

SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

2005-2006 BASKETBALL RULES TEST ANSWERS

TEST #1

1. False	6. True	11. True	16. True	21. False
2. True	7. True	12. True	17. True	22. True
3. False	8. True	13. False	18. True	23. True
4. False	9. True	14. False	19. False	24. False
5. False	10. True	15. False	20. False	25. False

TEST #2

1. False	6. False	11. False	16. False	21. False
2. True	7. True	12. False	17. False	22. True
3. True	8. False	13. True	18. False	23. True
4. True	9. False	14. True	19. False	24. False
5. False	10. False	15. False	20. True	25. True

TEST #3

1. False	6. False	11. False	16. False	21. False
2. False	7. False	12. True	17. False	22. True
3. False	8. False	13. False	18. True	23. True
4. False	9. True	14. True	19. True	24. False
5. False	10. True	15. False	20. True	25. False

TEST #4

1. True	6. False	11. False	16. True	21. True
2. False	7. False	12. True	17. True	22. False
3. False	8. True	13. True	18. False	23. False
4. True	9. False	14. False	19. False	24. False
5. False	10. True	15. False	20. False	25. True

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80% Passing Score Required

SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

2005-2006 BASKETBALL RULES TEST #1

Circle one

- T F** 1. The penalty for an intentional personal foul is two free throws and the ball out-of-bounds at the division line.
- T F** 2. Technical fouls are counted as team fouls to reach the "BONUS" situation.
- T F** 3. A time-out is charged if a coach prevents or rectifies a timing or scoring error or alternating possession error.
- T F** 4. Only the captain may request a time-out.
- T F** 5. Team "A" advances the ball across the division line trailing by five points. A1 holds the ball near the division line without any defensive pressure for more than five seconds. The official rules a violation.
- T F** 6. A closely guarded situation occurs when a player in control of the ball in his or her team's frontcourt is guarded by an opponent who is within a distance of six feet of the player who is holding or dribbling the ball.
- T F** 7. Following a common foul by Team "B", the officials incorrectly award the ball out-of-bounds to Team "A" for a throw-in. Team "A" is in the Bonus. Immediately after the throw-in, with Team "A" in possession, the scorer and timer realize the error and sound the horn and notify the officials. The referee allows Team "A" to shoot the one-and-one and play will continue from the free throws.
- T F** 8. The try for a field goal ends when the throw is successful, when it is certain the throw is unsuccessful, the thrown ball touches the floor, or the ball becomes dead.
- T F** 9. The thrower may consume more than five seconds from the start of the throw-in until the throw-in ends.
- T F** 10. A1 is charged with his fourth personal foul and reacts by slamming the ball to the floor. The covering official charges A1 with a technical foul. A1 is disqualified from further play.
- T F** 11. A1 loses his balance and crashes head first to the floor. The officials determine that the player has been rendered unconscious. At halftime, the coach informs the referee that A1 has recovered and will return to play in the second half. The referee won't let A1 back into the game. The official is correct with this ruling.

- T F** 12. A player occupying a marked lane space may move on release of the ball on a free throw, but shall not break the plane of the free throw line until the ball touches the ring or backboard or until the free throw ends.
- T F** 13. The alternating possession arrow is located on the scoreboard only. This meets the requirements of the rule book.
- T F** 14. A player who extends an arm, shoulder, hip or leg into the path of an opponent is considered to have a legal position if contact occurs.
- T F** 15. During a free throw attempt by A-1, A-2 fakes B-1 into violating. A-1 misses and is awarded a substitute free throw.
- T F** 16. Excessively swinging arms or elbows without contacting an opponent is a violation.
- T F** 17. Player A3 injures his ankle and is down on the court. Official calls “time” and beckons Team “A” trainer onto the court. Player A3 recovers after one minute and wishes to remain in the game. The officials rule that Player A3 must leave the game until the next opportunity to substitute, after the clock is properly started.
- T F** 18. Officials are urged to discipline themselves to look “off the ball” when it is out of their area of primary responsibility.
- T F** 19. After an intentional or flagrant personal foul, players are allowed along the lane during the free throws.
- T F** 20. The three-second count shall be terminated during an interrupted dribble.
- T F** 21. On a throw-in, player A2 jumps from the frontcourt to catch the ball and lands in the backcourt. The official whistles a violation on Team “A”.
- T F** 22. After a score, the throw-in team keeps “run of the line privileges” if a foul or violation occurs immediately after the score or during the throw-in if an end line throw-in followed the infraction.
- T F** 23. Kicking the ball is intentionally striking it with any part of the leg or foot.
- T F** 24. During a free throw attempt, when the last throw is to remain live if missed, three offensive players may take positions in marked lane spaces.
- T F** 25. The game clock shows 2/10 (.2) of a second left in the first quarter. After inbounding ball, A-1 catches and shoots the ball which is good. Official rules shot counts.

