** which is essentially one step to the left and one step to the right. If a player moves outside the three-foot wide designated spot, it is a violation, not travelling. An inbounding player is allowed to jump or move one or both feet. A player inbounding the ball may move backward as far as space allows. In gymnasiums with limited space outside the sidelines and end lines, a defensive player may be asked to step back no more than three feet.
5. **Throw In 2**- The defender may not break the imaginary plane during a throw in. If the defender breaks the imaginary plane during a throw in, the defender's team will receive a delay of game warning. Any subsequent violations will result in a team technical foul for delay. If the defender contacts the ball after breaking the imaginary plane, it is a player technical foul and a team warning will be recorded for delay of game. If the defender fouls the inbounding player after breaking the imaginary plane, it is an intentional personal foul and a team warning will be recorded for delay of game. The inbounding player does not have an imaginary plane restriction, but has five seconds to release the ball and it must come directly onto the court. The ball can always be passed into the backcourt during a throw in. This situation is not a backcourt violation.
6. **Throw In 3**- During a throw in, even under a team's own basket, if the throw in is deflected, tipped, or batted by an offensive player in the frontcourt to an offensive player in the backcourt; or after a missed field goal attempt or a missed foul shot attempt, if the ball is deflected, tipped, or batted by an offensive player in the frontcourt to an offensive player in the backcourt; these are not backcourt violations. In both cases, team control where a player is holding or dribbling the ball in bounds has not been established.
7. **Backcourt**- During a throw in or jump ball, any player may legally jump from his or her frontcourt, secure control of the ball with both feet off the floor, and return to the floor

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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 the backcourt. These situations are not backcourt violations. If the offensive team is in the frontcourt, a player must have established frontcourt status with one foot prior to securing the ball on a pass or it is a backcourt violation.

8. **Ten Second Count**- A ten second count continues when the defense deflects or bats the ball in the backcourt. When a dribbler is advancing the ball into the frontcourt, the ball maintains backcourt status until both feet and the ball touch entirely in the frontcourt.
9. **Air ball**- The shooter can retrieve their own air ball if the referee considers it to be a shot attempt. The release ends team control. It is not a violation for that player to start catch their air ball and begin another dribble. When an airborne player keeps control of an attempted shot that is blocked and is unable to release the ball and returns to the floor with it, that player has not traveled; it is a jump ball.
10. **Establishing Inbound Status**-If a player's momentum carries them off the court, they can be the first player to touch the ball after returning inbounds. That player must not have left the court voluntarily and must immediately return inbounds. That player must have something in (one foot) and nothing out. It is not necessary to have both feet back inbounds.
11. **Fouls**- The mere fact that contact occurs does not constitute a foul. Incidental contact is contact with an opponent which is permitted and does not constitute a foul. Contact, which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive moves, should not be considered illegal even though the contact may be severe. Contact which does not hinder an opponent from participating in normal defensive or offensive movements should be considered incidental. Intentional contact such as a push or jumping on a player in an effort to reach a loose ball is illegal.
12. **Fouls 2**- Reaching in is not a foul. The term is nowhere to be found in any rulebook. There must be contact to have a foul. The mere act of reaching in is nothing. If contact does occur, it is a holding, hitting, or an illegal use of hands foul. When a player in an attempt to stop the clock, does not make a legitimate play for the ball, the foul is an intentional foul. Over the back is not a foul. The term is nowhere to be found in any rulebook. There must be contact to have a foul. A taller player may often be able to get a rebound over a shorter player, even if the shorter player has good rebounding position. If the shorter player is displaced, then a pushing foul must be called. A rebounding player, with an inside position while boxing out, is not allowed to push back or displace an opponent which is a pushing foul.
13. **Fouls 3**- A defensive player does not have to remain stationary to take a charge. A defender may turn away or duck to absorb contact provided he or she has already established legal guarding position. **Legal guarding position** is both feet on the playing court and facing the opponent. The defender can always move backwards or sideways to maintain a legal guarding position and may even have one or both feet off the playing court (in the air) when contact occurs. That player may legally rise vertically (in the air). If the defender is moving forward, then the contact is caused by the defender which is a blocking foul.
14. **Fouls 4**- The hand is considered part of the ball when the hand is in contact with the ball. This includes holding, dribbling, passing, or even during a shot attempt. Striking a ball handler or a shooter on that player's hand that is incidental to an attempt to play the ball is not a foul no matter how loud it sounds or how much it hurts.
15. **Illegal Screens**-Contact must occur for an illegal screen offensive foul. If a blind screen is set on a stationary defender, the defender must be given one normal step to change direction and attempt to avoid contact. If a screen is set on a moving defender, the

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defender gets a minimum of one step and a maximum of two steps depending on the speed and distance of the defender.

