

# IAABO Board #20

## 2015 Referee Class

Live ball, Control, Jump ball, Time outs



**LIVE BALL**

## 6-1 Live Ball

The game and each extra period shall be started by a **jump ball** in the center restraining circle.



# Live Ball

On a jump ball, the ball become live when:



When the tossed ball leaves the official's hand



# Live Ball

On a throw-in, the ball become live when:



It is at the disposal of the thrower

# Live Ball

On a free throw, the ball become live when:



It is at the disposal of the free thrower

# 6-1 Live Ball

After a dead ball, the only way to get the ball live is to resume play by:



**Jump ball**  
in the  
center restraining circle



**Throw in**



**Free Throw**

**DISPOSAL**



## 4-4 Ball Location, At Disposal

A ball is at the disposal of a player when it is:  
handed to by a thrower or a free thrower



Not at disposal



At disposal

## 4-4 Ball Location, At Disposal

A ball is at the disposal of a player when it is:  
caught by a player after it is bounced to him/her



She does not quite  
have disposal yet.

She must have control.



## 4-4 Ball Location, At Disposal

A ball is at the disposal of a player when it is:  
placed on the floor at the spot



4-4 Ball Location, At Disposal  
A ball is at the disposal of a player when it is:  
available to a player after a goal



**DEAD BALL**



# 6-7 Dead Ball

The ball becomes dead, or remains dead, when:



**A Foul occurs**



**A Violation occurs**



**Held Ball occurs**



**Quarter Ends**

# 6-7 Dead Ball

The ball becomes dead, or remains dead, when:



A goal is made



A Free throw which is to be followed by another free throw.



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



# Player Control/ Team Control





**CONTROL**

# 4-12 Control, Player, Team

A player is in **control of the ball** when:



**Holding** a live ball



**Dribbling** a live ball

# 4-12 Control, Player, Team

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,



# 4-12 Control, Player, Team

There is **NO player control**  
During an **interrupted dribble**.

An interrupted dribble occurs when:  
the ball is loose after deflecting off  
the dribbler or after it gets away from  
the dribbler.



# 4-12 Control, Player, Team

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**.



# 4-12 Control, Player, Team

A **team** is in control of the ball:



During an **interrupted dribble**.



When a player has **disposal** for a throw-in



# 4-12 Team Control

Team control continues  
**until:**

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



# 4-12 Control, Player, Team

While the ball remains live a LOOSE ball always remains in control of the team whose player last had control.



EXCEPTION: It is a try or tap for goal.



# 4-12 Control, Player, Team

Team control does not exist during a jump ball or the touching of a rebound.



# 4-12 Control, Player, Team

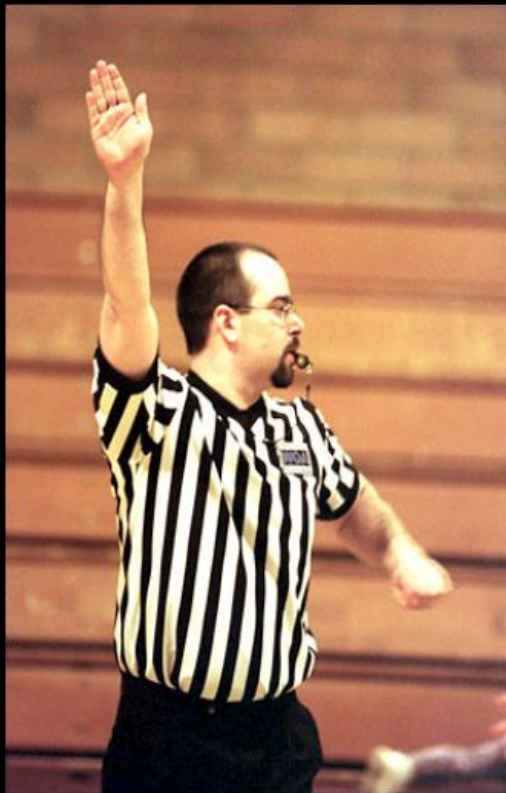
Team control is re-established when a player secures control.





# 4-12 Control, Player, Team

Neither team control nor player control exists during:



A dead ball



A jump ball



When the ball is in flight during a try or tap for goal.

