

中華全國體育協進會審定

女子籃球規則

二十三年一月四年

中華全國體育協進會審定

女子籃球規則

二十三年一月四年

民國二十四年三月再版

翻印必究

原訂者

美國女子業餘籃球聯合會

編譯者

中華全國體育協進會

發行者

中華全國體育協進會

上海延平路

定價

每冊實售大洋叁角

MAJOR RULES CHANGES

RULE 3—"Officials" (revamped)

Division C, Sec. 2, p.8

Duty of recognizing substitutes and calling "Time-Out" for substitutions has been given to Umpire.

RULE 4—Division C, Sec. 4, p.12

A player using two counts in coming to a stop after receiving the ball on the run, may pivot only on rear foot.

Division E, Sec. 3, p.13

"Traveling" expanded to include dragging of rear foot or taking a jump in place.

Division F, Sec. 1,b(3), p.14

Threatening eyes of opponent while guarding her is a foul.

Division F, Sec. 2,b, p.15

Further clarification of "charging".

RULE 7—Sec. 2, p.17

If "Time-Out" is requested in last minute of play in first, second or third quarter, quarter-time is called and remaining time is added to next quarter.

RULE 10—Division A, Sec. 1, p.19

Teams using different methods of starting game are admonished to come to an agreement at least one day before game.

Division B, Sec. 3, p.21

A maximum of 30 seconds is allowed each team in making substitutions on same dead ball.

Division C, Sec. 2,a, p.22

In Two-Division game, Centers are to face own goals as formerly.

Division C, Sec. 2,b, p.23

Whistle is not to be sounded on Toss or Center-Throw except when "Time-In" is to be taken.

Division D, Sec. 1,b, p.25

"Three on a ball" has been deleted, as ball is in tie anyway and if third person runs in and makes contact, is committing Personal foul.

INDEX TO RULES

*Indicates Notes which follows Section.

	Rule	Sec.	Page		Rule	Sec.	Page
ALTERATIONS IN RULES—Court	1-A	1*	3	Ball out-of-bounds	6	1-b	16
Time	10-A	1	19	Blocking	4-F	2-c	15
BACKBOARDS — Dimensions, material, position, distance from spectators	1-B	1-3	4	Bounce	4-C	2	12
BALL—Material, size and weight of	1-D	1	5	Bounce pass	4-C	3	12
Choice of	1-D	2	5	Charging	4-F	2-b	15
When out-of-bounds	6	1-b	16	Dead ball	4-B	..	11
Caused to go out-of-bounds	6	1-b	16	Delaying game	4-F	1-c	14
When tie	8	1	18	Disqualifying foul	4-F	3	15
When dead	4-B	..	11	Double foul	4-F	..	13
Traveling with the ball	4-E	3	13	Foul	4-F	..	13
Thrown, etc., in any direction	10-D	3	25	Free-throw	9	1	19
When put in play at center	10-C	1	22	Goal	4-A	1	11
How put in play at center	10-C	2	22	Holding ball	4-E	2	13
When tossed up elsewhere than center	10-C	3,4	24	Holding opponent	4-F	2-d	15
How put in play from out-of-bounds	6	2	16	Illegal goal	11	2	27
How put in play when referee is in doubt	6	3	17	Juggle	4-C	1	12
How put in play after "time out"	7	6	18	Line violation	4-E	1	13
In play, if free-throw for goal is missed, exceptions	9	4	19	Obstructing	4-F	2-a	14
When given to opposing side	11	..	26	Overguarding ball	4-F	1-a	14
BASKETS—Material, size, and position of	1-C	1	5	Overguarding opponent	4-F	1-b	14
Choice of	10-A	3	20	Own goal	4-A	3	11
BLOCKING—Definition of	4-F	2-c	15	Personal foul	4-F	2	14
Penalty for	12-B	1,3	31	Pivot	4-C	4	12
BOUNCE—Definition of	4-C	2	12	Player out-of-bounds	6	1-a	16
BOUNCE PASS—Definition of	4-C	3	12	Traveling with the ball	4-E	3	13
BOUNDARY LINES	1-A	2-a,b	4	Tagging	4-F	2-d	15
CAPTAINS—Change rules regarding court	1-A	1*	3	Technical foul	4-F	1	14
Change rules regarding time	10-A	1	19	Tie ball	8	1	18
Duties and powers of	10-B	2	11	"Time-out"	7	1	17
ENTERS—Must tap ball first	10-C	2-b	23	DELAYING GAME—Penalty for	12-A	1-a	29
Position of	10-C	2-a	22	DISCONTINUED GAME	3-B	3	8
ENTER CIRCLE—Size of	1-A	2-e	4	DISQUALIFICATION	12-C	..	31
How and when ball put in play from	10-C	1-2	22	DISQUALIFYING FOUL—Definition of	4-F	3	15
CHARGING—Definition of	4-F	2-b	15	Penalty for committing	12-B	1-3	31
Penalty for	12-B	1	31	DIVISION LINES	1-A	2-c,d	4
COURT—Dimensions of	1-A	1	2	DUTIES OF OFFICIALS	3	..	6
Diagram of	..	Guide	10	END LINES	1-A	2-a,b	4
DEAD BALL	4-B	..	11	FORFEITED GAME—Team refuses to play	3-B	3	8
DEFINITIONS OF PLAYING TERMS—Ball caused to go out-of-bounds	6	1-b	16	Score of	5	4	16
				FOUL—Definition of	4-F	..	13
				Time and place for designation of	3-A	4	7
				FOULS AND PENALTIES	12	..	29
				FREE-THROW—Definition of	9	1	19
				How ball is put in play after fouls	9	2-4	19
				When allowed	12	..	29
				FREE-THROW LANES—Position of	1-A	2-g	4
				Penalty for entering	11	1-b	26

Rule Sec. Page

FREE-THROW LINES—Position of	1-A	2-f	4
GAME—Length of	10-A	1	19
When terminated	10-A	4	20
Tie	5	3	15
GOAL—Definition of	4-A	1	11
Value of	5	1	15
Does not count, throwing side (free-throw)	11	1	26
Does not count, illegal throw	11	2	27
GUARDING—Definition of	4-D	..	13
HOLDING BALL—Definition of	4-E	2	13
Penalty for	11	3-d	27
In play more than 3 seconds	11	4-j	28
HOLDING OPPONENT—Definition of	4-F	2-d	15
Penalty for	12-B	1,3	31
At throw for basket	12-B	3	31
INTERMISSION	10-A	1	19
JUGGLE—Definition of	4-C	1	12
KICKING THE BALL—Penalty for	11	4-a	27
LINE VIOLATION—Definition of	4-E	1	13
OBSTRUCTING—Definition of	4-F	2-a	14
Penalty for	12-B	1,3	31
OBSTRUCTIONS — Distance of boundary lines from	1-A	2-a	4
OUT-OF-BOUNDS—Definition of	6	1	16
Ball put in play from	6	2	16
OVERGUARDING—Definition of	4-F	1-a,b	14
Penalty for	12	..	29
PENALTIES	11,12	..	26,29
PERSONAL FOUL—Definition of	4-F	2	14
How designated	3-A	5(6)	7
List of and penalty for	12-B	1,3	31
PIVOT—Definition of	4-C	4	12
PLAYERS—May not leave court	10-B	1-a	21
May re-enter game, when	10-B	3	21
How disqualified	12-C	1	31
PLAYERS AND SUBSTITUTES	10-B	..	21
PLAYING REGULATIONS	10	..	19

Rule Sec. Pa

PLAYING TERMS	4	..
PUSHING—Penalty for	12-B	1,3
PUTTING BALL IN PLAY
From center circle	10-C	1,2
From out-of-bounds	6	2
When referee is in doubt	6	3
When "time-out" is called	7	6
After tie ball	8	2
After goal is made	10-C	1-b
In case of double foul or two or more fouls	9	4
QUARTERS—Length of	10-A	1
REFEREE—Duties of	3-A,B	..
ROUGHNESS—Penalty for	12-B	2
TRAVELING WITH THE BALL—Definition of	4-E	3
Penalty for	11	4-d
SCORE—Forfeited game	5	4
Discontinued game	5	5
Referee announces	3-B	2(7)
SCORERS—Duties of	3-D	..
SCORING	5	..
SIDE LINES	1-A	2-a,b
STRIKING BALL WITH FISTS	11	4-b
SUBSTITUTES	10-B	3
TAGGING—Definition of	4-F	2-d
TEAMS—Number of players in	2	..
TECHNICAL FOULS	4-F	1
List, and penalty for	12-A	..
TIE BALL	8	1
How put in play after	8	2
TIE SCORE	5	3
TIME—of quarters and intermission	10-A	1
Change of	10-A	1
"TIME OUT"	7	1
Length, number, etc.	7	4,5
Ball put in play after	7	6
TIMEKEEPERS—Duties of	3-E	..
TRIPPING—Penalty for	12-B	1,3
UMPIRE—Duties of	3-A,C	..
UNSPORTSMANLIKE CONDUCT	3-A	5(8)
Coaching from sidelines	12-A	3-a
VIOLATIONS AND PENALTIES	11	..
WHISTLE—When blown, etc.	3	..

**WOMEN'S
OFFICIAL
BASKETBALL
RULES**

1934-1935

一九三四年至三五年規則更改提要

第三章 裁判員與檢察員職務之改變，即（一）承認替補員資格及（二）替補球員時宜告暫停兩職務舊規則屬於裁判員，現改為檢察員之職權。

第四章 丙、第四條後添一句，文如下：

球員在奔跑時獲球，在用兩步立定後，如欲旋轉，只可用後方之足作中樞。

第四章 違例第三條『帶球跑』添『提起後方之足及原地跳起等動作均包括於其中』一句。

第四章 戊、犯規第一條（乙）添第三例及註全文如下：

在持球之對手眼前，用雙手擺揮或在其眼前用雙手或其他方法作恫嚇之狀。
（註）上例可成爲奪權犯規。

第四章 戊、犯規第二條（乙）『撞人』後添一句，文如下：

如無意觸及上述對手之手，或臂者，不作撞人論。

第七章 新添第二條全文如下：

如在第一節，第二節，或第三節之末了一分鐘內宣告『暫停』時則應將剩餘

之一分鐘或少於一分之時間，加入下一節內比賽之。

第十章

甲、第一條後新添一註，文如下：

比賽開始發球之方法，應由兩隊於比賽前一日商定。

第十章

乙、第三條第二段有修改，全文如下：

如兩隊於同時替補球員，則每隊所費時間，以三十秒鐘為限，兩隊合併之時間為一分鐘。

第十章

丙、第二條(甲)中圈跳球時，兩隊中鋒應各雙足站立於中圈之本方半圓內(近對隊球籃之半圓)(恢復從前之舊規則)。

第十章

丙、第二條(乙)添一註如下：除在宣告暫停後而繼續比賽外，其他中圈跳球或中圈擲球時，均不用鳴笛。

第十章

丁、第一條(乙)已刪去，因該球已經成『爭球』如有第三者加入而發生身體接觸時，即成爲侵人犯規。

女子籃球規則

女子籃球遊戲大意

女子籃球爲二隊之比賽遊戲，每隊球員，以六人至九人爲限，其多寡依球場之大小而定。遊戲時，各以傳擲爲方法，以擲球入本籃爲目的，而同時兼須防止對隊得球或得分。球之從場內擲中籃者作二分，罰中籃者作一分。

▲第一章 設備

甲、球場

第一條 球場爲正長方形，四無障礙。其面積之最大者，以長一百尺（英尺下同），闊五十尺爲限。大學年齡之球隊如用六人三區制，球場應長九十尺闊四十五尺。中學年齡者，應長七十尺闊三十五尺。

【註】 本章第一條及第二條甲所規定之界線與障礙物間距離，如經二隊長之同意，得更改之。

第二條

球場長度不足七十英尺，或面積不及三千二百方呎者，宜用一道區線，將全場分爲面積相等之二區，區線應與端線並行。二區制球場之長，在六十尺或六十尺以下或面積不及二千一百方呎者，用於中學年齡爲最宜。

(甲) 球場四周，應有清晰之界線，線闊至少二寸。界線距離場外之障礙物至少三尺。球場兩端之短線，謂之端線，兩邊之長線，謂之邊線。

(乙) 球場之面積如與健身房之面積相等，其端線及邊線仍照劃，線之內邊，應離牆二寸(參閱第六章第四條)。

【註】 最好在界線內三尺處另加一道細線

(丙) 全場應按本章第一第二兩條用區線分成相等之二區或三區，區線應與端線並行。

(丁) 區線應闊十二寸，如用兩並行線留出十二寸(連線)闊之中立區，亦可適用。

(戊) 場之中心，應劃一中圈，其半徑爲三尺。(參觀球場圖)

(己) 距端線內邊十七尺處應劃一罰球線，與端線並行。線長二十四寸，闊

一寸，其中點正在端線中點之垂直線上。

(庚)距端線中心左右各三尺(連線)處，各向場內劃一垂直線，與端線成直角。又以罰球線中點為中心，劃一半徑六尺(連線)之圓弧，其缺口適與垂直線連接，在此兩直線及圓弧內之地面，謂之罰球區域(參觀球場圖)。

