

New Members Rules Test

2011-2012

1. An alternating-possession throw-in results in all of the following situations, EXCEPT:

- A. All double fouls.
- B. Simultaneous free-throw violations.
- C. A live ball lodges between the backboard and the ring.
- D. A live ball comes to rest on the flange.
- E. A held ball.

3. The alternating-possession procedure is always used after a double personal foul.

- A. True
- B. False

5. An alternating-possession throw-in results when the last part of a false double foul is a technical foul.

- A. True
- B. False

7. If the ball is simultaneously touched by inbounds opponents near a boundary line and then goes out of bounds before the alternating-possession procedure has been established, play will be resumed with a jump ball in the center circle.

- A. True
- B. False

8. If B1 commits a common foul during the opening jump ball to start the game, alternating-possession control is established when thrower A1 has the ball at his/her disposal.

- A. True
- B. False

9. During an alternating-possession throw-in by A1, B2 intentionally kicks the throw-in pass. The alternating-possession arrow should now point toward Team B's basket.

A. True

B. False

12. During a charged time-out, the head coach and assistant coaches may rise and confer with team personnel within the confines of the time-out area.

A. True

B. False

13. When the optional coaching box is being utilized, the first technical foul charged directly or indirectly to the head coach results in the loss of coaching-box privileges for the remainder of the game.

A. True

B. False

14. The head coach is assessed a direct technical foul in all of the following situations, EXCEPT:

A. Permitting team members to leave the bench area and/or playing court for an unauthorized reason.

B. Permitting a team member to participate while wearing an illegal uniform.

C. Permitting a team member to participate after being removed from the game for disqualification.

D. Failing to replace or remove a disqualified or injured player within 20 seconds when a substitute is available.

E. Permitting a team member to dunk during the pregame warm-up.

15. Which of the following is permitted to designate the center restraining circle:

A. A ¼-inch line.

B. A 1-inch line.

C. A 2-inch line.

D. Contrasting colored-floor areas.

E. All of the above.

16. All of the following are true regarding a legal basketball, EXCEPT:

- A. Its circumference shall be 29 1/2 to 30 inches for high school boys competition.
- B. Its circumference shall be 28 1/2 to 29 inches for high school girls competition.
- C. The ball shall include the NFHS Authenticating Mark.
- D. The ball shall be the approved orange shade or natural color.
- E. The ball shall have a maximum of eight horizontally shaped panels.

17. Backboard padding shall be a single solid color and shall be the same color on both backboards.

- A. True
- B. False

18. It is a requirement to have an "X" marked on the floor in front of the official scorer.

- A. True
- B. False

21. The ideal measurements for a high school basketball court are:

- A. 94 feet by 50 feet.
- B. 84 feet by 50 feet.
- C. 100 feet by 50 feet.
- D. 90 feet by 50 feet.
- E. 84 feet by 45 feet.

24. A player is in control of the ball when he/she is holding a live ball.

- A. True
- B. False

25. Team control exists in all of the following situations, EXCEPT:

- A. When a player of the team is in control.
- B. While a live ball is being passed among teammates.
- C. During an interrupted dribble.
- D. While the ball is in flight during a try.
- E. When a player of the team has disposal of the ball for a throw-in.

26. A closely-guarded count continues when a defensive switch occurs, provided the 6-foot distance is maintained.

- A. True
- B. False

28. Team A is in control while the ball is loose after B1 deflects a pass from A1 to A2.

- A. True
- B. False

29. A dribble may be started by pushing, throwing or batting the ball to the floor before the pivot foot is lifted.

- A. True
- B. False

30. After initial legal guarding position is established, the guard may be airborne provided he/she maintains inbounds status.

- A. True
- B. False

36. The traveling and dribbling rules are in effect for the thrower during a throw-in.

- A. True
- B. False

37. A team-control foul can also be intentional or flagrant.

A. True

B. False

45. A substitute for the offended team may enter the game and attempt the second free throw awarded for a technical foul.

A. True

B. False

46. A substitute free throw is awarded if during a free throw by A1, A2 violates and the attempt is unsuccessful.

A. True

B. False

51. Following a time-out or intermission, if free thrower A1 is not in the free-throw semicircle when the administering official is ready, a technical foul for delay is charged to A1.

A. True

B. False

53. If multiple free throws result from a single personal and a single technical foul, the free throws shall be attempted in the order in which the fouls occurred.

A. True

B. False

54. It is a violation for the free thrower to purposely fake a try.

A. True

B. False

57. While dribbling, the ball is still in Team A's backcourt if both of A1's feet are touching in the frontcourt, but the ball is touching the division line.

A. True

B. False

58. The ball is in Team A's backcourt when A1, while holding the ball, is straddling the division line.

A. True

B. False

59. A team's frontcourt includes the division line.

A. True

B. False

63. B1 has violated if A1's throw-in deliberately strikes B1 in the leg and then rolls out of bounds.

A. True

B. False

65. During a designated spot throw-in, thrower A1 must keep at least one foot on or over the spot until the ball is released.

A. True

B. False

66. During a throw-in, B1 has violated if thrower A1 passes the ball into the court and it is first touched by B1 who has one foot on a boundary line.

A. True

B. False

67. The throw-in boundary plane is in force only for the opponent(s) of the thrower.

A. True

B. False

71. Once the ball has been released by the thrower, opponents may break the throw-in boundary plane.

A. True

B. False

72. Team A is considered in control when thrower A1 has the ball at his/her disposal for a throw-in.

A. True

B. False

75. All of the following are true statements regarding charged time-outs, EXCEPT:

A. Time-outs shall be conducted within the confines of the time-out area.

B. A 60-second time-out may be reduced in length if the charged team is ready to play.

C. During a 30-second time-out, players must remain standing.

D. No on-court entertainment is permitted during a 30-second time-out.

E. Teams are permitted three 60-second time-outs and two 30-second time-outs during a regulation game.

76. A successive time-out is one that is granted to either team before the ball becomes live following the previous time-out.

A. True

B. False

78. A team need only be in team control to request and be granted a time-out.

A. True

B. False

79. A time-out shall not be granted until after the ball has become live to start the game.

A. True

B. False

83. No time-out is charged if a coach's request results in a correctable error being prevented or rectified.

A. True

B. False

84. Players may sit or stand during a 60-second time-out, but must remain in the time-out area.

A. True

B. False

87. The torso of the team jersey shall be the same single solid color for all team members.

A. True

B. False

88. All of the following are true statements regarding an arm compression sleeve, EXCEPT:

A. It must cover the elbow.

B. It must be white, black, beige or a single solid school color.

C. It must be the same color for each team member.

D. It must be worn for medical reasons.

E. Its manufacturer's logo shall not exceed 2¼ square inches.

90. There are no color or design restrictions in the area of the team jersey from the imaginary line at the base of the neckline to the top of the shoulder.

A. True

B. False

91. Only one visible manufacturer's logo/trademark/reference is permitted on the team jersey.

A. True

B. False

92. Provided both players do not play at the same time, both 0 and 00 are legal numbers for team members.

A. True

B. False

95. A substitute may enter between quarters without being beckoned by an official.

A. True

B. False

96. A substitute must report or be in position prior to the warning signal during a 30- or 60-second time-out.

A. True

B. False

99. A substitute becomes a player when he or she legally enters the court to participate.

A. True

B. False