	Question	Answer
1.	Team A designates #22 as a starter. As the teams take the floor, the scorer	
	recognizes #24 is on the court instead of #22. RULING: If the coach replaces #24	
	with #22, no penalty is assessed.	TRUE
2.	The rule that constitutes a foul for contacting and/or placing a hand or hands on a	
	player, applies only against a post player holding or dribbling a live ball.	FALSE
3.	Team B is assessed a technical foul prior to the start of the game for adding a player	
	to their squad list. The officials forget to start the game with the free throws for the	
	technical foul and start play with a jump ball. Play continues for about a minute with	
	no scoring and no whistles until Team A commits a violation. Prior to the ball being	
	put at the disposal of Team B for the throw-in, the Team A coach asks about free	
	throws for the technical foul. RULING: The officials should award the free throws and	
	resume play from the point of interruption.	TRUE
4.	One of the principles of verticality is that the defender may not "belly up" or use the	
	lower part of the body or arms to cause contact outside his/her vertical plane, which is	
	a foul.	TRUE
5.	Until the tossed ball is touched by one or both jumpers, non-jumpers shall not have	
	either foot break the plane of the center circle.	TRUE
6.	The timer is responsible for the alternating possession arrow	FALSE
7.	Airborne A1 drives the lane and passes the ball to A2. A1 then crashes into B3 who	TALOL
	has obtained legal guarding position. RULING: Player control foul on A1. Team B	
	gets a designated spot throw-in at the spot closest to the foul, regardless of whether or	
	not Team B is in the bonus.	FALSE
8.	The ball becomes dead immediately if a tap by A1 is in flight toward Team A's basket	TALOL
0.	when time expires.	FALSE
9.	·	TALOL
Э.	Player A6 is wearing a black compression sleeve on his leg that extends below the knee for a hamstring injury. Team A is wearing white shorts. RULING: Legal.	TRUE
10.		TROL
10.	The referee must rule on the legality of any piece of equipment that is used by a	TRUE
11.	player to protect an injury.	IKUE
11.	Airborne shooter A1 charges into B1. Prior to the foul by A1, B5 commits goaltending.	
	RULING: Award two points to Team A for the goaltending violation and charge A1	TRUE
12.	with a player-control foul.	IKUE
12.	During the first overtime period, the timer informs the referee that he started the period	
	with only three minutes on the clock. The clock currently reads 2:30. RULING: The	TOUE
1.0	referee shall add one minute to the current time to reflect a four-minute period.	TRUE
13.	A1 is about to attempt the first of a one-and-one free throw situation. The	
	administering official erroneously informs the players that two shots will be taken. A1's	
	attempt is unsuccessful. All six players along the lane attempt to rebound the miss.	
	A2 recovers the ball and lays it into the basket. RULING: The officials should whistle	
	the play dead when they realize the error and resume play using the alternating	
	possession procedure.	FALSE
14.	A1 is dribbling in the backcourt and comes to a stop. Being closely guarded by B2, A1	
	throws the ball against the opponent's backboard and catches the rebound. A1 then	
	dribbles around B2. RULING: A1 violated when he caught the rebound off of Team	
	B's backboard.	TRUE
15.	It appears that a fight may occur on the playing court when A6 and A7 leave their	
	bench and enter the court. RULING: A6 and A7 are assessed flagrant technical fouls.	