# Starting the Game





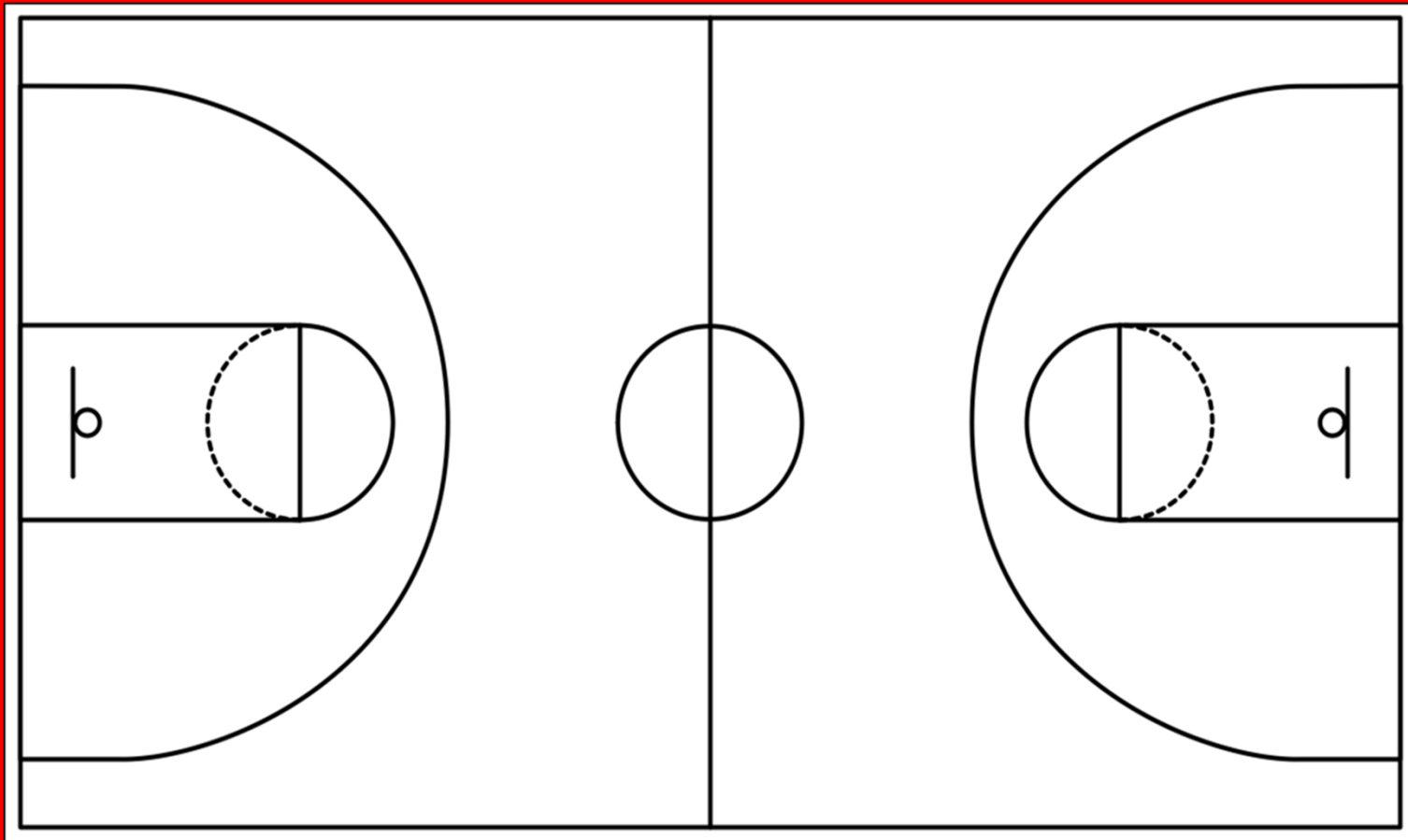
A team's own basket is the one into which its players try to throw or tap the ball.