16. **Free Throws-** On free throws, there is a maximum of two offensive players and four defensive players in the six marked lane spaces. The defense must be in both bottom spaces on all free throws. Players in the marked lane spaces may enter the lane when the ball is released by the free thrower. A player occupying a marked lane space may not enter the free throw semicircle or make contact with the free thrower until the ball touches the ring. Excessive contact on the free thrower is considered a foul. A player, who does NOT occupy a marked lane space, must have their feet behind the three point line and above the vertical plane of the free throw line extended. The free throw shooter may not enter the lane and players above the three point line may not enter inside the three point line until the ball touches the ring. During a free throw, no opponent, including bench personnel, may disconcert the free thrower.
17. **Three Seconds-**The intent of the three second rule is to not allow an offensive player to gain an advantage. **Referees will not call this violation if the player is not gaining an advantage.** There is no three second count between the release of a shot and the control of a rebound at which time a new count starts. There is no three second count during a throw in or when the ball is in the backcourt. Allowance shall be made for a player, who having been in the restricted area for less than three seconds and receives the ball, dribbles in or moves immediately to try for goal.
18. **Closely Guarded Five Second Count-** The closely guarded rule is in effect in the frontcourt only when a defender is within six feet of the ball handler. Up to three separate five-second counts may occur on the same ball handler and the ball handler can have possession of the ball for up to twelve seconds; holding for 4 seconds, dribbling for 4 seconds, and holding for 4 seconds. The count continues even if defenders switch. The five second count ends when a dribbler gets his or her head and shoulders ahead of the defender.
19. **Kicking/Fist-** Kicking the ball is intentionally striking it with any part of the leg or foot. An unintentionally kicked ball is never illegal regardless of how far the ball goes and who recovers it. It is also illegal to hit the ball with a fist.
20. **Jump Ball-**The jumpers can touch the ball twice. Players are not allowed in the circle until the ball is touched. The jumpers are not allowed to secure the ball until the jump ball ends. The jump ball ends when the ball touches the floor, a player, an official, or the basket.
21. **Backboard-**The front, top, sides, and bottom of the backboard are all in bounds. The ball cannot pass over a rectangular backboard from either direction. The back of a backboard is out of bounds as well as the supporting structures.
22. **Basket Interference-**A player cannot touch the ball, ring, or net while the ball is touching the ring or within the basket. A player cannot touch the ball if it is in the imaginary cylinder above the ring. These are examples of basket interference. It is legal to touch the ring or the net if the ball is above the ring and not touching the ring, even if the ball is in the imaginary cylinder above the ring. It is legal to hang on the ring if a player is avoiding an injury to himself or herself or another player.
23. **Goaltending-**The backboard has nothing to do with goaltending. Goaltending is contacting the ball on its downward flight above the level of the rim with a chance to go in. On most layups, the ball is going up after it contacts the backboard. It is legal to pin the ball against the backboard if it still on the way up and not in the imaginary cylinder above the basket. Slapping the backboard is neither basket interference nor is it goaltending and points cannot be awarded. A player who strikes a backboard so forcefully that it cannot be ignored because it is an attempt to draw attention to the player, or a means of venting frustration, may be assessed a technical foul. When a

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player simply attempts to block a shot and accidentally slaps the backboard it is neither a violation nor is it a technical foul.

24. **Time Out-** The head coach may request and be granted a timeout if a player is holding the ball, dribbling the ball, or during a dead ball period. A player saving the ball in the air can ask for and be granted a timeout even if that player is going out of bounds. The key is whether or not the player has control of the ball.
25. **Referee-**Officials are not required to explain judgment calls, but they may explain some calls if approached by the head coach in a respectful manner. Officials do not make calls that decide the outcome of a game. Players commit fouls and violations. Officials view those infractions, judge the action, and then apply the rules of the game to what they viewed. The rules then determine the penalty. Officials are on the court to be the only unbiased arbiters of the game. Officials are not concerned with who wins or loses, but only fairness and safety. Everyone else in the gym cares about winning, and therefore cannot look at the game objectively.