	Team A coach is assessed one indirect technical foul and Team B will shoot two free	
	throws.	TRUE

16.	Goaltending by the defense is the only infraction for which points are awarded.	FALSE
17.	During a dribble from backcourt to frontcourt, the ball is in the frontcourt when the ball	
	and both feet of the dribbler touch the court entirely in the frontcourt.	TRUE
18.	When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact. This distance need not be more than two strides.	TRUE
19.	The try starts when the player has released the ball for field goal.	FALSE
20.	· · · · · · · · · · · · · · · · · · ·	FALSE
20.	A defensive player who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended until the ball touches the ring or backboard or until the free throw ends.	TRUE
21.	Compression sleeves/tights and headbands and wristbands must meet the allowable	
	color requirements and shall be the same for each item and all participants for a given team.	TRUE
22.	A1 attempts to receive a pass while running down the court. A1 muffs the ball before securing control and then fumbles the ball. A1 recover the ball several feet away and then starts a dribble. RULING: Violation when A1 started a dribble.	FALSE
23.	A1 catches a bounce pass while airborne, lands on his right foot, then jumps and lands simultaneously on both feet. RULING: Traveling violation on A1.	FALSE
24.	A1 is holding a live ball inbounds near their team bench when A3 is whistled for a 3-second violation. RULING: The ball is awarded to Team B for a throw-in underneath the basket.	TRUE
25.	A substitute who enters the court illegally during a dead ball becomes a player when the ball becomes live following her entry.	TRUE
26.	With Team B in control of the ball, the Team B head coach requests a time-out. When the official reports the time-out, he is informed by the scorer that Team B had no time-outs remaining at the time of the request. RULING: Technical foul on Team B coach. Team A will shoot two free throws at the conclusion of the time-out.	FALSE
27.	A2 receives a warning for a violation of the throw-in boundary-line plane in the second quarter. In the fourth quarter, A5 violates the throw-in boundary line plane. RULING: Technical foul charged to A5 for a second boundary line violation.	FALSE
28.	The home team must wear white jerseys.	TRUE
29.	Dribbler A1 remains in player control during an interrupted dribble.	FALSE
30.	The division line is considered in the backcourt in all situations.	TRUE
31.	A player extends her hip and leg into the path of an opponent who is dribbling the ball and contact occurs. RULING: Player control foul.	FALSE
32.	The throw-in starts and the ball becomes live when the ball is at the disposal of the thrower.	TRUE
33.	The official accidentally grants Team B's request for a time-out while a player for Team A has player control. RULING: Allow the time-out for Team B. Once the time-out is granted, it cannot be revoked.	TRUE
34.	A held ball is called between A1 and B1. While getting up, A1 shoves B1. B1 picks up the ball and throws it at A1. RULING: Each player is assessed a technical foul, each team shoot two free throws, and Team A is awarded the ball at the division line.	TRUE
35.	While A1's second free throw is in flight, a double personal foul is assessed between B3 and A3. The free throw is successful. RULING: The free throw counts and play resumes with an alternating possession throw-in.	FALSE
36.	The closely guarded distance is measured from the forward hand/arm of the defender to the forward hand/arm of the player with the ball.	FALSE

37.	A1 is fouled in the act of shooting. The try is unsuccessful. The official who reports the foul, erroneously counts the basket and awards A1 one free throw. A1 makes the free throw. After Team B inbounds the ball, Team B's coach requests a time-out for a correctable error situation. RULING: Officials rule that the errors are no longer	
	correctable after Team B inbounded the ball.	FALSE
38.	A1 is holding a live ball in the frontcourt. Her pass to A2 sails over her head into the backcourt. A3 recovers the ball in the lane area. RULING: Team B's throw-in spot is under B's basket.	TRUE
39.	B1 commits an unsporting act toward A3. A3 retaliates by punching B1. RULING: Both B1 and A3 are considered to be fighting.	TRUE
40.	While the ball is at the disposal of A1 for a free throw, A2 fouls B1. RULING: Team control foul on A2.	TRUE
41.	No more than two offensive players may occupy lane spaces during a free throw.	TRUE
42.	One of the duties of the officials is to determine when a player exhibits signs of a concussion.	TRUE
43.	The crowd reacts to an official's call by throwing debris on to the court. RULING: The officials should stop the game until the host management resolves the situation and the game can proceed in an orderly manner.	TRUE
44.	On an unsuccessful free throw that is to remain live, the clock shall start when it is certain that the free throw will be unsuccessful.	FALSE