乙、遮板

第一條 遮板為裝置球籃之用，橫闊六尺，縱高四尺，以厚玻璃，木板，或其他能永保堅平之質料製成，板面須成一色而無刻劃。

第二條 遮板豎架於球場之兩端，與地板成直角，平行端線，其下邊離地九尺。

除球場長度之過小者，遮板架於牆上外，板之中心，應在球場內距離端線中點二尺之垂直線上。

第三條 遮板四圍至少三尺以內，應設法攬護，勿使觀眾立近，或有發生其他阻礙之可能。

丙、球籃

第一條 球籃以線網或其他質料結成之網，懸於內直徑十八寸之金屬圈上為之。

第二條 籃圈應用平伸之短柄，牢裝於遮板上，圈口與地面並行，其上沿離地十尺，離遮板之下邊一尺，其中心，距離遮板之兩邊各三尺，圈口內邊與遮板正面最近處距離六寸。

丁、球

第一條 球為圓形，以橡皮膽實於皮囊中為之，其圓周以三十至三十一寸為度，重量以二十至二十二盎司為度。

【註】十三磅壓力為公認之合度氣壓。

第二條 主隊應備新球一枚或舊球二枚，經裁判員之審核認可，作比賽之用。如主隊所備者為舊球，客隊得任選其一，作比賽之用，並有用以練習之權；如屬新球，則雙方均不得用以練習。

▲第一章 球隊

每隊球員，以六人至九人為限，其中以一人為隊長。替補員人數無限制。

▲第三章 職員及其職務

比賽職員，應有裁判員一人，檢察員一人，計時員二人，記錄員二人。

如用中圈擲球法則除原有之職員外，應另派一人，司管何隊發球之記號。

【註】用大紙板一塊，兩面各寫一球隊隊名，使職員及球員在場之中區者認識甚易，當發球後，該員應將紙板翻轉，俾裁判員及球員即能領會下次發球權屬於何隊。

裁判員欲施判告時，應鳴笛宣告罰規，得分等判決，使各球員，記錄員，計時員及觀衆聽悉無遺。

【註】每比賽各職員，應各備不同音調之叫笛。

甲、裁判員與檢察員

職員對於規則，除第一章甲第一條之附註，及十章甲第一條所規定者外，無同意變更之權。裁判員與檢察員，如經雙方隊長之同意，得於後半時起互易職司。

【註】裁判員及檢察員之人選，宜求能力充足而公正無私者，至於與雙方有無關係，猶其餘事。裁判員及檢察員所穿制服，宜與雙方球員所穿者有顯明之分別，以免混雜。

第一條 裁判員或檢察員，對於各人職權以內之判決，不得互相責難，或置之不問。

裁判員及檢察員同時對同一球隊宣告犯規，而所判之罰則不同時，應依較重之判決執行之。

第二條 在同一動作中，犯規者不止一人時，得一一加以處罰，並無限制。

第三條 裁判員或檢察員宣告球員犯規時，應將犯規者指出，並須宣告何種犯規。

第四條 自比賽開始至終了之間（連比賽因故暫停之時間在內）不論在場內或場外，球員有違犯規則者，裁判員及檢察員均有判決之權。

第五條 裁判員或檢察員應：

- (一) 遇猶惑時，決定比賽是否正在進行；
- (二) 遇猶惑時，決定球屬何隊；
- (三) 宣判爭球及執行其半場以內各種跳球；
- (四) 跳球時其他職員應注意球員之手；
- (五) 執行出界球規則；
- (六) 宣判犯規及違例。以右手高舉，作侵入犯規之記號；
- (七) 依不准場外指導之規則，切實執行；
- (八) 判罰任何球員有不正當行爲之犯規；

乙、裁判員

主隊有選請裁判員之權，但須於比賽日之先，徵得客隊之同意，否則失去其選請之權利。

第一條 裁判員負管轄比賽之全權。

第二條 裁判員應：

- (一) 在中圈發球令比賽開始；
- (二) 執行宣判各種犯規；
- (三) 罰球時注意區域上球員；
- (四) 取消球員比賽資格；
- (五) 在必要時，宣告暫停；
 - (甲) 遇球員受傷時；
 - (乙) 隊長請求時；
 - (丙) 取消球員資格時；
 - (丁) 遇雙方犯規時；
- (六) 宣告擲中；

(七)比賽結束後，向大衆報告比賽結果。

【註】當裁判員將全局結果報告後，其職權卽爲終了。

第三條

經裁判員通知繼續比賽後，球隊之不遵行者，裁判員有權宣告該隊棄權。觀衆有不正當之行爲者，裁判員有中止比賽之權；或令比賽停止五分鐘，以待秩序之恢復，如五分鐘後秩序仍難恢復。比賽應卽中止。每局比賽中，因此而停止者不得過兩次，如第二次停止後，秩序仍不能維持，比賽應卽中止。

第四條

凡規則上所未詳之點，裁判員亦有判決之權。

丙、檢察員

客隊有選請檢察員之權，但須在比賽日之先，徵得主隊之同意，否則失去其選請之權利。

第一條 第二條

檢察員有判決違例及犯規之權，但須認明其他位，係襄助裁判員之職員。檢察員應：

(一)在場上作適當進退移動，以照應裁判員之不易見之違例及犯規，如宣告越線，尤宜注意於後場者，

(二) 於裁判員質詢時，助其作種種判決；

(三) 承認替補球員；

(四) 替補球員時，宣告暫停；

(五) 警告球員，及通知裁判員如某球員已失却比賽資格。

(六) 將裁判員及本人之判決，隨時知照記錄員。

第三條 球員受傷如裁判員未覺察時，檢察員可鳴笛停止比賽，但暫停時間應根據裁判員之命令宣告。

丁、記錄員

第一條 記錄員中由一人爲正記錄員，另一人從旁校正之。每比賽中，除因不能勝任之故外，記錄員不得更換。客隊有選定正記錄員及正計時員之權。主隊供給其副手。

第二條 記錄員應：

(一) 互相合作，用同一記分簿，記錄：

(甲) 擲中；

(乙) 犯規(侵入犯規，技術犯規及球隊技術犯規記在隊長名下)

(丙) 每隊『暫停』次數；

(丁) 替補球員之姓名及職位。

(二) 遇下列情形，應立即報告裁判員或檢察員：

(甲) 球員犯二次侵入犯規，或四次技術犯規，或其侵入犯規及技術犯之總數已有四次時，裁判員或檢察員得訊後，予該球員警告。

(乙) 球員犯第三次侵入犯規或第五次技術犯規，或其侵入犯規及技術犯規已滿五次時，裁判員乃根據此報告，取消該球員之資格（參看第七章第八條）

(丙) 球隊之已有兩次『暫停』者。

(丁) 球員第二次替補入場者。

(三) 檢視職員席及球員座應在邊線外至少有三尺之距離。

第三條

記錄員所記之成績，應作為正式之成績。如記錄中發現不符之點，應於發覺後第一次宣告死球時，向裁判員報告，聽其公斷，否則裁判員惟有以較小之比數為準，但裁判員有其他方法可以證明確實之比數，而無須記錄員之參商時，亦得據實決斷之。

第四條 記錄員應備號笛，作通知裁判員之用。

【註】(一)記錄員之笛聲，無停止比賽之效力。

(二)替補球員，由記錄員鳴笛通知，但必須在死球時。

戊、計時員

第一條

計時員中由一人爲正式計時員，司管時錶及發訊號。計時員應合用一錶，置於桌上或懸於牆上，使能共同計核，而無不一致之弊。另備跑錶一具，作計暫停時間之用。

第二條 計時員應：

(一)記明何時開始比賽。

(二)依裁判員或檢察員或檢察員之命令，扣算比賽因故而耗費之時間。

(三)計每替補球員所費時間，如遇超過規定，即報告裁判員。

(四)在半時休息時間終了前三分鐘，通知兩隊隊長。

(五)敲鑼或鳴笛報告該半時或該節終了。

第三條 每節比賽時間之終了，應以計時員之信號爲準。如信號損壞，未能按時發出，或發而未爲裁判員所聞，計時員應速即入場通知裁判員。如在此周折

之間，球適擲中，裁判員應商同計時員決定其是否有效；如兩計時員均認該球擲出前時間已經終了者，裁判員應判決該球爲無效；但如計時員二人意見不一，而裁判員亦無法確定時，則應判決該球爲有效。

【註】 在每節之最後二分鐘內，計時員宜立近檢察員，如在場之邊線中點等處，使檢察員對於時間終了時球之地位，易於辨清，以助裁判員判決得分之準確。

▲第四章 比賽用術語釋義

甲、擲中

第一條 前鋒在其場區內將球從籃口上擲入籃內，謂之『擲中』。

【註】 如球從籃底向上穿過，而後再從籃口落入者無效。

第二條 不合例擲中（參看第十一章第二條）

第三條 球隊目的投擲之籃，謂之本籃。

第四條 a. 罰中（參看第九章第一條）。

b. 不合例罰中（參看第十一章第一條）。

乙、死球

遇下列各種情形，均成「死球」。成死球時，比賽應即停止，然後依裁判員所指定之方法重行開始：

- 一、擲中後（中圈發球）；
- 二、球出界時；
- 三、宣告爭球時；
- 四、宣告暫停時；
- 五、宣告違例或犯規時（除第十二章乙第三條註乙）；
- 六、比賽時間終了時（除第十章甲第四條）；
- 七、球停攔於球籃之側撐或柄上時，或觀眾在擲籃時有阻撓之舉動時；
- 八、非擲籃時，有觀眾阻撓球之進行時；
- 九、雙方犯規之每一罰球後；
- 十、某隊同時有二種犯規，被罰二球之第一球罰完後；
- 十一、對擲籃之球員犯規，被罰二球之第一球罰完後；
- 十二、不合法之罰球後（除第十一章第一條之罰則）。

丙、球術

第一條

球員與球接觸後，將球向上拋或拍起，使球之底部高出頭上，而於球未着地或被其他球員接觸前，再與球接觸，謂之『挑球』。

【註】 球員將球向空中拋拍一次以上，而每次均由原人將其接住或觸及，或拋運之時，球之高度未能超出拋球者之頭上，謂之『不合法之挑球』。接球不穩而致球拋出者，不作不合法之挑球論。

第二條

【註】 連續擲籃，不得謂之挑球或拍球。球員挑球或拍球後，得隨即擲籃。球員得球後，向地上拍擊一次，而再將球接住或與球接觸，謂之『合例之拍球』。球員擲球後，或拍球後，或球從手中脫落後，或與球接觸後未經他球員接觸前，再與球接觸，均屬此例。

【註】 球在地上彈躍一次以上，而被原人接住或觸及，或球彈起之高度未能與其膝部相等或較高者，謂之『不合例之拍球』。持球觸及地板，不作拍球論。

第三條

球員使球在地上反彈一次，而間接傳與他球員，謂之『反彈傳球』。

【註】 球員先自拋球或拍球後，仍得用反彈傳球法將球傳與他人。

第四條 持球之球員，以一足（旋轉足）立定於地上，作為中樞，另以他足向任何方

向踏出或移轉一次或數次，謂之「旋轉」。

球員持球旋轉後，將球傳拍，或擲籃時，其旋轉或可離地或可跳起，但在其單足或雙足未着地前，球必須離手。

球員在奔跑時獲球後，如用兩步立定，則旋轉只可後方之足作中樞。

丁、守衛

守衛係防守時重要技術。用以防制已獲球之對手。守衛時可在任何平面張單臂或雙臂但須不觸及球及對方球員身體。如在場角內守衛，只可用單臂。

【註】

照理論，籃球係一種無身體接觸之遊戲。但事實上因球員在限制之面積內迅速奔馳，決不能完全免去身體間之接觸。此種接觸，如無粗暴之現象者，不應判罰。如無意觸及對方手中之球，或球員之身體時而立刻離放者，亦不必判罰。

戊、違例

違例屬違犯規則之一種。犯者，罰由對方界外擲球。

第一條 球員身體之任何部份或衣服，觸及區線彼方之場地，謂之『越線』

第二條 球員在場內持球過三秒鐘，而不將球擲出或拋出，或球員在界外持球過五秒鐘，或在罰球時在罰球線上持球過十秒鐘者，均謂之『挾球』。

第三條 球員持球向任何方向作逾量之行進，謂之帶球跑。提起後方之足及原地跳起等動作，均包括於其中。

球員快跑時接球，如裁判員認該球員確已盡力於二步內停止或將球擲出者，應予以相當之寬容。

【註】 詳細違例種類及其罰則參看第十一章

己、犯規

違犯規則，謂之犯規；犯者應受罰一次或二次之罰球。

雙方球員同時被宣告犯規，謂之『雙方犯規』。

第一條 除障礙外，凡犯規之不發生身體接觸者，均謂之『技術犯規』

(甲)越防球：觸及球之已爲對方球員所獲住者。

(乙)越防對方獲球之球員：

(一)對手在場角時，用雙臂在其前面防守。

(二)『夾圍』二人在兩面前，將持球之對手包圍。

(三)在持球之對手前，用雙手擺揮或在其眼前用雙手或其他方法作恹恹之狀。

【註】上例可成爲奪權犯規。

(丙)球員作無謂之舉動，阻撓比賽之進行，謂之『延誤』。參看第十二章甲第一條A)

