

2019 SCBOA Basketball Rules & Mechanics Exam

Use a #2 pencil to **COMPLETELY** fill in the correct answer.

To change your answer **ERASE COMPLETELY & CLEANLY** and mark again. Make no extra marks on the answer sheet; they may be picked up as incorrect answers.

Answers are either TRUE or FALSE = A or B (on the answer sheet)

Example: [==] [B] [C] [D]

Follow the instruction and properly mark your answer sheet!

1. In dealing with an unruly fan, the official shall directly approach the fan and order them to leave the gym.
2. Music may be played during the game at any time if both coaches agree.
3. Rolling or folding of the shorts at the natural waistband shall not be permitted under any circumstance.
4. When a team control foul is ruled, free throws are not awarded because team control fouls do not result in awarded free throws even if the team is in the bonus.
5. During a timeout players are considered to be bench personnel.
6. The ball becomes dead immediately if, while A1's try is in flight, A2 swings his/her elbows excessively without making contact.
7. Successive time-outs should not be granted after the expiration of playing time for the fourth quarter or any extra periods.
8. Each quarter begins when the clock properly starts.
9. Team B is leading by 2 points late in the game when A1 is fouled as the horn sounds Team A isn't in the bonus but A1 is erroneously awarded a bonus free throw situation. A1 makes both free throws to tie the score. Team B controls the jump ball to start the overtime period and scores, making it Team B 64-Team A 62. Before the ball is live after the score, the error of awarding free throws is discovered and corrected. Ruling: The referee rules the game over, and Team B is the winner.
10. A1 dives for a loose ball and slides after gaining control of the ball on the floor. Ruling: This is a traveling violation.
11. Only the referee can decide whether a goal shall count if the officials disagree.
12. Both free throws awarded for a single technical foul must be attempted by the same player.
13. A1 is on a fast break and is intentionally fouled by B2. The try is successful. Ruling: Count the goal. Award A1 two free throws and give Team A the ball for a designated spot throw-in at the division line across from the table.

14. A1 and B1 begin to fight during a dead ball. Assistant coach from Team B comes off the bench to help stop the fight but repeatedly curses an official walking by and is issued a flagrant technical foul for unsporting conduct. Three people should be ejected from the game.
15. The use of electronic devices on the bench for communicating with the players on the court is permitted.
16. A situation in which two or more teammates commit personal fouls against the same opponent at the same time is known as a double foul.
17. An official shall immediately remove a player from the game who exhibits signs or symptoms of a possible concussion.
18. Substitutions between halves may be made by a team representative.
19. A warning to a coach/team for misconduct is an administrative procedure by an official which is recorded in the scorebook by the scorer and reported to the head coach.
20. A tap is considered the same as a try.
21. B1 secures a rebound on A1's missed try and throws a pass toward the division line. A2, who is near the division line, leaps from his/her frontcourt, catches the ball and lands with the left foot in frontcourt and then the other foot comes down in the backcourt. RULING: This is a backcourt violation.
22. A1 receives a throw-in pass while straddling the division line. While holding the ball, A1 fumbles the ball. The ball lands in the frontcourt. A1 recovers the ball while straddling the division line. RULING: This is a legal play.
23. A1, in the frontcourt, attempts to bounce pass the ball to A2. The ball hits the division line and then bounces in the frontcourt. A2 recovers the ball in the frontcourt. RULING: This is a backcourt violation.
24. A1, while in control of the ball in the frontcourt, has the ball batted away by B1. The ball rolls into the backcourt. RULING: The official should begin the 10-second count when a player of Team A recovers the ball.
25. If the officials by mistake permit the teams to go in the wrong direction, when discovered, all points shall count as if each team had gone in the proper direction.
26. A team must begin the game with five players.
27. A player that has been removed from the game by an official due to symptoms of a possible concussion, may return to play if cleared by an appropriate health care professional.
28. Team A makes a shot at the buzzer. The signal to end the 1st quarter cannot be heard by the officials. The table officials disagree as to whether the ball was in flight prior to time expiring. RULING: The referee may look at a video replay if available to determine if the goal counts.

