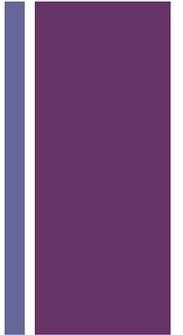




Rule 5

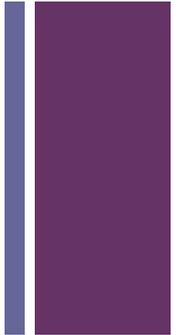
Scoring & Timing Regulations

+ Rule 5



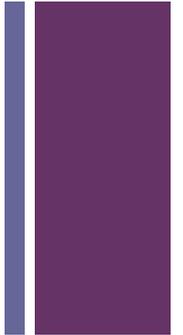
- Goal: A goal is made when a live ball enter the basket from above and goes through or remains in the basket.
- No Goal is scored if an untouched throw-in pass goes through the basket. This is a violation on the throwing team.
- No goaltending on a throw-in pass. Why?
- Whether a clock is running or stopped does not influence the counting of a goal (refer to continuous motion)
- If a player control foul occurs after the goal, the goal is always cancelled. No goal can score on a PC foul.

+ Rule 5



- Scoring:
 - Two points—a field goal from inside the three-point arc or if attempted at the wrong goal from any distance
 - Cannot goaltend a shot at the wrong basket, as this is not an attempt
 - Cannot be fouled in the act of shooting at the wrong goal
 - If a ball goes through any basket from the field, the points are scored for the team whose basket the ball went through.

+ Rule 5



- **One point** is scored for a successful free throw
- It counts for the team that shot the free throw, even if they shot it in the opponent's basket.
- **Three points** are scored by a successful try or tap, or thrown ball by a player who is located entirely behind his own team's three point line.
 - If the ball touches the floor, a teammate inside the arc or a game official and then enter the goal, it is only two points.

+ Rule 5

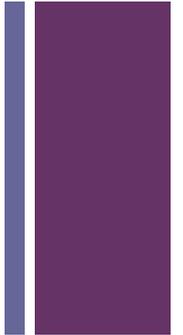


- If there are **0.3 seconds** (three tenths of a second) left in a period and the game is resumed by a throw-in or free throw, a player cannot gain control (catch, dribble) and then shoot. The only way a goal can be scored in this situation is by a tap.
- Last second shot

+ Rule 5

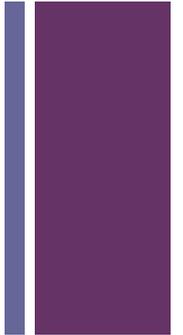
- The winning team is the one that ACCUMULATES (not “scores”) the most points
- **Forfeit Game:** Score will be 2-0 unless team receiving the forfeit is ahead. In this case, the score stands!
- Forfeits occur if a team refuses to play after being instructed to do so. May also occur if s player, team member, coach, or bench personnel fail to comply with technical foul penalties or repeatedly commits technical foul infractions and makes a travesty of the game.

+ Rule 5



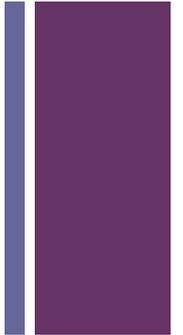
- Game Time/Length of Quarters—Normal Varsity High School games have four 8-minute periods.
- Sub varsity games in SC have 6-minute quarters
- College games have 20-minute halves
- Intermission between Quarters is one minute
- Halftime is ten minutes, 8 minutes for sub varsity
- Overtime is 4 minutes in high school, 5 minutes in NCAA

+ Rule 5



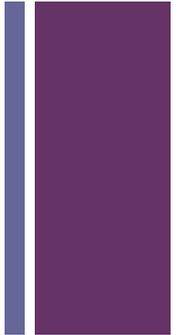
- A quarter begins when the ball becomes alive (when the tossed ball leaves the referee's/designated tosser's hand) or when the ball is made available (@ disposal) to a player for a designated throw-in
- Quarter ends when the horn sounds, except when a shot is in the air prior to the horn sounding or free throw(s) is/are necessary after a player is fouled in the act of shooting/tapping at the end of a period

+ Rule 5



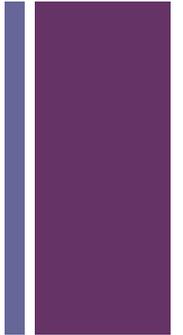
- Officials must raise their game awareness at the end of periods when a last second shot may occur
- Crew must get together if there is disagreement over whether to count the goal on a last second shot
 - Who will make final decision?

+ Rule 5



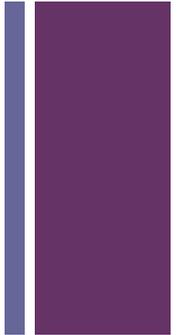
- No penalty or part of a penalty carries over from one period to the next.
- No free throws are to be attempted at the completion of the fourth quarter (or overtime) if the outcome of the game has already been determined
- Overtime—Once the ball becomes alive in the OT period, it will be played, even if an error is discovered later

+ Rule 5



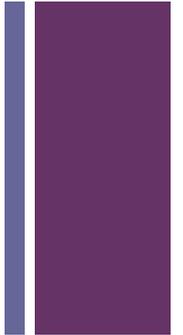
- **Stopping the Clock**—The clock stops whenever a whistle is blown for:
 - Fouls
 - Violations
 - Injuries—Stop when ball is in control of injured player's team or when the injured player needs to be attended to immediately!
 - To grant a timeout or rule a held ball
 - Respond to a scorer's/timer's signal to address a correctable error, or timing, scoring, or alternating possession error

+ Rule 5



- Starting the Clock—Start when the official signals that it is to be started by dropping/chopping raised hand
- Clock should be started when a live ball is touched by a player after a jump ball, throw-in, or failed free throw

+ Rule 5



- **Timing Mistakes:** Officials need to closely monitor the clock during dead ball situations. The referee can correct **OBVIOUS** timing errors if he has definite knowledge of the amount of time to add or subtract

+ Rule 5

- 60 Second Time outs—must take place within the confines of the Team bench area
 - Players may sit or stand
 - Cheerleaders may come onto the court



- 30 Second Time Outs—Players must remain standing and be within the team bench area
 - NO Cheerleaders are allowed on the court!