【註】詳細技術犯規種類及其罰則，參看第十二章甲。

第二條 凡阻撓，障礙，絆人，推人，撞人，抵觸以及種種無謂之粗暴舉動均謂之

『侵入犯規』。

(甲)用身體之接觸擋礙對手已開始之拍球，挑球或反彈傳球動作之進行者，謂之『阻撓』。

(乙)球員持球時或在拍球或挑球時，用球或身體觸及對手者，謂之『撞人』。用球推人，藉以躲避對手之舉動，亦屬此例。如無意觸及上述對手之手或臂者，不作撞人論。

【註】如同時有阻撓及撞人之犯規發生時，應判雙犯規。

(丙)阻擋非持球之對手之進行，謂之「障礙」。

【註】向非持球之對手，張開雙臂，以阻碍其進行，亦屬此例。

(丁)球員用身體接觸向對手防衛，或其手肘，或身體在非持球之對手之體肢上接觸過久者，謂之「牽絆」。

第三條 作粗暴之舉動，而須取消其比賽資格者，謂之「奪權犯規」。

▲第五章 計分法

第一條 擲籃獲中之球作二分。罰中之球作一分計算。

第二條 比賽之勝負，以兩隊在全局中所得總分之多寡判分之。

第三條 比賽時間終了，而雙方所得分數相等，其比賽應作有效。

【註】因上舉規定，在女子錦標聯賽中，每比賽之獲勝隊得積分二分；如

比賽和局，則每隊得積分一分。積分總數最多之隊，獲聯賽錦標。

遇結束時，兩隊積分相等時，則應舉行決賽一次，以定錦標之誰屬。

如在淘汰制比賽中遇和局時，則應徵兩隊之同意，擇期舉行第二次

比賽。如欲判分分數相等時之勝負方法，應由雙方隊長在比賽前預

為規定。

第四條 棄權比賽之比分爲二對零。

第五條 未終局之比賽，比分應作零對零。

第六章 球出界

第一條 出界

(甲) 球員肢體之任何部份，觸及界線外之地板或其他物件，謂之「球員出界」。

(乙) 球之任何部份，觸及界線外之地板或其他物件，或該球被站在界線外之球員所觸及，謂之「球出界」。球出界線前，最後觸及該球者，卽爲使球出界之球員。

第二條

比賽中球若出界，則應由使球出界者之對隊球員，在球出界點之界線外，將球擲或拍與界內之球員。如裁判員或檢察員發見差誤，應立予糾正，將球交與有擲球權者向場內拍擲。

如界線外無充分之空地時，雙方球員，除擲球者外，不得走近界線三尺以內。此三尺距離指球員之全身而言，手臂亦在其內。

【註】 球出界後擲入時，如有遲誤之行爲，應認爲「延誤」比賽之技術犯規。

第三條 球出界時，如裁判員或檢察員未能斷定使球出界之球員屬於何隊，

得任選對手兩人，在球出界點界線內三尺處跳球。

(例外) 如上例發生於籃下六尺以內者，跳球應改在罰球線上或罰球線之延長線上行之。

第四條 端線或邊線之在牆內二寸者則出界球須：

(一) 球觸牆面；

(二) 持球員之足離地而抵於牆上者。

▲第七章 暫停

第一條 暫停比賽，可在兩隊各無利弊之時行之。(死球時)如因球員受傷，則隨時可行。

第二條 如在第一節，第二節或第三節之末了一分鐘內宣告「暫停」時，則應將剩餘之一分鐘或少於一分鐘之時間，加入下一節內比賽之。

第三條 除檢察員宣告替補員外，惟裁判員有令比賽暫停之權。

第四條 除因球員受傷時，暫停時得有五分鐘外此暫停屬於球隊或屬於裁判員，應

由裁判員決定之，其餘由隊長請求之暫停時間，不得過二分鐘。

第五條 每局比賽中，如經隊長請求，而由裁判員令比賽暫停之次數，超過二次以上，則每多一次請求，該隊應受「延誤」之處罰一次，並於該隊隊長名下記

一次技術犯規。

第六條 由裁判員宣告暫停者（非經球隊之請求者）：

(甲) 遇球員受傷而宣告暫停，則繼續比賽時，應將球授與宣告暫停鳴笛時該球所屬之球員，在其原立地位發球。

(乙) 如宣告暫停時球在界外，則應同出界球規則開始比賽（參觀第六章第二條）。

(丙) 如因犯規而宣告暫停者，由罰球時起繼續比賽。

(丁) 其餘宣告暫停後，繼續開始比賽時，應在停止時球之所在地，令相近之二隊球員跳球。（參看第十章丙第四條）

第七條 雙方犯規時應將時間扣算。

第八條 球員被取消比賽資格，及其替補員入場所耗之時間，應扣算。如可能時應

即從犯規時算起，至開始罰球爲止，此暫停時間屬於裁判員。

【註】 記錄員應隨時注意各球員犯規次數，俾能立即發見取消比賽資格之球員。

第九條 替補球員時，應將時間扣算。該暫停時間除第十章乙第三條規定外，應記屬於裁判員。

▲第八章 爭球

第一條 非同隊兩球員，同時置手於球上時，謂之「爭球」。

第二條 宣告爭球時，裁判員應獲持該球，令爭球之二球員，按中圈跳球之方法，在爭球處假定之圓圈內跳球。（參看第十章丙第四條）

但如在籃下六尺以內成爭球，則應在罰球線或其延長線上跳球。

兩區制比賽，如遇隔區線上發生爭球時，則由兩球員用中圈跳球法，在該處舉行跳球。

▲第九章 罰球

第一條 予一隊以特殊權利，得在罰球線後自由擲籃，謂之「罰球」。

第二條 裁判員宣告犯規時，應立即將球取得，安放於罰球隊之罰球線上，而罰球者必須在球放定後十秒鐘內執行之。

第三條 罰球罰中後，應在中圈跳球使比賽開始。

第四條 罰球未中，則除下列二項之規定外，比賽得繼續進行：

一 雙方犯規時，第一球罰完後成死球，第二球罰完後在中圈跳球。

二 罰球不止一次者，除最後一次未能罰中時，比賽應繼續進行外，先罰之各球罰完後，不論中與未中，均成死球。

【註】 尚有例外及可能之違例與罰則，詳第十一章第一條。

▲第十章 比賽通則

甲、比賽

第一條 比賽開始時，應由裁判員按本章丙第一第二兩條，將球在中圈跳球或交中圈擲球。發球方法，如兩隊不同意時，則上下半時可各採用一種。全局比賽，應分四節，每節八分鐘。第一二兩節之間，及三四兩節之間，有二分鐘之休息期，第二三兩節之間，有十分鐘之休息期。上列之規定，為實際之

比賽時間，如經雙方隊長及裁判員之同意時，亦得更改之。二分鐘之節間休息時間內，未得裁判員之准許球員不得離場，或接受指示，且雙方無須易籃。

【註】開始比賽之發球方法，應由兩隊於比賽前一日商定之。

每節開始時，應在中圈跳球或擲球，但過暫停時或節間休息期內，有犯規發生時，則應從罰球起，比賽即行開始，如罰球未中，比賽應繼續進行，如罰球罰中，則仍應在中圈跳球或擲球。

第二條

自裁判員宣告比賽後十分鐘內，雙方球員必須登場準備開始，如時間已過，而僅有一隊準備妥當者，該隊即為得勝，其對隊為棄權，如雙方球員均未到齊，則先到齊之一隊，應再待五分鐘，使對隊有齊集球員之機會，然後方可因其球員不齊，而請求判作棄權。

休息期終了前三分鐘，應通知二隊隊長，令其準備。後半時開始時或暫停後，如裁判員已令比賽開始，有任何一隊未能於一分鐘內出場開賽者，裁判員得照二隊均已在場時同，按規定手續進行。

第三條

(甲)中圈跳球 前半時開始前，客隊有選擇一籃為本籃之權。校內課外運動比賽時，得由雙方隊長用抽籤法，決定選擇本籃之權。後半時開始時，

機方應互易球籃。

(乙)中圈擲球 抽籤獲勝之隊長，得選擇其本籃，或其中鋒在圈，在中圈發球之權。全局比賽中，遇球在中圈開球時，由兩隊中球。

第四條

比賽時間終了，計時員發出信號時，全局即爲終了。計時員信號比賽應立即停止，如信號發出適在球員擲籃，而球已在空中時，比賽時間，至球中或不中籃爲止。

計時員信號發出時，或正在發出前，如有球員犯規者，應延長時球完畢爲止。

乙、球員及替補員

第一條

六人三區制之遊戲，每隊球員職位之支配，當以二人爲中鋒，一人爲前鋒。六人二區制之遊戲，應有前鋒及後衛各三人，而中之任何一人，爲中圈跳球者。

【註】每一球員，均應於背心之後備一四寸高之號數，號數之顯明，使職員易於辨認。

(甲)除前後兩半時比賽時間終了外，球員如未經裁判員或檢察員允許，不得離場。

除兩半時間之休息期間外，球員不得離場。暫停時節間或休息期中，球員得離開本區，但仍不得出場。

(乙)三區制之中鋒與後衛，及二區制之後衛，無擲籃之權利。(參看十一章第二條乙)

第二條

隊長為全隊之代表，負領導及約束全隊遊戲之責任。比賽開始前，隊長應將本隊與賽球員，及替補員之姓名號數及職位，向記錄員登記。全隊之中，惟隊長於必要時，得向職員請求解釋或詢問事件，但其態度宜謙恭有禮，不得盛氣相向。

如隊長因故不能身與比賽時，應指定一人代行其職責，至原任隊長入場為止。

【註】(一)替代之隊長，負受前隊長所有之球隊技術犯規。

(二)如隊長受犯球隊技術犯規滿五次，則該球隊失却遵守規則之精神，應取消其比賽資格，作該隊棄權。

第三條 裁判員承認替補員後，應宣告『暫停』，通知被替之球員離場；如替補球員

費時過三十秒鐘者，則算該隊一次『暫停時間』。

如兩隊於同時替補球員，則每隊所費時間，以三十秒鐘為限。兩隊合併之時間為一分鐘。

替補員已經入場，必須實際參加比賽後，方得再由他人替出。被替出之球員，除被取消資格者外，僅得再行加入比賽一次。

丙、發球開賽

第一條 遇下列情形，應在中圈發球：

(甲) 每節開始時(除第十章甲第一條)；

(乙) 擲中後(除罰球時守衛違例)；

(丙) 雙方犯規最後一次罰球後；

第二條 (甲) 中圈發球時為：

(一) 中圈跳球者 兩隊中鋒應雙足站立於中圈之本方半圓內。(近對隊球籃之半圓) 其他球員得立於其本區之任何地點，但須不致妨礙裁判員檢察員或中鋒。

(二)中圈擲球者。獲發球權之中鋒，應站在中圈之本方半圓處，準備接取裁判員之擲球。在中鋒未發球前，中區內各球員應站中圈以外；但可用合法之防衛。

(乙)裁判員向中圈發球時爲：

(一)中圈跳球者 將球在雨中鋒間向上直拋，球之高度應較雨中鋒之跳躍高度爲高，裁判員始鳴笛爲號，使中鋒競相拍擊。如跳球者均未跳起拍球，裁判員應重行拋球，並令跳球者必須跳起。如仍不跳者，作「技術犯規」論。如球落下時而二中鋒均未拍得，則裁判員應在原處重行拋球，如球被任何人拍出界線，應按球出界之規定施行（參閱第六章）不論中圈或任何地點跳球，均應將球拍出，不得用手接取。跳球之球員，在球未着地前，或未觸及跳球者外之任何球員前，不得接球，但連續拍球一次以上，不爲犯規。

(二)中圈擲球者 裁判員應將球授或擲與獲發球權之中鋒，及球爲該中鋒獲得後，即鳴笛開始比賽。

【註】裁判員站在中圈與邊線之間，將球擲與中鋒，此法較爲公允。

中鋒獲球將應於五秒鐘內，(自鳴笛時起)將球用任何方法開始傳擲，但未觸及其他球員前，不得重行觸球。

中鋒在擲球前可作『旋轉』動作，但須雙足留在中圈內。笛聲發出後，須經兩次傳球，完畢後前鋒方可擲籃。

【註】除在宣告暫停而繼續比賽外，其他中圈跳球或中圈擲球時，均不用鳴笛。

第三條 裁判員或檢察員在中圈以外之任何地點跳球時，跳球者應立之地位，及執行之方法，與中圈跳球同。

第四條 如遇在籃下六呎距離以內跳球時，則應將跳球地點移至罰球線或其延長線上執行之。

第五條 (甲)倘球攔住在球籃之撐腳上，或正在擲籃時，被一局外人阻滯進行時，該球應由擲球者與對方球員(此球員由裁判員選擇之)在罰球線上跳球。

(乙)在罰球時如被局外人阻滯而致球不中籃者，應判予重罰一次。

(丙)倘球被局外人在非擲籃時阻滯進行，則該球應由裁判員選擇每隊球員一人，在阻滯地點離邊線三尺處執行跳球。

丁、持球

第一條 球員接球，必須用雙手行之，接住後，則不論其用隻手托球或擲球，均為合法。

(甲)非同隊之球員二人，同時以雙手按於球上，謂之「爭球」。

(一)某球員以為與一對方球員成為爭球，而將手按在球上，但裁判員認為該球員(指某球員)得球在後時，則該球應判與其對方球員在最近之邊線外擲入。因此判決之擲球，其對手得加以防衛。

