

2007-2008 Important Concepts

1. Control – Player and Team
2. All fouls count toward bonus
3. New rule on all warning horns 15 sec before expiration
4. Timeouts
 - a. Player control
 - b. May not shorten unless both teams ready
 - c. Must replace disqualified/injured player before granted
5. Who causes the ball to be out of bounds
6. When is a player out of bounds
7. Illegal to go out of bounds
8. Technical foul to delay return when legally out of bounds
9. Point of interruption
 - a. When used
 - b. Where is the throw-in from
10. When is ball live on a throw-in, free throw and jump ball
11. Legal/illegal movements of the pivot foot.
12. When does AP throw-in end and when do you change the AP arrow
13. When must subs report
14. Status of ball and/or player with regard to backcourt
 - a. Straddling division line
 - b. Dribbling from backcourt to frontcourt
 - c. Catches ball while airborne on throw-in
15. Compression sleeves...medical reasons only
16. How dribble ends
17. Team control fouls
18. How injured player may remain in game
19. Correctable errors
20. Continuous motion...when does it apply
21. Jump ball violations
22. What can a player do if they control the ball when on the floor?
23. Basket Interference/Goaltending
24. Ball and boundary plane during the throw-in
 - a. Hold ball through plane
 - b. Defense reaching through and touching ball or player
25. Interrupted dribble...no player control
26. Any eligible player may shoot free throws for a technical foul
27. Team control fouls no free throws
28. Free throw violations
29. Airborne shooter is still a player in control
30. Dribble ends upon any touching by opponent, intentional or not
31. No lag time
32. Must release ball before lifting pivot foot to start dribble.