



NFHS Basketball Rule 4 (Definitions) and Rule Fundamentals (pg. 82) are great resources to support your success.

Number	Question	Answer 1	Answer 2
1	When the ball remains alive, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.	TRUE	FALSE
2	Neither a team or any player is ever in control during a dead ball, jump ball, or when the ball is in flight during a try or tap for a goal.	TRUE	FALSE
3	A goal is made when a live ball enters the basket from above and remains or passes through unless canceled by a throw-in violation or a player-control foul.	TRUE	FALSE
4	The jump ball and the throw-in are the only methods of getting a dead ball alive.	TRUE	FALSE
5	Neither the dribbling nor traveling rule applies during the jump ball, throw-in, or free throw.	TRUE	FALSE
6	It is not possible for a player to travel during a dribble.	TRUE	FALSE
7	There are no infractions for which points are awarded.	TRUE	FALSE
8	There are three types of violations and each has its own penalty.	TRUE	FALSE
9	A ball in flight has the same relationship to frontcourt or backcourt or inbounds or out of bounds, as when it last touched a person or the floor.	TRUE	FALSE
10	Personal fouls always involve illegal contact and occur during a live ball, except for fouls committed by an airborne shooter or on an airborne shooter.	TRUE	FALSE
11	The penalty for a single flagrant personal or flagrant technical foul is two free throws and disqualification, with play resuming according to the point of interruption.	TRUE	FALSE
12	Penalties for fouls are administered in the order in which they occur.	TRUE	FALSE

13	A live ball foul by the offense (team in control or last in control if the ball is loose), or the expiration of time for a quarter or extra period causes the ball to become dead immediately unless the ball is in flight during a try or tap for goal.	TRUE	FALSE
14	The ball becomes dead when a player control foul occurs.	TRUE	FALSE
15	The first or only free throw violation by the offense causes the ball to become dead immediately.	TRUE	FALSE
16	A double personal foul involves only personal fouls and only two opponents. No free throws are awarded, and the ball is put back in play at the point of interruption.	TRUE	FALSE
17	A double technical foul involves only technical fouls and only two opponents. No free throws are awarded, and the ball is put in play at the point of interruption.	TRUE	FALSE
18	The official's whistle always causes the ball to become dead.	TRUE	FALSE
19	"Continuous motion" applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins the habitual trying or tapping movement starts and ends when the ball is clearly in flight.	TRUE	FALSE
20	Whether the clock is running or is stopped influences the counting of a goal.	TRUE	FALSE
21	A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard, it does not constitute a part of the dribble.	TRUE	FALSE
22	If the ball goes through the basket before or after a player control foul, the goal shall not be counted.	TRUE	FALSE
23	Boys and girls play with the same basketball.	TRUE	FALSE
24	The coaches' box extends from the 28 foot mark to the baseline.	TRUE	FALSE

25	The possession arrow does not have to be located at the scorer's table and may be solely located on the scoreboard.	TRUE	FALSE
26	The jurisdiction of the officials, prior to the game, begins when they arrive on the floor. The officials' arrival on the floor shall be at least fifteen (15) minutes prior to the scheduled starting time of the game.	TRUE	FALSE
27	The jurisdiction of the officials is terminated and the final score is approved when all officials leave the visual confines of the playing area.	TRUE	FALSE
28	The correctable errors are failure to award a merited free throw, awarding an unmerited free throw, permitting the wrong player to attempt a free throw, attempting a free throw at the wrong basket, and erroneously canceling or counting a goal.	TRUE	FALSE
29	A correctable error can be recognized and corrected at any time prior to the jurisdiction of the officials being terminated.	TRUE	FALSE
30	Team B has the possession arrow to start the second quarter. The referee erroneously gives the ball to Player A1 for a throw-in to start the second quarter. Player A1 throws the ball to player A2, who begins to dribble the ball. Umpire-1 recognizes that the ball should have belonged to Team B and blows the whistle at 7:58 of the second quarter. The referee realizes the mistake and gives the ball to Player B1 for a throw-in. Correct ruling?	TRUE	FALSE
31	A team can begin the game with less than five players.	TRUE	FALSE
32	A team can end the game with two, three, four, or five players on the floor.	TRUE	FALSE
33	No player may wear jewelry of any kind, including chains, earrings, rings, or bracelets.	TRUE	FALSE
34	When play is resumed with a throw-in or free throw and three-tenths (0.3) or less remains on the clock, a player may not gain control of the ball and try for a field goal. In this situation, only a tap can score.	TRUE	FALSE