【註】指導員及比賽職員，最好能利用此等機會，以鼓勵球員之運動精神，因球員大都能自知何人先將球接住，若必待職員之判決，結果每使比賽呆遲，而乏活躍精神。

(二)球員已按第一條之規定將球接住後，如其對手再將手加按於球上，該對手即為犯規。

【註】球員與對手同時接球，致球被對手接住之時，亦與球接觸，苟能隨即放開，不作犯規論。

第二條 球員將球接住後，必須於三秒鐘內擲出，如接球時球員跌在地上，則此三

秒鐘應從其站起後計算。球員跌倒後，如不隨即站起，可認作有意「延誤」。

第三條

球員得將球向任何方向試擲，挑，拍，或擊等動作。拍球以一次爲限，挑球亦只限一次。拍球與挑球兩術不得連接應用。

註（一）關於連續擲籃，參閱第四章丙第一條附註。

（二）每次拍球或挑球時，球員在球離手後起，至再與球接觸時止，得任意前進，其步數無限止。

第四條

球員應將球擲或拍與他球員，或竟向籃拋擲，不得互相遞交。球員擲球，必須在單足或雙足站立時，或跳起時行之。

▲第十一章 違例及其罰則

凡球員之有下列行爲者，謂之違例，應受相當之處罰：

第一條（甲）罰球時，球未觸球籃或遮板前，或顯然不能擲入以前，越過罰球線者

（乙）罰球時，球未觸球籃或遮板前，或顯然不能擲入以前，進入罰球區域，或有擾亂罰球者之行爲者。

【註】如球員在罰球區域旁有爭奪地位等情，裁判員應妥為支配，使雙方利益均等。

罰則(第一條甲、乙)：

一、如違例者為前鋒，罰中無效，球交守衛在邊線外擲入。如罰球未中，球為前鋒所獲或成爭球時，應宣告死球，球交守衛由邊線外擲入。如球為守衛所得，則比賽繼續進行。

二、如違例者為守衛，罰中仍作有效，球交前鋒在邊線外擲入。如罰球未中，球為守衛所得或成爭球時，應宣告死球，球交前鋒由邊線外擲入。如球為前鋒所得，則比賽繼續進行。

三、如雙方球員均有違例者，則罰中無效，球在罰球線上跳球，不中時比賽得繼續進行。

(丙)罰球時延誤時間過十秒鐘者。

第二條 (甲)從界外擲籃。

(乙)任守衛或中鋒(三區制時)職者擲籃。

罰則(第一條丙第二條甲乙)：

擲中無效，球由對隊界外擲入。如不中時，比賽照常進行。

(丙) 中圈擲球後，未滿兩次傳球而即擲籃者。

(丁) 成死球時擲籃。

罰則(第二條丙)：

擲中無效，照裁判員或檢察員之原有判決進行比賽。

第三條 (甲) 使球失界。

(乙) 從界外帶球入場。

(丙) 擲球入界後，球未觸及其他球員前，再與球接觸。

(丁) 擲球入界時，延遲過五秒鐘者。

罰則(第三條甲乙丙丁)：

一、對隊得擲球入界之權利。

二、如第三條甲中為雙方違例，則由裁判員或檢察員任擇每隊球員一人，

在違例地點離周線三尺處跳球。

第四條 (甲) 用足踢球。

(乙) 用拳擊球。

(丙)在地上滾球。

(丁)帶球跑。

(戊)拍球一次以上，或不合例拍球。

(己)挑球一次以上，或不合例挑球。

(庚)拍球與挑球連續舉行。

(辛)將球授交其他球員。

(壬)非站立時或跳起時擲球。

(癸)球在隻手或雙手手中持定過三秒鐘者。

【註】如球員跌倒，則三秒鐘自其站起後算起。

第五條 除有身體接觸或延誤比賽之行爲外，違犯跳球之規則者。

(違例參觀第十章丙第二第三條)

(延誤參觀第十二章甲第一條甲(一))

(身體接觸參觀第十二章乙第一條)

第六條 身體之任何部份，觸及區線彼方之地面。

【註】球員將上體或伸手至區線彼方，以接球或拾球，不算違例。

(例外) 球員在對手得球時越線，若按例處罰，反於得球之一隊爲不利者，得不按本條執行。

罰則(第四，五，六條)：

(甲) 球交對隊球員，在違例鳴笛時球之所在地邊線外擲入。

(乙) 如屬雙方違例，則由裁判員任選每隊球員一人，執行跳球(鳴笛時與球最近之二人)。

▲第十二章 犯規及其罰則

甲、技術犯規

凡球員之有下列行爲者，謂之技術犯規，應受相當之處罰：

第一條 (甲) 延誤比賽：

(一) 中圈跳球時，裁判員命其跳起而仍不跳者。

(二) 擅自更調守衛與前鋒之職位，而未報告裁判員及記錄員者。

(三) 替補員未向記錄員報告，及未得裁判員之承認前入場(被罰後，該球員即作已經承認論)。

(四) 替補員入場後未實際參加比賽而即出場者。

(五) 球員入場替補不止一次者

(六) 未得裁判員或檢察員之允許，私自離場。

(七) 得球跌倒，而不即站起者。

(八) 罰球時不向籃擲去，而傳與他球員(罰球必須誠意向籃拋擲)。

(九) 不按第十章丁第一條之規定，而於對手得球時，仍將手按於球上者。

(十) 已成爭球時，第三者加入觸及該球者。

(十一) 球已判給對手後，仍與球接觸，以致延誤比賽。

(十二) 無故延誤拾取界外球之時間。

(十三) 作種種無謂之舉動。

(乙) 擊拍對手手中所持之球。

(丙) 在持球之對手眼前，用雙手擺揮；或在其眼前用雙手或其他方法作恫嚇之狀

【註】 上例可成爲尊權犯規

(丁) 對手已有他球員向其防衛，而再加入守禦。

(戊) 對手在場角時，張雙臂在其前面防守。(參看第四章戊第一條(乙))

(己) 作不正當之行為者

罰則(第一條甲—丁)：

犯者記一次技術犯規，罰由對方擲罰球一次。

第二條 在對手正在擲籃時犯技術犯規者。

罰則：犯者記技術犯規一次，如對手擲中，罰球一次，如不中時，罰球兩次。

【註】 參閱第十二章乙第三條註。

第三條 (甲) 在比賽進行時，與任何一隊有關係者，在旁指導，或未得裁判員或檢察員之允許，或非在休息時間內任意入場。

【註】 暫停時或節間休息時，亦均不准有指導行為。

(乙) 每隊隊長請求暫停在二次以上者。

罰則 (第三條甲乙)：

犯者罰球一次，並在犯規隊之隊長名下記一次技術犯規。罰中者在中圈跳球，未罰中者，繼續比賽。此項犯規，應記入隊長之犯規次數中，故與取消資格有關。

乙、 侵人犯規

第一條 障礙，絆，撞，拉牽，推，抵觸，或阻撓其對手。

第二條 作無意識之粗暴舉。

罰則 (第一二條)

犯者罰球一次，並在其名下記一次侵人犯規。球員雖只犯一次，裁判員有取消其資格之權(參觀第四章戊第三條)。

第三條 向正在擲籃時之球員作推，撓，拉牽，撞等行爲。

罰則 (第三條)：

如該球擲中，犯者罰球一次。如未擲中，罰球兩次，並在犯者名下記侵人犯規一次。球員雖只犯一次，裁判員有權取消該球員比賽資格。

【註】(十一章及第十二章甲乙)。

(甲)裁判員宣告前鋒或其同隊隊員違例或犯規，在鳴笛前而球已向籃擲去，該球擲中應作無效，照原判決處罰。如屬違例，則球交對隊在邊線外擲入，如係犯規，則施行罰球。

(乙)一、前鋒在擲籃時有守衛向之犯規，此時該球須俟擲中或不中決定後，方成死球。

二、前鋒在擲籃前，有人向之犯規，經犯規後，在裁判員鳴笛前，如該鋒

仍能試擲中籃時，則該球無效，罰犯規者罰球一次。

丙、取消資格

第一條

球員犯下列次數之犯規者，即失去其比賽資格，退出球場。

(甲) 技術犯規五次；

(乙) 侵人犯規三次；

(丙) 技術犯規與侵人犯規總數滿五次者；

(丁) 奪權犯規一次；

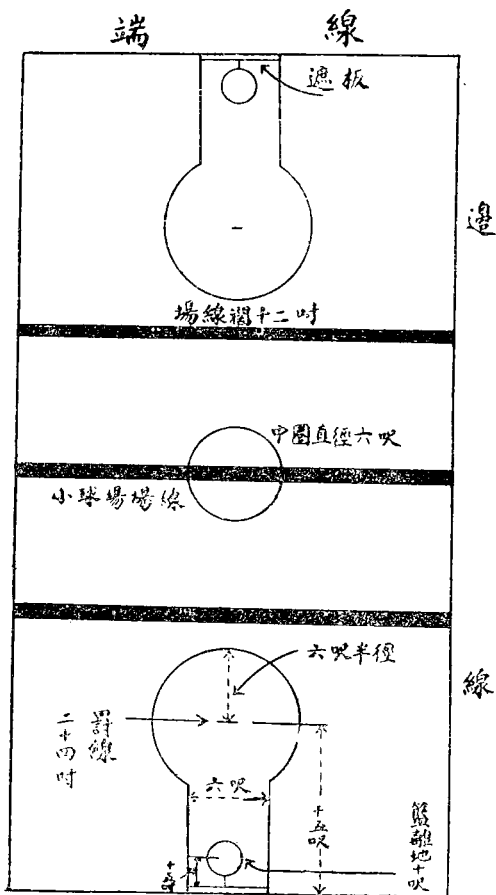
第二條

記在隊長名下之球隊犯規滿五次者，即取消該球隊之比賽資格，作棄權論。

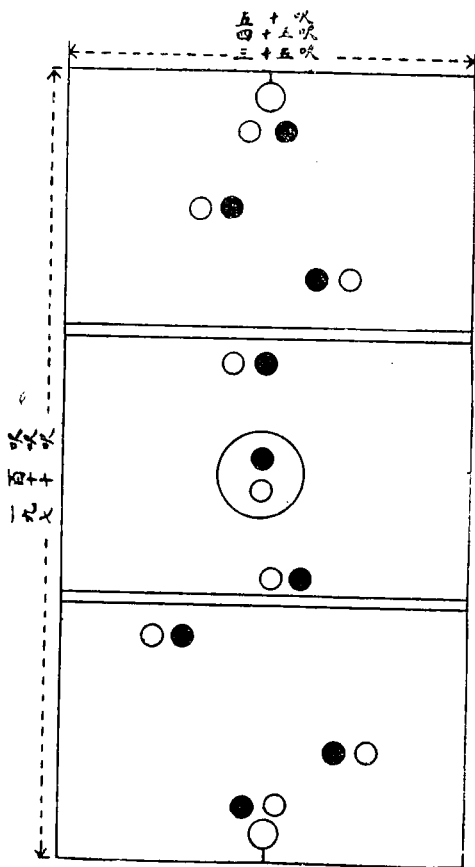
第三條

凡規則所不詳之點，為職員者，應按本規則之精神，用其智理，分別判決之。

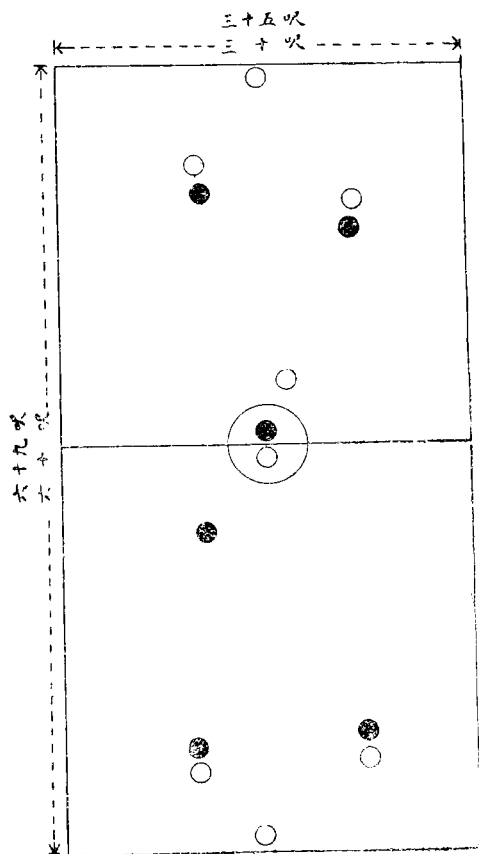
(一) 圖場球籃子女



(二) 圖場球籃子女



(三) 圖場球籃子女



OUTLINE OF RULES

RULE 1

Equipment

	Page
Division A. Playing Court	3
Division B. Backboards	4
Division C. Baskets	5
Division D. Ball	5