45.	When an obvious timing error is made, the exact time observed by an official may be placed on the clock.	TRUE
46.	Following the second horn indicating the time-out has ended, Team A is still huddled up with their coach when the official is ready to put the ball in play for a throw-in. RULING: Team A is warned for delay. If a previous warning for any type of delay had been issued, a technical foul shall be charged.	FALSE
47.	A4 is charged with a personal foul. Team A requests a time-out and during this time-out, A4 flips off one of the officials. RULING: A4 is issued a technical foul which is indirectly charged to the Team A head coach.	FALSE
48.	A coach is prohibited from using cards or signs to communicate with players on the court.	FALSE
49.	The ball is out of bounds if it rolls along the top edge of the backboard without touching any supports.	FALSE
50.	A player technical foul results in 2 free throws awarded to the opposing team, followed by a throw-in at the division line opposite the table.	TRUE
51.	A coach's request for a time-out may be given orally or visually.	TRUE
52.	All jump ball restrictions end when the tapped ball touches the floor.	TRUE
53.	All free throw violation by the defense causes the ball to become dead immediately.	FALSE
54.	The alternating-possession procedure is used after all double personal fouls.	FALSE
55.	The coach or captain may designate who will shoot the free throws awarded for a technical foul.	TRUE
56.	If multiple throws result from a personal and technical foul, the free throws shall be attempted in the order in which the fouls were committed.	TRUE
57.	A1 catches the throw-in pass with one foot on the floor in A's frontcourt and the other foot not touching the floor. The non-pivot foot then comes down in A's backcourt. RULING: Backcourt violation on A1.	TRUE
58.	Touching the ball outside the cylinder while reaching through the basket from below is considered basket interference.	TRUE

59.	Players occupying marked lane spaces may move in or out of such spaces after the	
	ball has been released by the free thrower.	TRUE
60.	Restrictions simultaneously end for the free thrower and players who are not in marked-lane spaces.	TRUE
61.	A1 is driving to the basket and releases the ball on a layup. Defender B1 attempts to block the shot but misses and slaps the backboard. RULING: Legal since it was an attempt to block a shot.	TRUE
62.	The head coach is responsible for the conduct of all bench personnel.	TRUE
63.	A team may use video replay equipment at halftime to review first-half action.	TRUE
64.	A team must start with 5 players but may play with fewer than 5 if one or more players are disqualified or injured.	TRUE
65.	Correctable errors include awarding the ball to the wrong team on an alternating possession throw-in.	FALSE
66.	A1 passed the ball to A2 who is straddling the division line. A2 picks up her foot that is in the backcourt. RULING: A2 is still considered to have backcourt status.	FALSE
67.	The jurisdiction of the officials is terminated and the final score approved when the referee leaves the visual confines of the playing area.	FALSE
68.	For adding a player to the scorebook or changing a player's number after the game starts, a maximum of one technical foul is charged, regardless of how many infractions are committed.	TRUE
69.	Following a violation, the official places the ball on the floor and begins the 5-second count when no player on Team A comes to the spot to make the throw-in. Both A1 and A2 go out of bounds, A2 picks up the ball and releases the ball to A5 before the 5-second count expires. RULING: Legal play.	FALSE
70.	A1 is dribbling in the backcourt. B1 is guarding A1 and contacts him more than once with the same hand. RULING: Common foul on B1.	TRUE
71.	A1 drives for a try and jumps and releases the ball. Contact occurs between A1 and B1 after the release and before A1 returned to the floor. One official called a blocking foul on B1 and the other called a charging foul on A1. The try is successful. RULING: Cancel the goal. A1 is awarded two free throws with players lined up along the free throw lane.	FALSE
72.	Team A has a throw-in following a goal by Team B with 15 seconds remaining in the quarter. A1 maintains continuous control of the ball in the backcourt for 9 seconds and then attempts a try. The attempted shot falls short of the rim where it is caught by A3 and layed up into the basket before the buzzer. RULING: Because A1's attempt did not hit the rim or backboard, it is not considered a try and a 10-second backcourt violation should be called.	FALSE
73.	A4 commits her fifth foul and the head coach is notified of the disqualification. During the 20-second time interval to replace the disqualified player, the coach of Team A talks to the four remaining players near the boundary. RULING: Illegal action by the head coach.	FALSE