29. A1 is successful on a try from behind the 3-point line, but none of the officials give the signal for a successful 3-point goal. Each team scores another field goal with the clock continuously running before Team A calls a time-out. During this time, the officials realize the error. RULING: Too late to correct the error of not awarding 3 points.
30. The official scorer working a varsity game must wear a black and white vertically striped garment.
31. The head coach is responsible for the conduct of all bench personnel.
32. There are three-tenths of a second left in the game with Team A trailing by one point. Team A has a throw-in near their basket. A1 throws the ball to A5 who catches the ball and shoots. A5 is fouled by B3 prior to the horn sounding. The ball goes through the basket. RULING: Cancel the basket and ignore the foul by B3 unless flagrant or intentional since A5 is not considered in the act of shooting with three-tenths of a second or less remaining.
33. If one coach and the referee agree, a running clock may be used to shorten the quarters.
34. When an obvious timing error is made, the exact time observed by an official may be placed on the clock.
35. The length of each extra period in a high school varsity contest is four minutes.
36. A1 lobs a pass to A2 down the court. While the ball is in the air, the Team A head coach requests a time out. RULING: Grant the time out since Team A is in team control.
37. It is permissible for an entering substitute to replace a player to attempt a free throw for a technical foul.
38. A player ejected during the game must leave the gym immediately.
39. A1 receives a pass from A2 and immediately jumps to try for goal. Realizing the shot will be blocked, A1 drops the ball to the floor and starts a dribble. RULING: Traveling violation on A1.
40. A1 is holding the ball in the frontcourt. He passes it to A4 who is not looking, and the ball goes into the backcourt. A4 retrieves the ball in the backcourt. RULING: Backcourt violation.
41. Thrower A2 inadvertently steps onto the court inbounds. A2 immediately steps back into their normal out-of-bounds throw-in position. RULING: Throw-in violation on A2.
42. Substitute A6 is at the scorer's table. While the official is reporting a foul, A6 directs profanity at the official. RULING: Since A6 is still considered bench personnel, an indirect technical foul is charged to the head coach.
43. If A1 grasps the ring to prevent injury, no technical foul is charged.
44. Once the Lead official begins the 5-second count following a made basket, the scoring team cannot be granted a time-out.

45. A-5 and B-5 are jockeying for position in the low post. A-5 throws an intentional elbow and illegally contacts B-5 in the torso. Ruling: This is an intentional personal foul. B-2 will be awarded two free throws and Team B will be awarded the ball for a throw-in at the spot nearest the foul.
46. Accommodations provided to individual participants with disabilities and/or special needs should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.
47. The torso color shall be white for the home team jersey and a contrasting dark color for the visiting team.
48. An ejected head coach may remain on the bench if no other coach is present.
49. An ejection occurs during a game. After the game is over, the officials can choose whether to submit an ejection report.
50. Officials shall conduct themselves in a professional manner at all times.

INSTRUCTOR USE ONLY				
100	90	80	70	60
50	40	30	20	10
9	8	7	6	5
4	3	2	1	0

Part 1
1 to 50

KEY

Same For Both Exams

	(T)	(F)	KEY		
	100	90	80	70	60
	50	40	30	20	10
	9	8	7	6	5
	4	3	2	1	0
1	A	B	C	D	E
2	A	B	C	D	E
3	A	B	C	D	E
4	A	B	C	D	E
5	A	B	C	D	E
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47	A	B	C	D	E
48	A	B	C	D	E
49	A	B	C	D	E
50	A	B	C	D	E

MARKING INSTRUCTIONS

SUBJECTIVE SCORE FEATURE:

- Mark total score.
- Only one mark per line on key.
- 163 points maximum.

EXAMPLE OF STUDENT SCORE:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50

MARKING INSTRUCTIONS

USE NO. 2 PENCIL ONLY

- FILL BOX COMPLETELY
- CORRECT: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50
- ERASE COMPLETELY TO CHANGE INCORRECT

For Use On Test Scoring Machine Only

NAME	
SUBJECT	
DATE	
TEST NO.	
PERIOD	

TEST RESULTS	
PART 1	
PART 2	
TOTAL	

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