RULE 2 The Team

RULE 3

Officials and Their Duties

Division A. Referee and Umpire	6
Division B. Referee	7
Division C. Umpire	8
Division D. Scorers... ..	9
Division E. Timekeepers	10

RULE 4

Definitions of Playing Terms

Division A. Goals	11
Division B. Dead Balls	11
Division C. Tactics	12
Division D. Guarding	13
Division E. Violations	13
Division F. Fouls	13

RULE 5 Scoring

RULE 6 Out-of-Bounds

RULE 7 Time-Out

RULE 8 Tie Ball

RULE 9 Free-Throw

RULE 10

Playing Regulations

Division A. The Game	19
Division B. Players and Substitutes	21
Division C. Putting Ball in Play	22
Division D. Handling Ball	25

RULE 11

Violations and Penalties

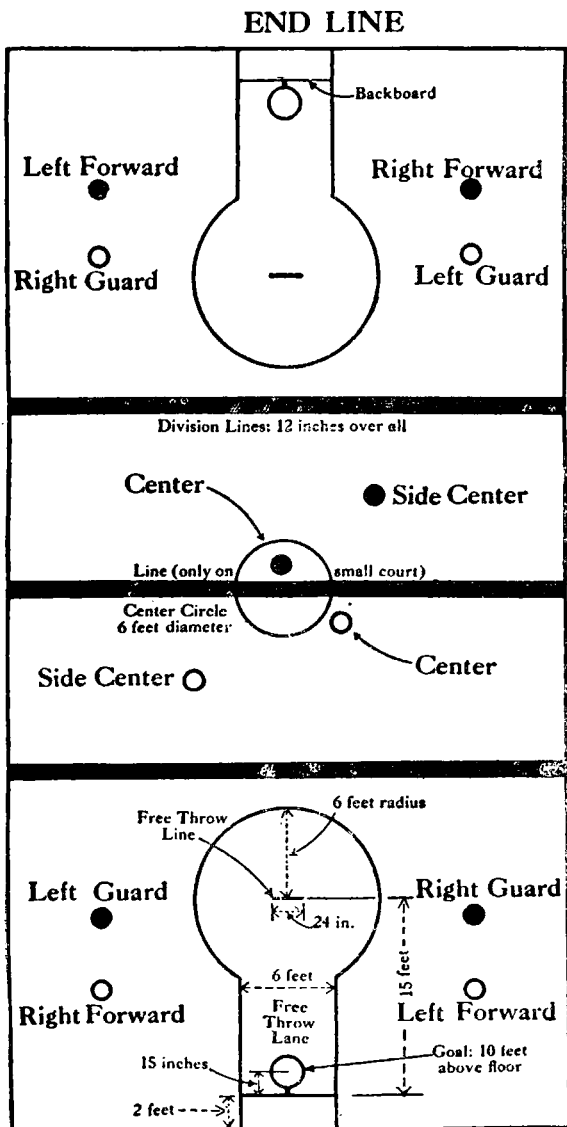
Sec. 1. Having to do with Illegal Free-Throws...	26
Sec. 2. Having to do with Illegal Goals	27
Sec. 3. Having to do with Out-of-Bounds	27
Sec. 4. Having to do with Handling Ball	27
Sec. 5. Having to do with Jumping or Center Throw Rules	28
Sec. 6. Having to do with Line Violations	28

RULE 12

Fouls and Penalties

Division A. Technical Fouls... ..	29
Division B. Personal Fouls	31
Division C. Disqualifications... ..	31

SIDE LINE



Out of Bounds: 3 feet unobstructed

DIAGRAM OF BASKETBALL FIELD, SHOWING PERMANENT LINES, AND POSITION OF PLAYERS FOR 3 COURT GAME WITH CENTER THROW.

On short courts, when the backboard is placed against the wall there shall be an end line, the inner edge of which is two inches out from the wall. On narrow courts, when the playing court is the full width of the floor there shall be a side line, the inner edge of which is two inches out from the wall. The positions of the players are determined by standing with backs toward the

WOMEN'S OFFICIAL BASKETBALL RULES

Adopted June, 1899, at Springfield, Mass.

Revised by Executive Committee of the Basketball Rules Committee, October 23, 24, 1905, at New York City.

Subsequent revisions:

Sept., 1908 Sept., 1914 Sept., 1920 May, 1925 May, 1930
 Sept., 1910 Mar., 1916 Sept., 1921 May, 1926 May, 1931
 Sept., 1911 Sept., 1917 Sept., 1922 May, 1927 May, 1932
 Sept., 1912 May, 1918 May, 1923 May, 1928 May, 1933
 Sept., 1913 May, 1919 May, 1924 May, 1929 May, 1934
 Copyright, 1934, by American Physical Education Assn.

In compliance with the regulations of the Women's Rules and Editorial Committee, this Guide is edited by the 1933-34 Committee on Women's Basketball.

THE GAME

The Game of Basketball for Women is played by two teams of not less than six nor more than nine players each. The size of the floor used for playing determines whether the smaller or larger number of players is used. The ball is passed from one player to another, the purpose of each team being to get the ball into its own basket, and, at the same time, to prevent the other team from securing possession of the ball or scoring. A goal made from the field counts 2 points. A goal made from a free-throw counts 1 point.

RULE 1

EQUIPMENT

Division A—Playing Court

SECTION 1. The *Playing Court* shall be a rectangular surface, free from obstructions. The maximum dimensions shall be 100 feet in length by 50 feet in width. The official size for six players, three-division field, shall be 90 feet in length by 45 feet in width for college players and 70 feet in length by 35 feet in width for high schools. Court

NOTE—By mutual agreement of the Captains, Section 1 and the distance of the boundaries from obstructions named in Section 2.a, may be changed.

It is recommended that when the playing floor is less than 80 feet in length, or less than 3200 square feet in area, the field shall be divided into two equal parts by one division line parallel to the end boundary lines. The two-division Small
Playing
Floor

Rule 1 game should be used for high school age when the court is 60 feet in length or less, or less than 2100 square feet in area.

SECTION 2. Layout of court.

Boundary Lines a. The court shall be marked by well defined lines, which shall be not less than 2 inches in width, and which shall be at every point at least 3 feet from any obstruction. The boundary lines on the short sides of the court shall be termed the *End Lines*; those on the long sides, the *Side Lines*.

b. It is permissible in small gymnasiums to use the same length and/or width of the floor. In such cases there shall be an *end line* and/or a *side line*, the inner edge of which shall be 2 inches out from the wall. (See Rule 6, Sec. 4.)

NOTE—It is wise to have a fine line drawn in the court 3 feet in from the boundary lines.

c. The *Field* shall be divided into two or three equal parts by *division lines*, parallel to the end line, according to Rule 1, A, Sec. 1.

Division Lines d. The *Division Lines* shall be 12 inches wide. Each may consist of two parallel lines forming a neutral space 12 inches wide over all.

e. The *Center Circle* shall have a radius of 3 feet, and shall be marked in the center of the court. (See diagram.)

Free-Throw Lines f. The *Free-Throw Lines* shall be marks, 24 inches in length and 1 inch in width, the middle points of which shall be on the straight line connecting the middle points of the end lines. They shall be marked in the court parallel to the end lines at a distance of 15 feet from the inner edges of the backboards to the nearer edges of the free-throw lines.

g. The *Free-Throw Lanes* shall be spaces marked in the court by lines perpendicular to the end lines at a distance of 3 feet outside measurement on either side from the middle points of the end lines. These perpendicular lines shall be terminated and the lines further marked by arcs of circles having a 6-foot radius outside measurement with centers at the middle points of the free-throw lines. (See diagram.)

Division B—Backboards

Backboards **SECTION 1.** *Backboards* must be provided, the dimensions of which shall be 6 feet horizontally and 4 feet vertically. The backboards shall be of plate glass or wood or of any other material which is permanently flat and rigid, one color and unmarked.

SECTION 2. The backboards shall be located in a position at each end of the court at right angles to the floor, parallel to the end lines, and with their lower edges 9 feet above the floor. Their centers shall lie in the perpendiculars erected at the points in the court 2 feet from the midpoints of the end lines, except on short courts, when they shall be placed against the wall.

Rule 1
Position
of Back-
boards

SECTION 3. The backboards shall be protected from spectators to a distance of at least 3 feet, in all directions.

Spectators
3 feet from
Back-
boards

Division C—Baskets

SECTION 1. The *Baskets* shall be nets of cord or other material, suspended from metal rings 18 inches inside diameters.

Baskets

SECTION 2. The *Rings* shall be rigidly attached to the backboards at a point 1 foot from the bottom and 3 feet from either side, supported by a horizontal arm, which if extended, would pass through the center of the rings. The rings shall be placed in such a position that they shall lie in a horizontal plane 10 feet above the floor and so that the nearest point of the inside edge shall be 6 inches from the face of the backboard.

Rings for
Baskets

Division D—Ball

SECTION 1. The *Ball* shall be round; it shall be made of a rubber bladder covered with a leather case; it shall be not less than 30 nor more than 31 inches in circumference, and it shall weigh not less than 20 nor more than 22 ounces.

Ball—
Material
Size
Weight

NOTE—13 pounds is recommended as satisfactory air pressure.

SECTION 2. The *Home Team* shall provide a new ball, or two good used balls, satisfactory to the REFEREE. If used balls are provided, the Visiting Team shall choose the one with which the game shall be played, and they shall have it as their practice ball. If a new ball is provided, neither team shall use it in practice.

Choice
of Ball

RULE 2

THE TEAM

Teams shall number not less than *six* nor more than *nine* players, one of whom shall be captain. (*Exception*—Rule 10,B, Sec. 3, Question and Answer.) There may be any number of substitutes.

Teams

RULE 3

OFFICIALS AND THEIR DUTIES

Officials The officials shall be a REFEREE, an UMPIRE, two TIME KEEPERS, and two SCORERS.

If Center Throw is used, there shall be someone from each team, in addition to the usual officials, especially appointed to keep track of the awarding of the ball.

NOTE—A large cardboard bearing the names or initials of the two teams (one on each side) should be provided and so held that it may be seen easily by the REFEREE and the players in the center section. The official in charge of this should turn the card the instant the ball is put in play, so that the REFEREE and players may consult it immediately for the next play.

**Whistle—
When
Blown** An official shall blow her whistle whenever it is necessary for her to make a decision and shall announce the decision of fouls, score, etc., so that players, SCORERS, TIMERS and spectators may hear it.

NOTE—1—It is desirable for all officials of a game to have different sounding whistles.

Division A—Referee and Umpire

Officials The officials have no authority to agree to changes in the rules, except those mentioned in Rule 1,A, Sec. 1 (Note), and Rule 10,A, Sec. 1. It is permissible, upon consent of both captains, for the REFEREE and the UMPIRE to exchange duties during the second half.

NOTE—It cannot be too strongly emphasized that the REFEREE and the UMPIRE of a given game should not be connected in any way with either of the organizations represented, and that they should be thoroughly competent and impartial. They should wear uniforms distinct from those of either team.

**Not to
Question
Each
Other's
Decisions** SECTION 1. Neither the REFEREE nor the UMPIRE shall have authority to set aside or question decisions made by the other within the limits of their respective duties, as outlined in these rules.

If the REFEREE and the UMPIRE make approximately simultaneous decisions on the same play, and the decisions involve different penalties against the same team, the one drawing attention to the graver of the two shall take precedence.

SECTION 2. Fouls may be called on any number of players on the same play.

SECTION 3. The official calling the foul shall designate the offender and shall announce which type of foul has been committed. **Rule 3**

SECTION 4. The REFEREE and the UMPIRE shall have power to make decisions for infringements of rules committed either within or outside the boundary lines; also at any moment from the beginning of play to the call of time at the end of the game. This includes the periods when the game may be momentarily stopped for any reason.

SECTION 5. The REFEREE or UMPIRE shall:

- (1) In case of doubt, decide whether ball is in play or dead.
- (2) In case of doubt, decide to whom ball belongs.
- (3) Call tie-balls and toss those in own half of floor.
- (4) Watch players' hands, on balls tossed by the other official.
- (5) Rule on out-of-bounds balls and award if necessary.
- (6) Call fouls and violations, indicating Personal fouls by raising her right hand over head.
- (7) Enforce the rule against coaching.
- (8) Have power to call fouls for unsportsmanlike conduct on the part of any player.

Duties of
Either
Referee or
Umpire

Division B—Referee

The *Home Team* shall choose the REFEREE, but shall secure the agreement of the *Visiting Team* before the day of the game. Failure to send such notification shall forfeit the team's right to choose the REFEREE.

SECTION 1. The REFEREE shall be in official charge of the game.

SECTION 2. The REFEREE shall:

- (1) Put the ball in play at center circle.
- (2) Administer all penalties. (See Rule 9, Sec. 2.)
- (3) Watch the players on lanes during free throw.
- (4) Disqualify a player for fouls. (See Rule 12,C, Sec. 1, and Rule 7, Sec. 8.)
- (5) Call "Time-Out" when necessary:
 - (a) In case of injury;
 - (b) At request of Captain;
 - (c) At time of disqualification;
 - (d) Following double foul.
- (6) Announce each goal as made.