Visitors Bench

table



Home Bench



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

Visitors Bench

table

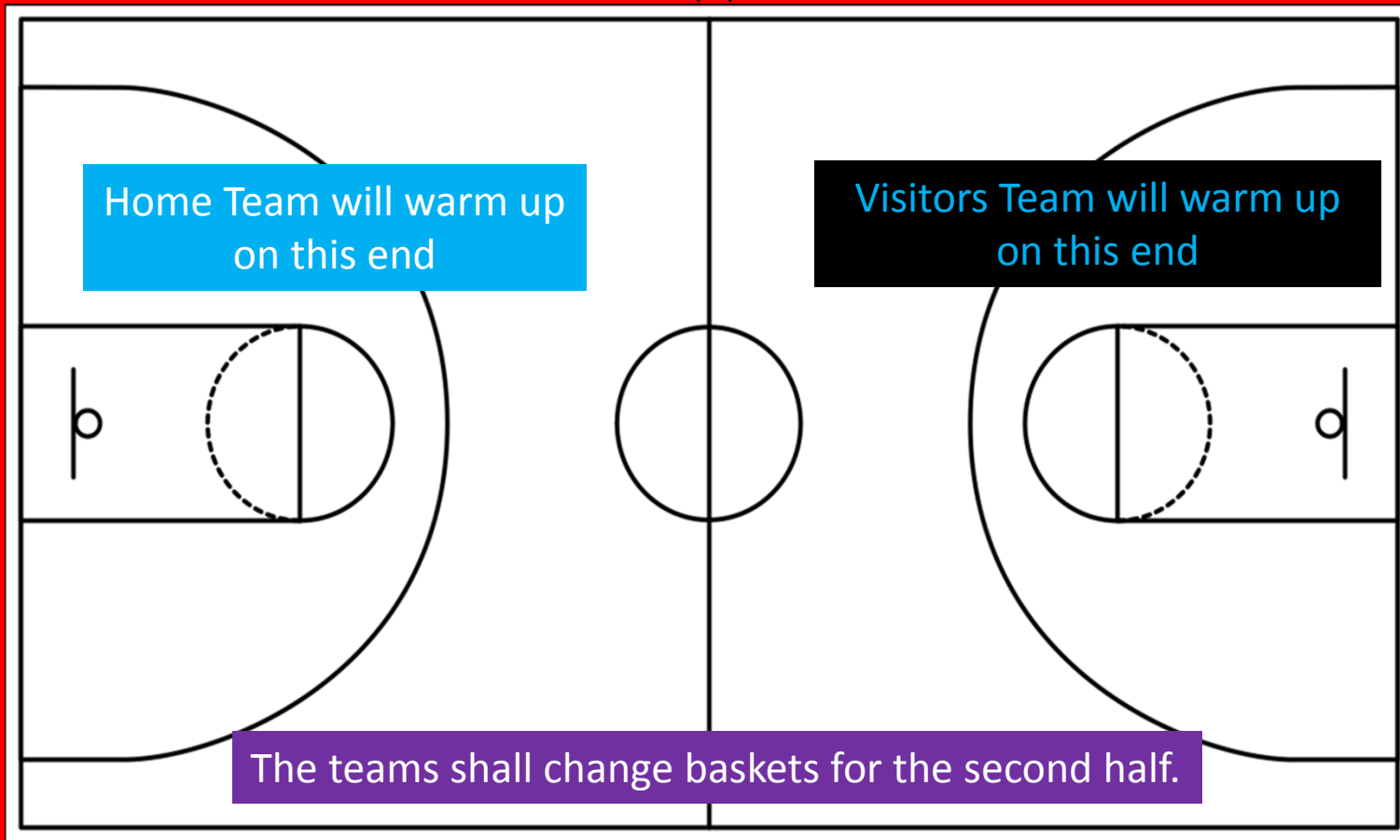
Home Bench



Home Team will warm up on this end

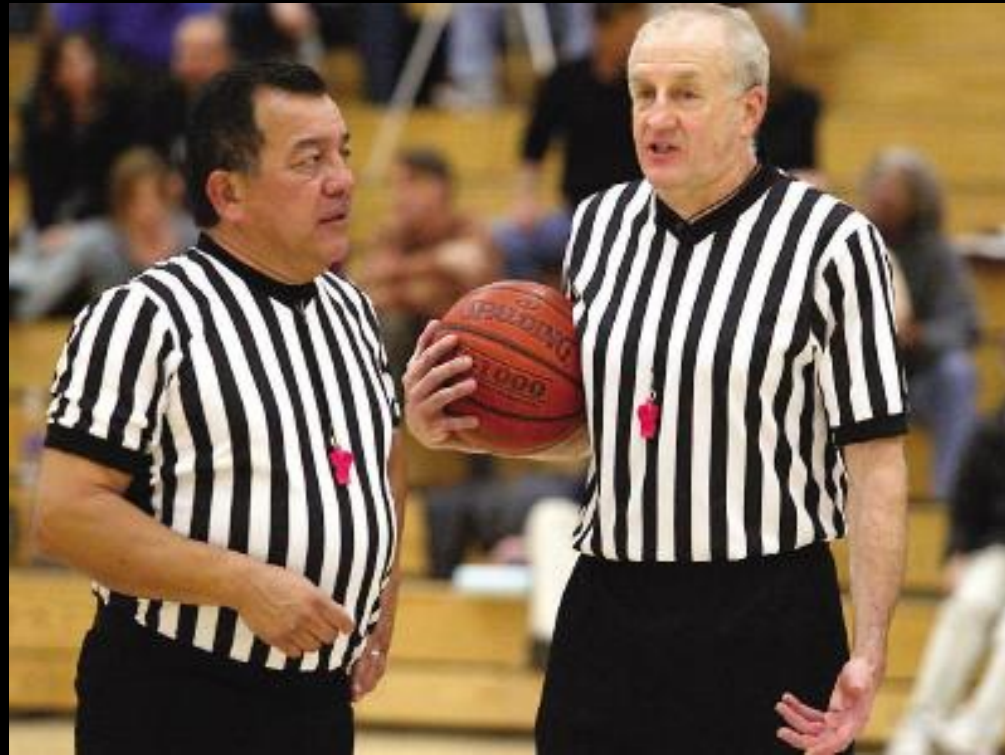
Visitors Team will warm up on this end

The teams shall change baskets for the second half.