74.	While A1 is dribbling in A's backcourt, the ball legally touches B1's leg, causing it to bounce away from A1 but remains in the backcourt. A1 quickly recovers the ball with two hands and then starts another dribble. RULING: Since the ball was touched by B, the official should start a new 10-second backcourt count.	FALSE
75.	Officials should not make calls outside their primary areas except for flagrant or unsporting fouls.	FALSE
76.	Religious and medical alert medals are considered jewelry and may not be worn.	FALSE

77.	Team A has an endline throw-in with 3/10 (0.3) of a second left in the game. RULING: Team A can only score on a tap.	TRUE
78.	A visible game clock and scoreboard are mandatory.	TRUE
79.	The use of replay equipment by the officials in making any decision relating to the	TROL
70.	game is prohibited except to determine players and substitutes involved in a fight.	FALSE
80.	"Palming" can only occur while the palm is facing upward.	FALSE
81.	Dribbler A1 dislodges defender B2 who has legal guarding position in the post by	171202
•	backing into him. RULING: Player control foul on A1.	TRUE
82.	A player may start a dribble by throwing the ball in the air and allowing it to strike the floor.	TRUE
83.		INUL
	If there is a discrepancy between scorebooks, the referee shall accept the record of the official scorebook.	TRUE
84.	Team A has a designated spot throw-in following a time out. Following the second	
	warning horn, Team A is still huddled at the bench. RULING: The administering	
	official should place the ball on the floor and start a 5-second count.	TRUE
85.	All flagrant fouls result in disqualification of the offender.	TRUE
86.	After being ejected, the head coach must leave the vicinity of the bench, but may sit in the stands.	FALSE
87.	Post player A1 is dribbling the ball in a move toward the basket. B2 is guarding A1	
	and has an arm bar on his hip. RULING: Common foul on B2.	TRUE
88.	B1 deflects A1's pass which hits the floor. B1 then catches the ball and starts a	
	dribble. RULING: Double dribble on B1.	FALSE
89.	Kicking the ball is intentionally striking it with any part of the leg or foot.	TRUE
90.	Team A scores a goal and Team B immediately call a time out. Prior to making the	
	ball live by handing it to a Team B member, the official shall indicate that Team B has	
	"run of the endline" by use of an approved signal.	TRUE
91.	Correctable errors are limited to five specific situations, all involving scoring issues,	
	when a rule is inadvertently set aside.	TRUE
92.	A throw-in under the alternating-possession procedure shall start each extra period.	FALSE
93.	An intentional foul can only occur during a live ball.	FALSE
94.	If a ball handler/dribbler has his/her back to the basket outside the lane area and an	TALOL
54.	opponent places an arm bar on the player, it is not a foul.	FALSE
95.	The head coach may enter the court in the situation where a fight may break out or	
	has broken out to prevent the situation from escalating.	TRUE
96.	Any player, other than the free thrower, who does not occupy a marked lane space	
	must be behind the free-throw line extended and behind the three-point line.	TRUE
97.	A player who extends an arm, shoulder, hip or leg into the path of an opponent is not	_
	considered to have had a legal position if contact occurs.	TRUE
98.	If the opponent with the ball is airborne, the guard may obtain legal position in the	
	opponent's landing spot after the opponent is airborne.	FALSE
99.	An official shall notify the coach, request the timer to begin the replacement interval,	
	and then notify the player of his/her disqualification.	TRUE
100.	An official shall silently and visibly count seconds while administering the rules for a	
	throw-in, free throw, backcourt, closely guarded and three seconds.	FALSE
101.	If A1 jumps from out of bounds, A1 is considered inbounds while airborne.	FALSE
102.	A player is disqualified if he or she has been charged with one technical foul and four	
	personal fouls.	TRUE

103.	If a player is disqualified for a flagrant technical foul, the offender is ejected and sent away from the bench area.	FALSE
104.	If the officials, by mistake, permit the teams to go the wrong direction, when discovered all points scored shall count as if each team had gone the proper direction.	TRUE
105.	By state association adoption, a commemorative/memorial number patch may be worn on the uniform jersey provided it is above the neckline or in the side insert.	FALSE
106.	Both the timer and official scorer are required to wear a black-and-white vertically striped garment.	FALSE
107.	The use of electronic video devices during the game is not permitted.	FALSE
108.	A medical reason is required in order for a player to be allowed to wear a compression sleeve.	False
109.	Officials must conduct themselves in a professional manner at all times.	True
110.	All sleeves/tights shall be the same solid color and must be the same color as any	