Exclusive
Duties of
Referee

Rule 3 (7) Publicly announce the score at the end of each quarter

NOTE—The final announcement of the score terminates the REFEREE'S official connection with the game.

Forfeited,
Discon-
tinued,
Suspended
Games

SECTION 3. The REFEREE shall have the power to declare the game forfeited by any team which refuses to play after receiving instructions to do so from the REFEREE, to discontinue the game for persistent unsportsmanlike conduct on the part of spectators, or to suspend the game for a period not to exceed 5 minutes, after the expiration of which time if order is not restored, the game shall be discontinued. Only two such suspensions of time shall be allowed in any one game; if order is not maintained after the second suspension the game shall be discontinued.

Referee
Decides
Points

SECTION 4. The REFEREE shall also make decisions on any points not specifically covered in the rules.

Not
Covered
in Rules

NOTE—If the REFEREE is the only floor official (this type of officiating is NOT sanctioned by the Committee), it should be understood that she is responsible for the UMPIRE'S duties as listed on p.8, in addition to her own.

Division C—Umpire

The *Visiting Team* shall choose the UMPIRE, but shall notify the *Home Team* of such selection before the day of the game. Failure to send such notification forfeits the team's right to choose the UMPIRE.

SECTION 1. The UMPIRE shall have authority to call violations or fouls wherever committed, but should bear in mind that she is *assisting* the REFEREE.

Exclusive
Duties of
Umpire

SECTION 2. The UMPIRE shall:

- (1) Move about the court in such a way as to cover violations and fouls which cannot be seen clearly by the REFEREE, *i.e.*, call line violations, using discretion regarding such in backfield.
- (2) Assist in all decisions when requested by the REFEREE.
- (3) Recognize substitutes.
- (4) Call "Time-Out" for the making of substitutions.
- (5) Warn player, and notify REFEREE if player is disqualified.
- (6) Keep the SCORERS informed upon decisions made by the REFEREE and the UMPIRE.

SECTION 3. The UMPIRE may stop the game by blowing a whistle, in case of injury to a player which the REFEREE does not see, but "Time-Out" is taken only upon order of the REFEREE.

Division D—Scorers

Rule 3

SECTION 1. One of the SCORERS shall be official and keep the book, checked by the other. There shall be no change of SCORERS at any time during the game except in case of inefficiency. The choice of having the official SCORER or the official TIMEKEEPER shall be left to the Visiting Team, the opposing team supplying the other "official" official.

SECTION 2. The SCORERS shall:

Duties of
Scorers

- (1) Working together, keep one record book, in which shall be recorded:
 - a. Goals made;
 - b. Fouls committed, indicating:
 - Personal fouls, "P";
 - Technical fouls, "T";
 - Technical team fouls charged to the position of Captain, "TC";
 - c. Time-Outs charged to each team;
 - d. Substitutions made.
- (2) Notify the REFEREE or the UMPIRE immediately:
 - a. When 2 Personal Fouls or 4 Technical fouls, or a total of 4 Personal and Technical fouls combined, have been called on a player, and the REFEREE or the UMPIRE in turn shall warn that player.
 - b. When the third Personal foul or the fifth Technical foul, or a total of 5 Personal and Technical fouls combined, has been called on a player, and the REFEREE shall disqualify such player. (See Rule 7, Sec. 8, Note.)

Question—Shall the Captain of a team be disqualified for Technical fouls, some of which may be called upon the team?

Answer—Yes. (See Rule 12.A, Sec. 3, a and b).

Question—If the Scorekeeper through inefficiency neglects to warn a player of fouls according to Rule 3.D, Sec. 2(2), should player be allowed to remain in the game when she commits her third Personal, fifth Technical or fifth combination foul?

Answer—No.

- c. When a team has taken the two Time-Outs permitted without penalty.
- d. When a player re-enters game more than once.

Rule 3 (3) See that the officials' table, players' benches, etc., are at least 3 feet back from the sideline.

Official Score SECTION 3. The record kept by the SCOREKEEPER shall constitute the official score of the game. In case of any disagreement concerning the scoring, the SCORER shall, at the first time when REFEREE declares the ball dead, refer the disputed point to the REFEREE, who shall decide the matter. If the SCORERS fail to notify the REFEREE at once, the latter shall decide in favor of the smaller score, unless other knowledge permits a decision without reference to the SCORERS.

Dispute Between Scorers

SECTION 4. The SCORERS shall be provided with a horn with which to signal the REFEREE.

NOTE 1—The sounding of the SCORER'S horn does not stop the game.

NOTE 2—The SCORERS should blow horn for substitutions, and only when ball is dead.

Division E—Timekeepers

Timekeepers SECTION 1. One of the TIMEKEEPERS shall be official and handle the stopwatch and signal throughout the game. One stopwatch shall be used, placed on a table before the TIMEKEEPERS, so that both may see it. A second stopwatch is essential for timing "Time-Out."

Duties of Timekeepers

SECTION 2. The TIMEKEEPERS shall:

- (1) Note when the game starts.
- (2) Deduct time consumed by stoppages during the game on order of the REFEREE, or UMPIRE, in case of substitutions.
- (3) Keep track of length of time-out for substitution and notify UMPIRE if time allowed has been exceeded.
- (4) Notify Captains 3 minutes before end of intermission between halves.
- (5) Indicate with gong or whistle the expiration of the actual playing time in each quarter.

SECTION 3. The TIMEKEEPERS' signal terminates actual playing time in each quarter. If the TIMEKEEPERS' signal fails to sound, or is not heard, the TIMEKEEPERS shall go on the court immediately to notify the REFEREE. If a goal has been made in the meantime, the REFEREE shall consult the TIMEKEEPERS. If both agree that time was up before the ball was in the air, the REFEREE shall rule that the goal does not count; but if they disagree, the goal shall count unless the REFEREE has knowledge which would alter this ruling.

NOTE—The *TIMEKEEPERS* should place themselves near the *UMPIRE*, preferably near center of court sidelines, during the last two minutes of each quarter. This is to help the *UMPIRE* in deciding the position of the ball at close of period in order to assist the *REFEREE* in awarding points.

RULE 4

DEFINITIONS OF PLAYING TERMS

Division A—Goals

SECTION 1. A *Goal* is made when the ball enters the Goal basket from above, the impetus having been legally given by any Forward within bounds.

NOTE—If the ball passes through the basket from below and then enters from above, a goal is not made.

SECTION 2. *Illegal Goal*. (See Rule 11, Sec. 2.)

SECTION 3. *Own Goal* is the basket for which a team is Own Goal throwing.

SECTION 4.

a. A *Free-Throw*. (See Rule 9, Sec. 1.)

b. An *Illegal Free-Throw*. (See Rule 11, Sec. 1.)

Division B—Dead Balls

The *Ball is Dead* and play shall cease until the ball again Dead Balls is put in play, in a manner indicated by the *REFEREE*:

- (1) When a goal is made.
- (2) When the ball goes out-of-bounds.
- (3) When "Tie Ball" is declared.
- (4) When "Time-Out" is declared.
- (5) When a foul or violation is called.

EXCEPTION—(See Rule 12,B, Sec. 3, Note B.)

- (6) At expiration of playing time.

EXCEPTION—(See Rule 10,A, Sec. 4.)

- (7) When the ball lodges in the supports of the basket or a spectator interferes with its progress on a try-for-goal.
- (8) When a spectator interferes with ball at any time other than on a try-for-goal.
- (9) After each of the two *Free-Throws* following a double foul.

- Rule 4** (10) After each of the Free-Throws except the last, following more than one foul on the same team.
- (11) After the first of two Free-Throws awarded for a foul against a Forward throwing for basket.
- (12) After an illegal Free-Throw.
- EXCEPTIONS—(See Penalties, Rule 11, Sec. 1.)*

Division C—Tactics

Juggle SECTION 1. A *Juggle* is a play in which a player, after giving impetus to the ball by throwing or tapping it so that the bottom of ball goes above the head, touches it again before it has touched the floor once, or has been touched by another player.

NOTE—An Illegal Juggle is one in which the ball is thrown into the air more than once and is touched or regained each time by the player who originally gave impetus to the ball, or a juggle in which the bottom of the ball does not go above the head of the thrower.

A fumbled catch is not to be considered an illegal juggle.

Question—Is a player who starts a juggle and does not touch or regain the ball before it touches the floor committing an illegal juggle?

Answer—No.

NOTE—Successive tries for goal should not be considered bouncing or juggling; a player is permitted to shoot for the basket at the termination of a bounce or a juggle.

Bounce SECTION 2. A *Bounce* shall be understood to mean a play in which a player causes the ball to bound *once* on the floor and touches or regains possession of the ball. This includes a player giving impetus to the ball by throwing, batting or fumbling, and touching it again before another player has touched it.

Question—Is a play in which the ball goes above the head at the start of a bounce to be interpreted as an "illegal juggle"?

Answer—No; this is a "loop bounce."

Illegal Bounce *NOTE—An Illegal Bounce is one in which the ball touches the floor more than once and is touched or regained by the player who originally gave impetus to the ball before it has been touched by another player. Touching ball on floor while still retaining possession of ball is not to be interpreted as a bounce.*

Bounce Pass SECTION 3. A *Bounce Pass* is a play in which the ball is passed to another player by bouncing.

NOTE—It is permissible for a player to bounce or juggle a ball herself and then use a bounce pass.

SECTION 4. A *Pivot* is a play in which a player who is holding the ball steps once, or more than once, in any direction with the same foot, the other foot (called the pivot foot) being kept at its initial point of contact with the floor.

After pivoting, the pivot foot may be lifted or a jump may be made, but the ball must leave the hands before one or both feet again touch the floor. If using two counts in coming to a stop at the end of a run, and if wishing to pivot, a player may pivot only on the rear foot. (See Rule 4,E, Sec. 3.) Rule 4

Division D—Guarding

Guarding is an important technique of the defense. It is a play used to cover an opponent who is in possession of the ball. The guarding player may use one or both arms or body in any plane, provided she does not make contact with ball or opponent. Wherever two walls meet, forming a corner, only one arm may be used. Guarding

NOTE—Although basketball is theoretically a "no-contact game," it is obvious that personal contact cannot be avoided entirely when players are moving rapidly over a limited space. The personal contact resulting from such movement should not be penalized unless roughness has resulted. Likewise, accidentally touching the ball held by an opponent, or accidentally touching the ball against the hands or arms of a guarding player should not be penalized if the ball or hands are immediately withdrawn, thus avoiding roughness or hindrance to the opponent.

Division E—Violations

A *Violation* is an infringement of a rule for which the ball is taken out-of-bounds at the side lines.

SECTION 1. *Line Violation* is touching the ground in bounds beyond the field division line, with any part of the body. Line Violation

SECTION 2. *Holding the Ball* is retaining possession more than 3 seconds in the court, without having thrown, bounced or juggled the ball; or more than 5 seconds out-of-bounds or in Center-Throw; or more than 10 seconds while making a Free-Throw. Holding Ball

SECTION 3. *Traveling with the Ball* is progressing in any direction while retaining possession of the ball. This includes dragging the rear foot or taking a jump in place. Due allowance is to be made for a player who catches the ball while running, provided, in the judgment of the officials, the player stops or gets rid of the ball within two steps distance.

NOTE—For complete list of Violations and Penalties see Rule 11.

Division F—Fouls

A *Foul* is an infringement of a rule for which one or more Free-Throws are given. Foul

Rule 4 A *Double Foul* occurs when fouls are called upon both teams simultaneously.

Technical Foul SECTION 1. *Technical Foul* is any foul not involving personal contact. The only exception is blocking, which is Personal foul, although not necessarily involving contact.

Over-guarding Ball

a. Overguarding the ball:

Touching the ball held legally by an opponent.

b. Overguarding an opponent who has the ball.

(1) Guarding with both arms, when opponent is at corner where two boundary walls meet.

Boxing-up (2) *Boxing-up:* One player in possession of the ball guarded between two players.

NOTE—Boxing-up may occur even though the two players on the same team are not actively guarding. The official should hold her whistle in the event that the player boxed-up is able to execute a successful pass.

Question—Two Guards are guarding one player; which should have a Technical foul for "boxing up" called on her?

Answer—The Guard who in the estimation of the Referee or Umpire is superfluous.

(3) Waving hands before, or otherwise threatening, the eyes of the player in possession of the ball.

NOTE—This may become a Disqualifying Foul.

Delaying Game

c. Delaying the Game is unnecessary interference with progress of the game by a player. (See Rule 12, Sec. 1,a.)

NOTE—For complete list of Technical Fouls and Penalties see Rule 12.

Personal Foul

SECTION 2. *Personal Foul* is guarding with personal contact, obstructing, charging, blocking, holding or tagging, tripping, pushing or committing any form of unnecessary roughness.

Question—May the Personal foul rules (Rule 12,B, Secs. 1-3.) be set aside by mutual agreement?