35	A game cannot be played with a scoreboard that does not show tenths of seconds.	TRUE	FALSE
36	High school varsity girls' games are composed of four quarters of seven minutes each; high school varsity boys' games are composed of four quarters of eight minutes each.	TRUE	FALSE
37	Extra periods or overtimes are a continuation of the fourth quarter.	TRUE	FALSE
38	Each team receives three full (60-second) timeouts and two 30-second timeouts during the course of a game.	TRUE	FALSE
39	Each team is granted an additional full timeout for each extra period or overtime.	TRUE	FALSE
40	The warning signal for either a full timeout or a thirty second timeout should sound with fifteen seconds remaining on the timeout.	TRUE	FALSE
41	To start the second, third, or fourth quarter, the alternating possession arrow is used to determine possession of the ball to start the quarter.	TRUE	FALSE
42	After a made field goal, the player throwing the ball in may not "run" the baseline and must inbound the ball from a designated spot.	TRUE	FALSE
43	On a free throw, all five defensive players may occupy a lane space.	TRUE	FALSE
44	On a free throw, the free thrower cannot enter the lane until after the ball touches the rim; otherwise, it is a violation on the free thrower.	TRUE	FALSE
45	On a free throw, the four defensive players and the two offensive players may enter the lane immediately after the ball has been released.	TRUE	FALSE
46	The free thrower shall not fake an attempt at a free throw, nor shall any player any player in a marked lane space fake to attempt to cause an opponent to violate.	TRUE	FALSE
47	If the free thrower or his teammate is the first to commit a free throw violation, the ball immediately becomes dead when the violation occurs and no points can be scored.	TRUE	FALSE

48	If the free throw violation is made by the free throw opponent's team and the free throw is made, the violation is ignored.	TRUE	FALSE
49	Accidentally striking the ball with a leg or foot is a violation.	TRUE	FALSE
50	A player shall not be the first to touch the ball after having team control in the frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went into the backcourt.	TRUE	FALSE
51	An airborne shooter is a player who has released the ball on a try for the goal or has tapped the ball and has not returned to the floor.	TRUE	FALSE
52	During a dribble from the backcourt to the frontcourt, the ball is in the frontcourt when the ball and both feet of the dribbler touch entirely in the frontcourt.	TRUE	FALSE
53	A ball which is in contact with a player or with the court is in the frontcourt if neither the ball nor the player is touching the backcourt.	TRUE	FALSE
54	Each team's basket for practice before the game and for the first half is chosen by the home team.	TRUE	FALSE
55	One example of basket interference is when a player touches the ball or any part of the basket while the ball is on or within the basket.	TRUE	FALSE
56	Dunking is not an example of basket interference and shall not be punished as a violation.	TRUE	FALSE
57	Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.	TRUE	FALSE
58	If a guard has obtained legal guarding position, the player with the ball must get his head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.	TRUE	FALSE

59	The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot, or dribble.	TRUE	FALSE
60	A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball.	TRUE	FALSE
61	The same player must be guarding the offensive player in order to maintain a five second closely guarded count.	TRUE	FALSE
62	If an opponent fouls after a player has started a try for goal, he or she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. Continuous motion are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.	TRUE	FALSE
63	Team control occurs when: 1) a player on that team is in control; 2) a live ball is being passed among teammates; 3) during an interrupted dribble; or 4) when a player of the team has disposal of the ball during a throw-in.	TRUE	FALSE
64	Team control can only end three ways: 1) the ball is in flight for a try or tap for goal; 2) the ball becomes dead; or 3) the opponent secures the ball.	TRUE	FALSE
65	Neither team control nor player control exists during a dead ball, jump ball, or when the ball is in flight during a tap or try for goal.	TRUE	FALSE
66	The division line is considered to be part of the frontcourt.	TRUE	FALSE
67	After a player commits his fifth foul, the head coach of the player who committed the foul must be notified of the player's disqualification. Upon such notification, the player becomes bench personnel and the head coach receives an indirect technical foul if the disqualified player commits an unsportsmanlike technical foul.	TRUE	FALSE