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2005-2006 BASKETBALL RULES TEST #2

Circle one

- T F** 1. After a made basket by A1, A2 intentionally rolls the ball away from throw in, B1. Referee issues warning only to player A2 not to do it again.
- T F** 2. The Southern California Municipal Athletic Federation (SCMAF) uses the National Federation of State High Schools Association (NFSHSA) and the California Interscholastic Federation (CIF) rules for all league and tournament games.
- T F** 3. The referee is responsible to inspect the playing area for safety hazards prior to the game.
- T F** 4. Officials may not use TV monitors or video tapes to determine the status of a last shot and which players to eject in a fight.
- T F** 5. Team "A" neglects to list player A9 on its roster at the start of the game. Team "A" coach realizes the mistake and has the official scorer add A9 to the roster with three minutes remaining in the first half. A9 reports as a substitute with two minutes remaining in the half. The scorer then notifies the officials of the late addition to the player roster. Officials rule a technical foul.
- T F** 6. The designated throw-in spot is six feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal.
- T F** 7. The correct signal for illegal use of hands is a closed fist across the arm.
- T F** 8. The National Federation recommends that an "S" be placed on the floor in front of the scorer to aid substitutions.
- T F** 9. Prior to the game, officials shall stand next to the scorer's table so that they are easily accessible for the coaches.
- T F** 10. Point guard behind the three-point line throws an "alley oop" lob pass to a teammate for a potential dunk, without touching anyone or anything it passes through the basket. Score two points.
- T F** 11. The defensive player guarding the player with the ball must give him/her a step.
- T F** 12. Basket interference can only occur during a live ball when the ball is touched in the cylinder with the ring as lower base or when touching the ball or basket when the ball is on or in the basket.

- T F** 13. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her uniform must leave the game and may not return prior to the first opportunity for such player to re-enter after the clock has properly started. (Assume no timeout was called.)
- T F** 14. Kicking the ball is intentionally striking it with any part of the leg or foot.
- T F** 15. B-1 is fouled in the act of shooting as the horn sounds to end the 4th quarter. Score is B50-A45. Officials award B-1 two free throws.
- T F** 16. Substitute B6 fails to report to the official scorer, and enters game without being beckoned by officials. The correct ruling assess two technical fouls against Team "B".
- T F** 17. There can be a player control foul during an interrupted dribble.
- T F** 18. Good officiating mechanics dictate that both officials watch the action around the ball at all times.
- T F** 19. The umpire calls a foul and the referee calls "traveling" at the same time. Referee's call always has priority.
- T F** 20. Player B4 connects on a disputed three-point shot at the buzzer to win the game in Team "A" packed gym. Since the referee must approve the final score at the end of the game, he/she needs to review the scorebook at the scorer's table prior to leaving the floor.
- T F** 21. The trail official hands the ball to the free thrower on the second free throw.
- T F** 22. A player may touch the net if the ball is in the cylinder above the rim.
- T F** 23. During multiple free throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.
- T F** 24. A technical foul for violating the throw-in plane rule is charged to the player.
- T F** 25. A legal basketball may have more than eight panels.

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2005-2006 BASKETBALL RULES TEST #3

Circle one

- T F 1. A1 gains control of the ball while on the floor and then rolls or slides, after which he or she passes to A2. Officials rule the play legal unless A1 gains an advantage when he or she rolls or slides.
- T F 2. If the opponent with the ball is airborne, the guard must have obtained legal position before the opponent returns to the floor.
- T F 3. Team "A" requests a time-out to request correcting an error. The officials determine that no error occurred. Team "A" is charged with a technical foul.
- T F 4. Free throws are awarded following double personal fouls but not following double technical fouls.
- T F 5. Following all double-personal fouls, the alternating possession throw-in is at the division line.
- T F 6. A4 is fouled in the act of shooting a 3-point try. The shot is unsuccessful. Official awards two free throws.
- T F 7. Player A5 is called for his fifth foul. However, the official scorer fails to notify the officials. A5 scores on a three-point try 30 seconds later. Team "B" coach immediately notifies the scorer that A5 should have fouled out. Officials rule that this is a correctable error and deduct three points from Team "A".
- T F 8. Beginning with a team's 10th foul in each half, the bonus is awarded only if the 1st free throw is successful.
- T F 9. An official notes blood on the uniform of A1 and halts play. A1 calls a timeout (available), secures a new uniform, reports to the scorer and the official that halted play before the timeout ends. A1 may stay in the game.
- T F 10. During a free throw by A1, B1 pushes A2, and B2 is in the lane before the ball is released. The free throw is no good. Officials award a substitute free throw and penalize the foul.
- T F 11. A1 attempts a shot that does not hit the backboard or rim. He catches his own air ball and scores a lay-up. Official whistles a violation and disallows the score.
- T F 12. If an obvious mistake by the timer has occurred because of the failure to start or stop the clock at the proper moment, the referee may correct the mistake only when he or she has definite information relative to the time involved.