## 4-5 Basket, Choice

If officials mistakenly permit a team to go the wrong direction, when discovered all points scored, fouls committed, and time consumed shall count. Just resume play going the right direction.





## 6-2 Starting Game/Quarter

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.



## 6-2 Starting Game/Quarter

To start the second, third and fourth quarters, the ball shall be put in play by a throw-in under the alternating-possession procedure at the division line opposite the table.



# Jump Ball





# 4-28 Jump Ball

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.



# 7-3 Causing the Ball to go Out of Bounds - Simultaneously

If the ball goes out of bounds and was last touched simultaneously by two opponents, before the alternating-possession procedure has been established:

- Play shall resume by a jump ball between the two opponents that last touched the ball.



# 4-28 Jump Ball

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





# 4-28 Jump Ball

The jump ball BEGINS when the ball leaves the referee's hand(s)



# 4-28 Jump Ball

The jump ball ENDS when the touched ball contacts a:



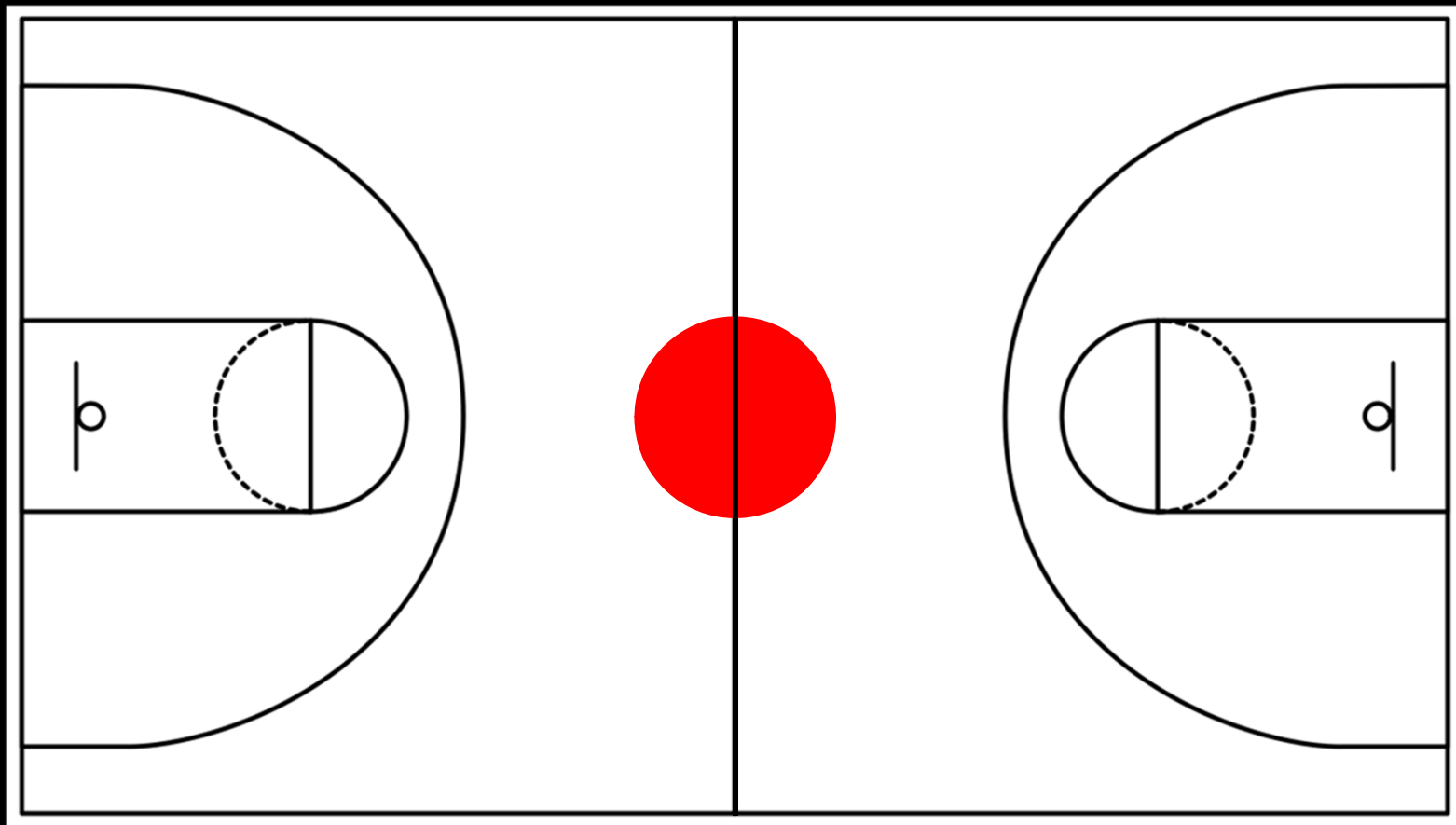
Non-jumper

Floor

Basket or Backboard

# 6-3 Jump Ball Administration

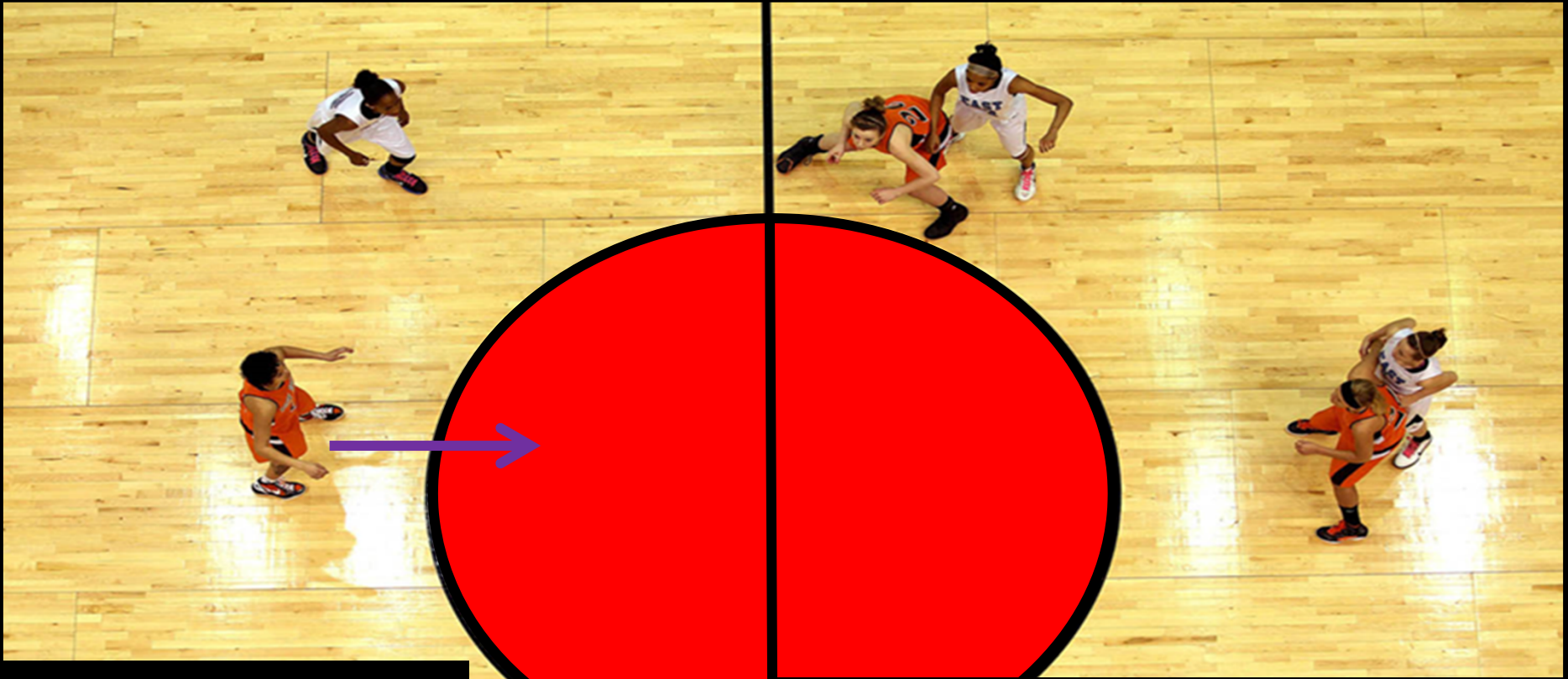
Each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.





# 6-3 Jump Ball Administration

When the official is ready and until the ball is tossed,



Non-jumpers shall NOT:  
**Move onto** the center  
restraining circle

Non-jumpers shall NOT:  
Change position **around** the center  
restraining circle.

# 6-3 Jump Ball Administration

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



## 6-3 Jump Ball Administration

The toss shall be to a height greater than either of them can jump so that it will drop between them.