68	Three examples of a dribble ending include the dribbler catching or causing the ball to come to rest in one or both hands, the dribbler palming or carrying the ball by allowing it to come to rest in one or both hands of the dribbler, and the dribbler simultaneously touches the ball with both hands.	TRUE	FALSE
69	An interrupted dribble occurs when the ball is loose after deflecting off the dribbler after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble.	TRUE	FALSE
70	Fighting includes, but is not limited to combative acts such as an attempt to strike, punch or kick by using a fist, hands, arms, legs or feet regardless of whether contact is made.	TRUE	FALSE
71	A punch by a player that misses his/her opponent is considered fighting, but is not considered to be a flagrant foul and the player can remain in the game.	TRUE	FALSE
72	Intentional fouls include, but are not limited to, contact that neutralizes an opponent's obvious advantageous position, contact away from the ball with an opponent who is clearly not involved with the play, contact that is not a legitimate attempt to play the ball, or excessive contact with an opponent while the ball is live or until the airborne shooter returns to the floor.	TRUE	FALSE
73	The penalty for any intentional foul is two free throws plus the ball being placed at the point closest to the location of the foul for the team that was fouled.	TRUE	FALSE
74	A team foul is any personal or technical foul (except indirect technical fouls) which is charged to either team. All team fouls are counted to reach the bonus free throw.	TRUE	FALSE
75	The free throw begins when the ball is placed at the disposal of the thrower and ends when the try will not be successful, when the ball touches the floor or any player, or when the ball becomes dead.	TRUE	FALSE

76	Goaltending occurs when a defensive player touches the ball during a field goal try or tap while the ball is on its downward flight while above the basket ring level, has the possibility of entering the basket in flight and is not touching the basket cylinder.	TRUE	FALSE
77	To obtain legal guarding position, the guard must have both feet touching the playing floor and when the front of the guard's torso is facing the opponent.	TRUE	FALSE
78	In order to draw a charging or player control foul, the defender must be stationary and cannot move.	TRUE	FALSE
79	To maintain legal guarding position, the guard may move laterally or obliquely to maintain position—provided it is not toward the opponent when contact occurs.	TRUE	FALSE
80	A defender may obtain legal guarding position after the airborne shooter has jumped from the floor.	TRUE	FALSE
81	It is not legal to use hands on an opponent which in any way inhibits the freedom of movement of the opponent or acts as an aid in starting or stopping.	TRUE	FALSE
82	A held ball occurs in one of two ways: 1) opponents have their hands on the ball so firmly that control cannot be obtained without undue roughness; or 2) an opponent places his/her hands on the ball and prevents an airborne player from throwing the ball or releasing the ball on a try.	TRUE	FALSE
83	The mere fact that contact occurs does not constitute a foul. There is some contact which is considered to be incidental contact.	TRUE	FALSE
84	Contact which may result when opponents are in equally favorable positions to perform normal defensive and offensive movements should not be considered to be illegal even though the contact may be severe.	TRUE	FALSE
85	Bench personnel are all individuals who are part or affiliated with a team including all coaches, statisticians, managers, and substitutes.	TRUE	FALSE
86	In a rebounding situation, there is no player or team control.	TRUE	FALSE

87	Time and distance are not relevant considerations in the determination as to whether a screen has been set legally.	TRUE	FALSE
88	The screener may set a screen with his/her legs being significantly more than shoulder width apart.	TRUE	FALSE
89	The act of shooting begins simultaneously with the start of the try or tap and ends with the ball clearly in flight and includes the airborne shooter.	TRUE	FALSE
90	The throw in and the throw in count begins when the ball is at the disposal of the team entitled to it.	TRUE	FALSE
91	Once legal guarding position is established, the defender may rise or jump vertically and occupy the same space within the vertical plane without penalty.	TRUE	FALSE
92	Player A1 attempts to rebound the ball and while on the way back to the floor, Player A1 loses his balance and begins to fall. Player A1 loses control of the ball as he is falling and regains control of the ball after he has fallen to the floor. Then, Player A1 passes the ball to Player A2. Ruling: traveling.	TRUE	FALSE
93	Player A1 gains control of the ball while he is laying on the floor. Player A1 then stands up. Ruling: traveling violation.	TRUE	FALSE
94	In order to properly officiate traveling, the responsible official must properly identify the offensive player's pivot foot. A player who catches the ball with both feet on the floor may pivot using either foot. When one foot is lifted off the floor when catching the ball, the other is the pivot foot.	TRUE	FALSE
95	The bonus is the two free throws awarded for a common foul beginning with a team's fifth foul in each quarter.	TRUE	FALSE