Basketball Rules Test #3

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- T F 13. The playing of music/sound effects is permitted during pre-game, free throws, and post game.
- T F 14. Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by or on an airborne shooter.
- T F 15. A time-out may not be called by the scoring team following a successful field goal, and prior to the throw-in.
- T F 16. Team "A" calls a time-out. After ten seconds of the time-out has elapsed Team "A" is ready to play. Officials rule that Team "B" must return to play immediately.
- T F 17. A player's eyeglasses or contact lens become displaced, resulting in the officials halting play. His/her team is charged with a time-out.
- T F 18. Defensive player B1, in a lane space violates on a free throw followed by a violation by A1. Disregard violation by A1.
- T F 19. With less than ten seconds remaining in the game and trailing by two points, B1 grabs A1 around the waist at center court while A2 has the ball near the end line by Team "B" basket and clock running. Official rules an intentional personal foul. A1 shoots two free throws and Team "A" is awarded a throw-in at the out-of-bounds spot nearest the foul.
- T F 20. An airborne shooter has player control.
- T F 21. All violent collisions must be penalized.
- T F 22. The timer starts the clock on a missed free throw as soon as the ball is touched by a player on the court if the ball is to remain in play.
- T F 23. Bench personnel leaving the confines of the bench area when a fight may break out will be charged with a flagrant technical foul.
- T F 24. The ball is out of bounds when it passes over a fan-shaped backboard.
- T F 25. A captain may request a defensive match-up (face-off) if two or more substitutes from the same team enter during an opportunity to substitute.

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2005-2006 BASKETBALL RULES TEST #4

Circle one

- T F** 1. Officials should glance at the scorer's table prior to placing the ball at the disposal of the thrower-in or free thrower.
- T F** 2. If a coach receives a direct technical foul, he/she may still stand at their bench at any time.
- T F** 3. B1 has the ball out of bounds. B1's throw-in touches A3 player and deflects into and through Team "B" basket. Officials rule a throw-in violation, no goal, and award the ball to Team "A" for a throw-in.
- T F** 4. A team is in control of the ball when a player of the team in control, while a live ball is being passed among teammates, and during an interrupted dribble.
- T F** 5. The trail official will administer all free throws.
- T F** 6. A1 is driving toward the basket for an apparent goal. Official trailing play is cursed by Team "B" coach. The official calls an immediate technical foul on Team "B" coach prior to A1's lay-up.
- T F** 7. The throw-in team may choose a throw-in spot on either side of the court at the division line following a technical foul and to start the 2nd, 3rd, and 4th quarter.
- T F** 8. The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.
- T F** 9. The defender shall be penalized for leaving the floor vertically or having his/her hands and arms extended within the vertical plane.
- T F** 10. A player control foul is a common foul committed by a player while he or she is in control of the ball, or by an airborne shooter.

- T F** 11. Only the captain may request a time-out.
- T F** 12. Jumper A1 catches the jump ball before it touches the floor or a non-jumper. Violation on A1, and team B ball out of bounds. Team A receives next out of bounds under alternating possession procedure.
- T F** 13. A team foul is any personal foul or technical foul which is charged to either team. All team fouls are counted to reach the bonus free throw.
- T F** 14. A1's try for goal is in flight. B2 touches the ball on its upward flight. The horn sounds, ending the period, followed by the ball going through the basket. Officials rule that the goal counts.
- T F** 15. Team "B" has only five eligible players to start the game. Player B4 fouls out with four minutes left in game. Officials rule that B4 can remain in the game, but each additional personal foul is also penalized with a technical foul.
- T F** 16. It is traveling if a player falls to the floor while holding the ball.
- T F** 17. The thrower on a throw-in may penetrate the boundary plane provided he or she does not touch the inbounds area before the ball is released on the throw-in pass.
- T F** 18. Team "A" has the ball for a throw-in on the baseline in their frontcourt. A1's throw-in is wild and A5 is the first to touch the ball in Team "A" backcourt. Official rules a backcourt violation.
- T F** 19. When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact. The distance need not be more than three strides.
- T F** 20. Jumper A1 picks up a legally tapped ball which has fallen to the floor without touching a non-jumper. Official rules a violation.
- T F** 21. Grasping the basket is not a technical foul if necessary to prevent injury.
- T F** 22. The rule covering "Faceguarding" only applies to a player without the ball.
- T F** 23. The requirements being met, the head coach or manager may call time out.
- T F** 24. The jurisdiction of the officials is terminated and the final score approved when the referee leaves the inbounds area of the playing court.
- T F** 25. A player need not orally request a time-out if he/she forms a "T" sign with his/her hands.