# 6-3 Jump Ball Administration

Until the tossed ball is touched by one or both jumpers, non-jumpers shall not:

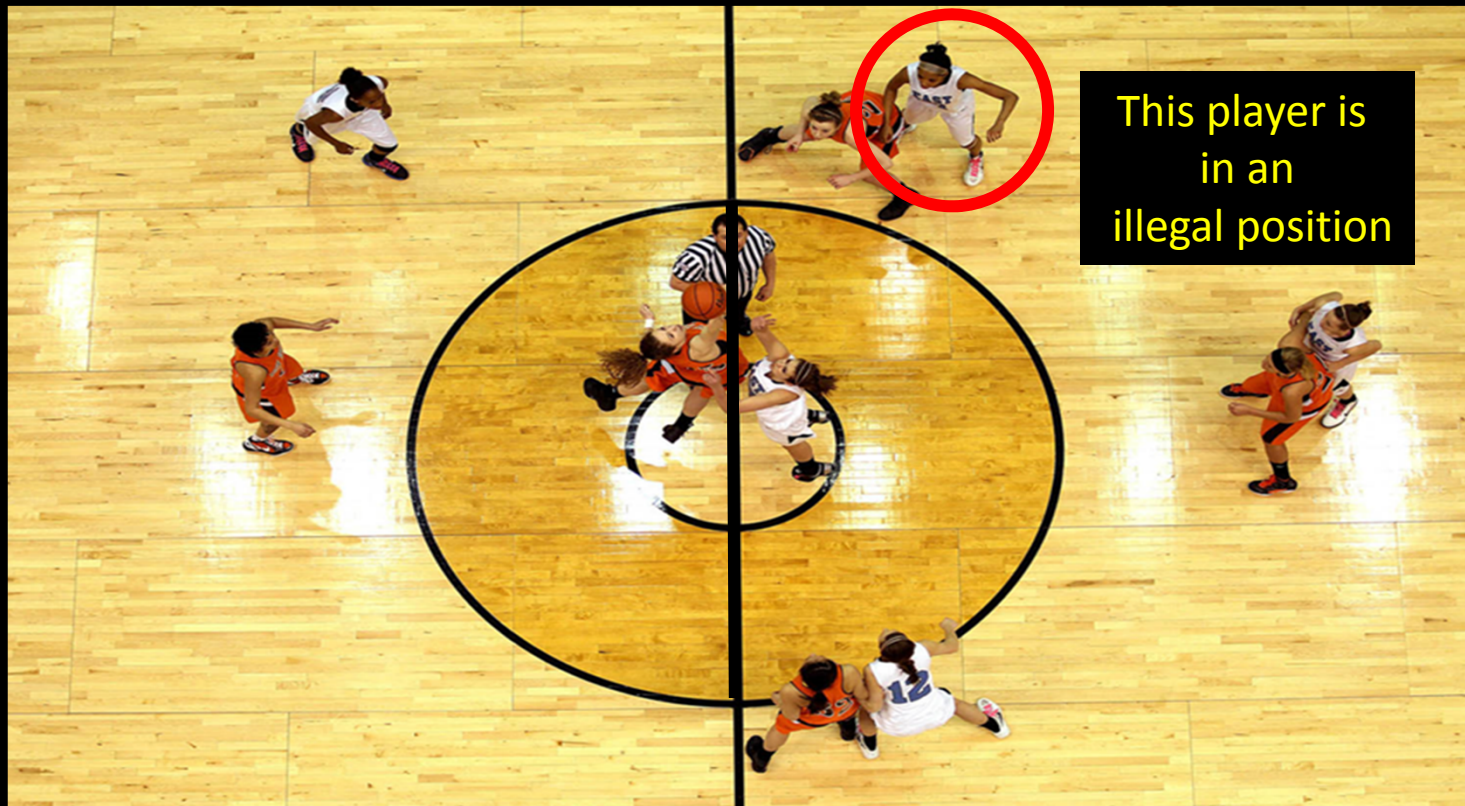
- Have either foot break the plane of the center restraining circle.



# 6-3 Jump Ball Administration

Until the tossed ball is touched by one or both jumpers, non-jumpers shall not:

- Take a position in any occupied space.



## 6-3 Jump Ball Administration

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 re-toss.



# 6-3 Jump Ball Administration

Neither jumper shall:

- Touch the tossed ball before it reaches its highest point.



# 6-3 Jump Ball Administration

Neither jumper shall:

- Leave the center restraining circle until the ball has been touched.



# 6-3 Jump Ball Administration

Neither jumper shall:

- Catch the jump ball.





# 6-3 Jump Ball Administration

Neither jumper shall:

- Touch the ball more than twice.



Once



Twice



Not three times

# 6-3 Jump Ball Administration

The jump ball and the restrictions in 6-3-7 END when the touched ball contacts:

One of the eight non-jumpers



The basket  
or  
backboard

An official

The floor

# 6-3 Jump Ball Administration

## NOTES:

- A jumper does not have to face their own basket, provided they are in the proper half of the circle.
- A jumper is not required to jump or attempt to touch the ball.