Answer—Decidedly not: the Personal foul rules are intended to prevent the most flagrant fouls in the game. Strict rulings on these points will do much to keep the game clean. It is the urgent desire of the Committee that all rules be strictly enforced in their entirety, especially those relating to Personal fouls.

a. Obstructing is impeding, by the use of personal contact, the progress of the player who has started to advance the ball by means of a bounce, juggle or pivot.

- b. *Charging* is a play in which a player with the ball, or one in the act of bouncing or juggling, makes contact with the body of an opponent with either body or ball. This play includes a player with ball attempting to evade opponent by pushing ball against opponent, but does not include accidentally brushing with the ball, the hands or arms of said opponent. **Rule 4**
Charging
- c. *Blocking* is impeding the progress of an opponent who has not the ball.

NOTE—This includes holding extended arms in front of opponent who has not the ball.

Question—Can blocking take place if there is no personal contact?

Answer—Yes. The rule against blocking is to be strongly interpreted and enforced. No player has the right to restrict the freedom of movement of an opponent without the ball, by standing with extended arms before her, nor has a player the right to dance in front of an opponent, facing her, in order to block her progress. A player may run alongside of an opponent in an effort to get the ball first, but neither player, in such a contingency, has the right to crowd the other away from the direct line to the ball, nor may she run with arm outstretched to the side in front of her opponent.

Question—Is blocking ever a Technical foul?

Answer—No; always Personal.

- d. *Holding or Tagging* an opponent is guarding with any part of the body in contact with an opponent, or constantly touching her with hand, elbow or body.

Question—Is it legal to guard a player who is trying for goal from the field as closely as at other times?

Answer—Yes. Personal contact is illegal at all times, whether committed on player trying for goal or otherwise.

SECTION 3. *Disqualifying Foul* is rough play, for which a player is removed from the game. **Disqualifying Foul**

RULE 5

SCORING

SECTION 1. A goal from the field shall count two (2) points. A goal from a Free-Throw shall count one (1) point. **Value of Goals**

SECTION 2. A game shall be decided by the scoring of the most points in playing time. **Scoring**

SECTION 3. If at the expiration of playing time the score is a tie, the score shall stand. **Score in Tie Games**

Rule 5 *NOTE—Because of the above ruling (Sec. 3) championship in girl leagues should be determined by awarding 2 points for each victory, an 1 point to each team in the case of a tie game. Team with largest total at end of tournament is league champion. Should two teams finish tournament with same total, an extra game between these should be played to determine championship.*

When, at the expiration of playing time, two teams are tied in a game in an elimination tournament, an extra game should be played at a later date that is agreeable to both teams.

In all cases the manner in which the tie for championship is to be settled must be decided by the two teams before the game which ties the is played.

Score in
Forfeited
or Discon-
tinued
Games

SECTION 4. The score of a forfeited game or a game won by default shall be 2—0.

SECTION 5. The score of a discontinued game shall be 0—0 (Rule 3,B, Sec. 3.)

RULE 6 OUT-OF-BOUNDS

Player
Out-of-
Bounds

SECTION 1. *Out-of-Bounds—a.* A player with the ball is "out-of-bounds" when any part of the body touches the floor or any object outside the boundary line.

Ball
Out-of-
Bounds
Out-of-
Bounds

b. The ball is "out-of-bounds" when any part of it touches the floor outside the boundary line, or any object outside the boundary line, or when it is touched by a player who is out-of-bounds. The ball is caused to go out-of-bounds by the last player touched by it before it crosses the line.

Question—Ball glances off face of backboard and across boundary line, but before it touches the floor or any obstruction out of bounds, it is caught by a player who has both feet "in bounds." Is the ball in bounds or out-of-bounds?

Answer—In bounds.

How Ball
is Put in
Play when
Out-of-
Bounds

SECTION 2. If at any time during the game the ball goes out-of-bounds it shall be put in play again by an opponent of the player who caused it to go out-of-bounds, said opponent to stand out-of-bounds opposite the spot where the ball left the court. In case of indecision or error on part of player the REFEREE or UMPIRE shall award ball to player entitled to it. The ball shall then be thrown or bounced to another player within the court. (See Rule 12,B, Sec. 1 (12)).

When the space out-of-bounds is limited for any reason no player of either team, except the player who has the ball outside, shall come nearer than three feet to the boundary line. In order to guard this player, her opponent must keep entire body, including arms and hands, three feet distant from player.

NOTE—*Technical foul for delay may be applied for repeated breach of this rule.* **Rule 6**

SECTION 3. If the REFEREE or UMPIRE is unable to determine which player touched the ball last before it went out-of-bounds, the ball shall be put in play at a spot about three feet within the court, opposite the point where the ball crossed the boundary line, the REFEREE or UMPIRE selecting two opponents and tossing the ball up between them as for tie ball. (See Rule 10,C, Sec. 4.) Referee is in Doubt

SECTION 4. The 2-inch end line or side line shall apply as out-of-bounds only as follows: Out-of-Bounds

- (1) Whenever the ball touches the wall.
- (2) Whenever the player with the ball puts a foot against the wall above the floor.

Question—*Shall a player who touches the wall with hand or body be considered as being out-of-bounds?*

Answer—*No.*

NOTE—*For possible violations of Rule 6 and penalties, see Rule 11, Sec. 3.*

RULE 7

TIME-OUT

SECTION 1. “*Time-Out*” may be taken whenever the game can be stopped legally without disadvantage to either side (for instance, when the ball is dead), or at any time in case of injury. Time-Out

SECTION 2. If one minute or less is left to play when “*Time-Out*” is called in the first, second or third quarter, the remaining time shall be added to the next quarter.

SECTION 3. “*Time-Out*” shall be taken only when ordered by the REFEREE, or in case of substitutions, by the UMPIRE.

SECTION 4. “*Time-Out*” shall be ordered for not more than two minutes at the request of a Captain, except in case of injuries to players, when five minutes may be allowed, to be charged to team or OFFICIALS, at the discretion of the REFEREE.

SECTION 5. A team is allowed two “*Time-Outs*” during a game. If the REFEREE orders “*Time-Out*” at the request of a Captain more than two times during a game for the team, that team shall be penalized for delaying the game and a Technical Team foul shall be charged against the captain. Time-out

Rule 7

Question—May a coach call "Time-Out"?

Answer—No.

Question—May the Referee take "Time-Out"?

Answer—Yes.

SECTION 6. When the REFEREE declares "Time-Out," orders "Time-Out" to be taken:—

- a. If the ball is in the possession of a player when time is called, as in "Time-Out" for injury, it shall be returned to that player when play is resumed at the spot where she held it when the whistle was blown.
- b. If the ball is out-of-bounds when time is called, shall be put in play as for "out-of-bounds." (See Rule 6, Sec. 2.)
- c. If a foul is called, play shall be resumed with the Free-Throw for goal.
- d. In all other cases the ball, on resumption of play, shall be tossed up between the two players of opposing teams nearest to it, at the spot where play was when play ceased. (See Rule 10,C, Sec. 4.)

SECTION 7. "Time-Out" shall be taken for a double foul

SECTION 8. "Time-Out" shall be taken when a player is disqualified and a substitute goes in. It shall, if possible, be taken immediately after the disqualifying foul has been committed and before the Free-Throw is taken. This "Time-Out" shall be charged to the Officials.

NOTE—SCORERS should keep track of fouls committed by each player so that disqualifications can take place immediately.

SECTION 9. "Time-Out" shall be taken for all substitutions. This "Time-Out" shall be charged to the Officials except as provided for in Rule 10,B, Sec. 3.

RULE 8

TIE BALL

SECTION 1. "Tie Ball" is called when two players of opposing teams place both hands on the ball at the same time.

SECTION 2. When "Tie Ball" is called, the REFEREE, the UMPIRE, shall take possession of the ball. The two players who have the ball shall assume positions similar to the Centers at the start of the Center Toss game, but in an imaginary circle at the spot where the ball was held. The ball shall then be put in play as at Center Toss. (See Rule 10,C, Sec. 4.)

If, however, the ball is held in tie between the Center and Forward or Guard (over the division line), the ball shall

passed up between the Center and a center opponent indicated by the REFEREE. In the two-division game, if ball is held in tie over the division line, players shall assume the same relative position as that of Centers or Jumping Forwards or Center Toss.

Rule 8

RULE 9

FREE-THROW

SECTION 1. A "Free-Throw" for goal is the privilege given team to throw for goal from a position directly behind the free-throw line.

Free-
Throw

SECTION 2. When a foul has been called, the REFEREE shall immediately secure possession of the ball and place it upon the free-throw line of the team entitled to the throw. The throw for goal shall be made within 10 seconds after the ball has been placed upon the line and by one of the players playing Forward at the time the foul was committed.

When
Foul is
Called
Free
Throw

SECTION 3. If the goal is made legally, the ball shall be put in play at the center.

SECTION 4. If the goal is missed, the ball continues in play except:

- a. That in case of a double foul, the ball is dead after each throw and shall be put in play at the center after the last throw.
- b. When two or more Free-Throws are awarded a team, the ball is dead after each Free-Throw except the last one. If the goal is missed after the last throw, the ball continues in play.

Double
FoulTwo or
More
Free-
Throws

NOTE—For further exceptions and possible violations and penalties, see Rule 11, Sec. 1.

RULE 10

PLAYING REGULATIONS

Division A—The Game

SECTION 1. The game shall be started by the REFEREE, who shall put the ball in play either by center toss or by center throw, as provided in Division C, Sections 1 and 2 of this rule. If both teams are not agreed upon one method for putting the ball in play at center, both methods may be used, one for each half. The game shall consist of four quarters of 8 minutes each, with 2-minute intermissions between the first and second quarters and between the third and fourth quarters, and a 10-minute intermission between the second and third quarter. This is the time of actual play. These times may be changed by mutual agreement of

The Game

Rule 10 the Captains and REFEREE. During the 2-minute intermissions, the players shall not leave the floor except with the permission of the REFEREE, receive coaching or exchange goals.

NOTE—Teams should come to an agreement about method of starting game at least one day before game.

At the beginning of each quarter the ball shall be put in play at the center unless a foul is made during "Time-Out" or between quarters, and then play shall be resumed with a Free-Throw for goal. If the basket is missed the ball shall continue in play, but if legally made, it shall be put in play at the center.

Winning by
Default

SECTION 2. Both teams must be ready to play within 4 minutes after the game is called by the REFEREE. If, at the expiration of this time, only one team is ready, that team wins by default. If neither team has completed its number the first team to do so may not claim the game by default until an additional 5 minutes shall have been allowed the other team to complete its number.

Captains shall be notified by the TIMEKEEPERS 3 minutes before the termination of the intermission. If either team is not on the floor ready for play within 1 minute after the REFEREE calls play, either at the beginning of the second half or after "Time-Out" has been taken for any reason, the ball shall be put in play in the same manner as if both teams were on the floor ready to play.

Center Toss.

SECTION 3.

The visiting team shall have choice of baskets in the first half. In intramural games, the Captains shall toss for choice of baskets; for the second half, the teams shall change baskets.

Center Throw.

The Visiting Team Captain or the Captain who wins the toss has the choice of either the basket for his team or the privilege of having the ball awarded to her Center at start of game. At all times thereafter throughout the game, whenever the ball is put in play at the center it shall be awarded to alternate Centers.

SECTION 4. The game shall terminate by the sounding of the TIMEKEEPERS' signal indicating the end of the game. Upon the sounding of the TIMEKEEPERS' signal, play shall cease instantly, except that if the ball is in the air on a try-for-goal when the TIMEKEEPERS' signal is sounded, play shall continue until the ball has entered or missed the basket.

Game
Terminates
with Time-
keepers'
Signal

When a foul is committed simultaneously with, or just previous to the sounding of the TIMEKEEPERS' signal, time shall be allowed for the Free-Throw. **Rule 10**

Division B—Players and Substitutes

SECTION 1. In the three-division game of 6 players, each team shall consist of 2 Centers, 2 Guards and 2 Forwards. In the two-division game of 6 players, each team shall consist of 3 Forwards and 3 Guards, any of the Forwards being designated to act as Center.

NOTE—It is recommended that every player and substitute wear a number on the back of the uniform. This number should be at least 4 inches in height and of a contrasting color easily seen by the officials.

Question—Is it allowable for Forwards in a two-division game to interchange as Center?

Answer—Yes.

Question—May a Guard act as Center?

Answer—No.

- a. A player may not leave the playing court without permission of the REFEREE or the UMPIRE until time is called at the end of the half. During "Time-Out", or between quarters, players may leave their respective sections but not the playing court.
- b. Centers or Guards in the three-division field may not throw for basket, nor Guards in the two-division field. (See Rule 11, Sec. 2,b.)

Players
Leaving
Court

When
Centers
or Guards
May Not
Throw for
Basket
Players
and
Substitutes

SECTION 2. The Captain shall be the representative of the team and shall direct and control its play. The Captain shall, before the game starts, furnish SCORERS with names and positions of players and substitutes. The Captain only may address any official on matters of interpretation or to obtain essential information when necessary, if it is done in a courteous manner.