# 6-3 Jump Ball Administration

If neither jumper touches the ball, it should be tossed again with both jumpers being order to jump and try to touch the ball.



## 5-9-2 Re-Starting the Clock

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

This official  
will chop in  
time



# 9-6 Jump Ball Violation

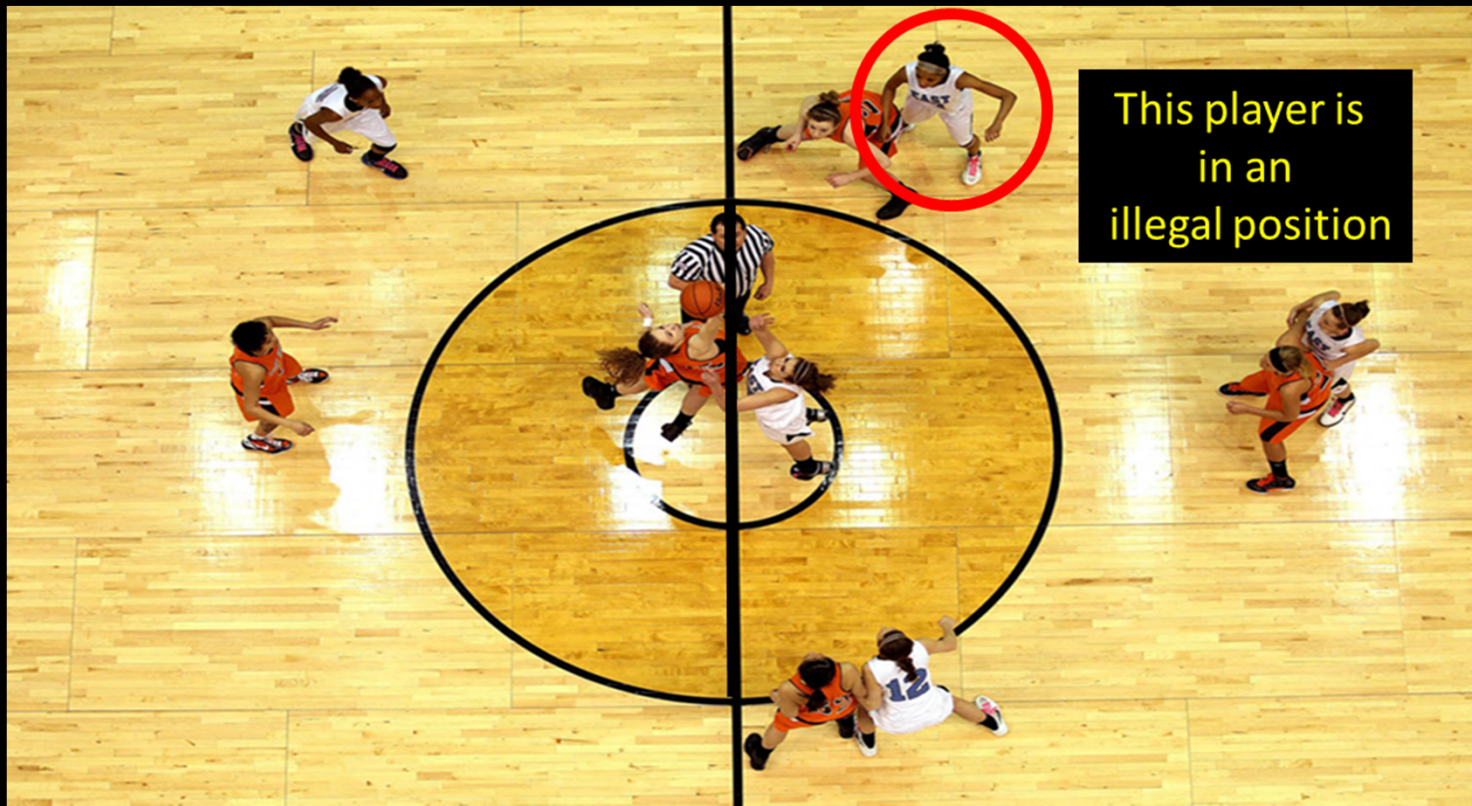
A player shall not violate any provision of the jump ball. The toss shall be repeated if both teams simultaneously commit violations during the jump ball or the referee makes a bad toss.





# 9-6 Jump Ball Violation

Penalty for violation on jump ball: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated OOB spot nearest the violation.



HELD BALL

# 4-25 Held Ball

Occurs when:

- The opponents have their hands so firmly on the ball that control cannot be obtained without **undue roughness**.





# 4-25 Held Ball

Occurs when:

- An opponent places their hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.



# Setting the Arrow



# 1-16 Possession Arrow

A **visible display** shall be located at the scorer's and timer's table **to indicate team possession** for the alternating-possession procedure.





# 4-2 Alt. Possession and Arrow

## Alternating Possession:

- The method of putting the ball in play by a throw-in as outlined in 6-4



## 4-3 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:

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



# 4-3 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:

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





## 4-3 Setting Direction of Initial Arrow - cont.

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

- The ball is placed at the disposal of the thrower after:
  - A violation during or following the jump before a player secures control.



## 4-3 Setting Direction of Initial Arrow - cont.

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

- The ball is placed at the disposal of the thrower after:
  - ▣ The free throws for a noncommon foul.



## 4-3 Setting Direction of Initial Arrow - cont.

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

- The ball is placed at the disposal of the thrower after:
  - ▣ A common foul before the bonus free throw is in effect.





# Time Outs



# 5-8 Time out, Stopping Play

Time out occurs and the clock, if running, shall be stopped when an official **signals**:



A foul



A held ball

# 5-8 Time out, Stopping Play

Time out occurs and the clock, if running, shall be stopped when an official **signals**:



A violation



A time out



# 5-8 Time out, Stopping Play

Time out occurs and the clock, if running, shall be stopped when an official stops play:



Because of an injury as in 3-3-6, 7.



To confer with the scorer or timer.



# 5-8 Time out, Stopping Play

Time out occurs and the clock, if running, shall be stopped when an official stops play:

- ❑ Because of unusual delay in getting a dead ball live.
- ❑ For any other situations or any emergency.



# 5-8 Time out, Stopping Play

Time out occurs and the clock, if running, shall be stopped when an official:

- Grants a players/head coach's oral or visual request for a time-out.



Such a request being granted only when:

- The ball is in control or at the disposal of a player of his/her team.
- 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.

# 5-8 Time out, Stopping Play

Time out occurs and the clock, if running, shall be stopped when an official:

- Responds to the scorer's signal to grant a coach's request that a correctable error, as in 2-10, or a timing, scoring, or alt. possession mistake be prevented or rectified.



The appeal to the official shall be presented at the scorer's table where a coach of each team may be present.



# 5-11 Charged Time-out

If no correction is made – regardless of the amount of time consumed. Only ONE 60-second time-out is charged (or one 30-second time-out, if that is the only type of time-out remaining)



If, the error or mistake is prevented or rectified,  
there will be no-time out charged.

# 5-11 Charged Time-out

No time-out is charged:

- If, in 5-8-3 the player's request results from displaced eyeglasses or lens.



# 5-11 Charged Time-out

The 60-second time-out conference with team members shall be conducted within the confines of the time-out area.

- A **warning signal** for teams to prepare to be ready to resume play is sounded with **15 seconds** remaining.



Such a time-out shall NOT be reduced in length unless both teams are ready to play before the time-out is over.

# 5-11 Charged Time-out

A single 30-second charged time-out shall not exceed 30 seconds.

- ❑ Players **shall remain standing** within the confines of the time-out area during a 30-second time-out.
- ❑ A **warning signal** for teams to prepare to be ready to resume play is sounded with **15 seconds** remaining.



No on-court entertainment should occur during this time.



# 5-12 Time-Out Excessive, Successive



Each team gets  
3- 60 sec. time outs  
during a regulation game



Each team gets  
2-30 sec. time outs  
during a regulation game

# 5-12 Time-Out Excessive, Successive

Each team is entitled to one additional 60-second time-out during each extra period.



Unused time-outs accumulate and may be used at any time.

# 5-12 Time-Out - Excessive

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.

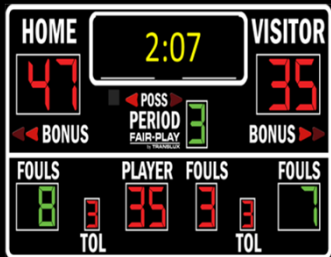


Penalty – Team Technical

- Two free throws and ball for throw-in at the division line
- Counts toward team foul count

# 4-43 Time-out

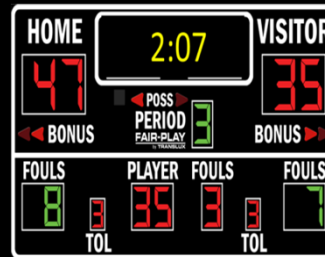
A **successive time-out** is one which is granted to either team before the clock has started following the previous time-out.



Clock stopped for  
First time out



Time out



Clock doesn't  
start



Coach/player asks for  
time out

This is the  
Successive Timeout



# 5-12 Time-Out - Successive

Successive time-outs shall NOT be granted after expiration of playing time for the fourth quarter or any extra period



# 5-12 Time-Out - Successive

A time-out shall NOT be granted until have the ball has become live to start the game.



# 5-12 Time-Out - Successive

The additional 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).



# THE END