If for any reason the Captain does not play, the Captain shall appoint a substitute to act during the time the regular Captain is not playing. The ingoing Captain takes over all Technical Team fouls previously charged to the position of Captain. In the event that 5 Technical Team fouls are charged to the position of Captain, the team which so flagrantly violates the spirit of the rules should and shall be automatically disqualified and the game lost by default.

SECTION 3. A substitute before going upon the court shall report to the SCORER, giving name, number and position. A substitute shall not enter the court until the ball is dead and shall not participate in the game until officially recognized by the UMPIRE. The UMPIRE shall call "Time-OUT" to recognize the substitute and to request the player for whom substitution is being made to leave the court.

Substitutes—
When and
How Put In

Rule 10 Should this procedure consume more than 30 seconds, "Time Out" shall be charged to the team making the substitution.

If players from each team are substituted at the same time, each team shall be allowed a maximum of thirty seconds, the combined total not to exceed one minute.

Players and
Substitutes

A substitute who has entered the game must participate in the game during *playing* time. A player who has left the game for reason other than disqualification, may re-enter it once only. (See Rule 12,A, Sec. 1,a (4 and 5).)

Question—Suppose a team has no substitutes and a player is disqualified, is the team obliged to play short or is the game awarded to opponents?

Answer—Play short.

Question—If a player is changed from one position to another without leaving the game, shall it be considered a removal and replacement?

Answer—No, but if changed from one *division* to another, player must report to Scorer and Referee.
(See Rule 12,A, Sec. 1, a (2).)

Division C—Putting Ball in Play

Putting
Ball
in Play

SECTION 1. The ball shall be put in play in the center circle:

a. At the beginning of each quarter. (*Exception*—See Rule 10,A, Sec. 1.)

b. After a legal goal has been made, except in case of violation by Guard on Free-Throw.

c. After the last Free-Throw following a double foul.

SECTION 2. a. When the ball is put in play in the center:

Center Toss.

Each Jumping Center (in 3-div. game) and each Jumping Forward (in 2-div. game) shall stand with both feet in her own half of center circle (half nearest opponent's goal).

The other players may take any positions in their own sections of the court they may desire, provided they remain outside of the center circle until the center-toss play has been completed, and provided they do not interfere in any way with the REFEREE, UMPIRE, or centers.

Center Throw.

The Center (in 3-div. game) or the Forward playing center (in 2-div. game) who is entitled to the ball shall take her place anywhere in the center circle ready to receive the ball.

The other players must remain outside the center circle until the ball has left the Center's hands. Except for this limitation the throw may be legally guarded.

Question—Must the players face toward their “own” baskets when jumping in center or elsewhere, or when taking center throw? (Rule 4.A, Sec. 3, p.14.)

Answer—No particular facing is required, provided each player stands with both feet in own half of circle for center toss, or in circle for center throw.

b. When the REFEREE puts the ball in play in the center:—

Center Toss.

It shall be tossed upward in a plane at right angles to the side lines between the center players, to a height greater than either of them can reach when jumping, so that it will drop between them. Both players may jump for the ball at center and elsewhere. If neither player jumps, the REFEREE shall again toss the ball and instruct both to jump. (See Rule 12,A, Sec. 1,a, (1). After the ball reaches its highest point, it must be tapped by either one or both of the center players. If the ball touches the floor without being tapped by one of the jumpers, the REFEREE shall put it in play again in the same place. If the ball is batted out-of-bounds by either of the players, regular out-of-bounds rules shall apply. (See Rule 6.)

Center Throw.

REFEREE shall hand or throw ball to the Center entitled to it. As soon as the latter has secured the ball, it shall be considered in play.

Putting
Ball
in Play

NOTE—Play is faster and more open if REFEREE throws ball in from a position halfway between sidelines and center circle, and if Side Center starts moving, even before the whistle sounds. (See Plate III.)

NOTE—Whistle is not to be sounded on toss or center-throw except when “Time-In” is to be taken.

Rule 10

Putting
Ball
in Play

Center Toss.

Whenever the ball is tossed up by the REFEREE between two players, whether in the center or elsewhere, the ball must be tapped, not caught. Neither of the players jumping may catch the ball until it has touched the floor or has been played by some other player than those jumping. This does not prevent the player from tapping the ball more than once while in the circle or its equivalent.

Question—When players are jumping for ball being tossed up by the Referee, whether in center or elsewhere, may either one or both players catch the ball after it has been tapped, before it is touched by a third player?

Answer—Yes, provided it has touched the floor, after which it may be played by bouncing, juggling, etc.

Center Throw.

The Center holding the ball must start play within 5 seconds after she has received the ball and may use any sort of a throw or a bounce pass, provided she does not touch the ball again until it has been played by another player. Following REFEREE'S throw to center, two completed passes are required before a Forward may shoot for goal unless ball is intercepted or tied by an opponent.

Question—What is the penalty for throwing for basket before two passes have been completed?

Answer—If basket is missed, ball continues in play. If made, goal does not count and ball is awarded to opponent out-of-bounds at sideline.

Question—What is the penalty for bouncing to one's self from center instead of passing?

Answer—This is a violation; ball awarded to opponent out-of-bounds.

SECTION 3. When the REFEREE or UMPIRE tosses the ball up between two players elsewhere than in the center the players shall assume the same relative positions as those of Jump Centers at start of game.

Question—What players are jumping for ball tossed up by Referee elsewhere than in the center, do the same conditions prevail as when jumping in center?

Answer—Yes.

SECTION 4. If cause for a tossed ball arises within 6 feet of a point on the floor beneath the basket, the toss-up shall be taken at the free-throw line or the line extended.

SECTION 5. *a.* When a ball lodges in the supports of the basket or a spectator interferes with its progress on a throw for field goal, the ball shall be put in play by a toss-up at the free-throw line between the player who threw the ball and an opponent selected by the REFEREE.

b. When a spectator interferes with the progress of the ball on a free-throw and the basket is missed, another trial for free-throw shall be awarded. **Rule 10**

c. When a spectator interferes with the progress of the ball at any time other than on a throw for goal, the ball shall be put in play by a toss-up 3 feet in from the boundary line opposite the spot where the interference occurred and between two players selected by the REFEREE.

Division D--Handling Ball

SECTION 1. When catching a ball, two hands are necessary to secure it in case of contention; but if caught, it may be legally retained in one hand or thrown with one hand.

Two Hands
Necessary
to Secure
Ball
Handling
Ball

a. When two players of opposing teams place both hands on the ball at the same time it is a "Tie Ball."

- (1) When a player thinks she has tied a ball with an opponent and keeps her hands on it but, in the REFEREE'S or UMPIRE'S judgment, the other player gained possession of it first, the REFEREE or UMPIRE shall award the ball to that player at the nearest sideline point out-of-bounds. When the ball is so awarded the player may be guarded by an opponent.

NOTE—A player frequently knows whether or not the opponent first had possession of the ball, and may be taught to withdraw without the intervention of an official and the consequent slowing of the game. Coaches and officials should make the most of the opportunity offered by such situations as this to encourage a spirit of good sportsmanship among the players. Officials in this event should not be too quick to blow a whistle for a "Tie-Ball."

- (2) A foul shall be called on a player who places and keeps a hand on the ball after an opponent has secured it according to first paragraph of this section.

NOTE—A foul should not be called on a player, who, in attempting to catch a ball, puts one hand on the ball after the opponent has secured it, provided the player immediately takes the hand away.

SECTION 2. When a ball has been caught it must be thrown within 3 seconds. If the player has fallen down, the 3 seconds are counted from the time when all the body weight is again on the feet. (See Rule 12,A, Sec. 1,a (7).

Ball to be
Thrown
Within
3 Seconds

SECTION 3. The ball may be thrown, batted, bounced or juggled in any direction. The ball may be bounced once only, with one or both hands. The ball may be juggled once only. A bounce shall not be used combined with a juggle.

Handling
Ball
Ball
Thrown

Rule 10 While making the one bounce or one juggle, a player may take any number of steps, provided the steps are made between the time the ball leaves the hands and the moment it is again touched or caught.

etc., in Any Direction

NOTE—For successive tries at basket, see Rule 4,C, Sec. 1, Note.

SECTION 4. No player may hand the ball to another player. The ball must be thrown, batted or bounced to another player or thrown for the basket. The player, when throwing the ball, must be standing on one or both feet or jumping in the air.

RULE 11

VIOLATIONS AND PENALTIES

A Player Shall Not—

Illegal Free-Throw

SECTION 1. a. While making a Free-Throw, cross the free-throw line until the ball has touched or missed the basket or backboard.

*Question—*May the player's feet leave the floor while making a Free-Throw?

*Answer—*Yes, provided the player's feet do not cross the free-throw line until the ball has touched or missed the basket or backboard.

b. Enter the free-throw lane until the ball has touched or missed the basket or backboard, or attempt to disconcert the player with the ball while a Free-Throw for goal is being made.

NOTE—If players contend for positions along the free-throw lanes, the REFEREE should arrange the players so that the desirable positions are evenly divided.

PENALTY—

(SECTION 1, a, b)

Violations Penalties

a. FOR VIOLATION BY FORWARD, THE GOAL IF MADE, SHALL NOT COUNT, AND THE BALL SHALL BE AWARDED TO A GUARD OUT-OF-BOUNDS AT THE SIDELINES. IF MISSED, AND BALL IS CAUGHT BY A FORWARD OR HELD IN TIE, IT SHALL BE DECLARED DEAD AND AWARDED TO GUARD OUT-OF-BOUNDS AT THE SIDELINES; IF CAUGHT BY A GUARD, SHALL CONTINUE IN PLAY.

b. FOR VIOLATION BY A GUARD, GOAL IF MADE, SHALL COUNT AND BALL SHALL BE AWARDED TO A FORWARD OUT-OF-BOUNDS AT THE SIDELINES. IF MISSED, AND BALL IS CAUGHT BY A GUARD, OR HELD IN TIE, IT SHALL BE DECLARED DEAD AND SHALL BE AWARDED TO A FORWARD OUT-OF-BOUNDS AT THE SIDELINES; IF CAUGHT BY A FORWARD, IT SHALL CONTINUE IN PLAY.

c. FOR DOUBLE VIOLATION BY MEMBERS OF OPPOSITE TEAMS, THE GOAL, IF MADE, DOES NOT COUNT AND THE BALL SHALL BE PUT IN PLAY BY A TOSS-UP AT THE FREE-THROW LINE BETWEEN A FORWARD AND HER OPPONENT. IF MISSED, THE BALL SHALL BE CONSIDERED IN PLAY.

Rule 11

d. WHEN TWO OR MORE FREE-THROWS ARE AWARDED TO THE SAME TEAM: FOR VIOLATION BY A PLAYER DURING THE FIRST FREE-THROW, THE PENALTY SHALL BE IMPOSED AFTER THE SECOND FREE-THROW HAS BEEN ALLOWED.

c. Consume more than 10 seconds in making a Free-Throw.

Violations
Penalties
Illegal
Goal

SECTION 2.

a. Throw for basket when ball is being put in play from out-of-bounds.

b. Throw for basket while playing the position of Guard or Center.

c. Throw for basket before two completed passes have been made after center throw.

PENALTY—

(SECTIONS 1,c,2a,b,c)

GOAL IF MADE, DOES NOT COUNT AND BALL IS AWARDED TO AN OPPONENT OUT-OF-BOUNDS. IF NOT MADE, BALL SHALL BE CONSIDERED IN PLAY.

d. Throw for basket when ball is dead.

PENALTY—

(SECTION 2, d)

GOAL IF MADE, SHALL NOT COUNT AND REFEREE'S OR UMPIRE'S PREVIOUS DECISION SHALL APPLY.

SECTION 3.

Out-of-
Bounds

a. Cause the ball to go out-of-bounds.

b. Carry the ball into the court from out-of-bounds.

c. Touch the ball after putting it in play from out-of-bounds, until it has been touched by another player.

d. Hold the ball more than 5 seconds out-of-bounds before throwing it.

e. Play the ball after it has touched the wall in a small court. (Rule 7, Sec. 4.)

f. Play the ball if in small court and while in possession of ball have placed foot against wall.

PENALTY—

(SECTION 3)

a. BALL GOES TO AN OPPONENT OUT-OF-BOUNDS.

b. IN CASE OF DOUBLE VIOLATION OF A. BALL IS TOSSED UP BETWEEN 2 OPPONENTS SELECTED BY THE REFEREE OR UMPIRE AT A POINT 3 FEET INSIDE COURT OPPOSITE POINT WHERE VIOLATION OCCURRED.

Violations
Penalties

SECTION 4.

a. Kick the ball.

b. Strike the ball with the fists.

c. Roll the ball.

Illegal
Advancing
of Ball

Rule 11

- d. Travel with the ball.
- e. Bounce ball more than once or make an illegal bounce.
- f. Juggle ball more than once or make an illegal juggle.
- g. Combine a bounce with a juggle.
- h. Hand the ball to another player.
- i. Throw the ball except when standing on one both feet or jumping in the air.
- j. Hold the ball in play constantly in one or both hands more than 3 seconds.

NOTE—If the player has fallen down, the 3 seconds are counted from the time when all the body weight is again on the feet.

Violation
Jumping
Rules

SECTION 5. Violate jumping or center throw rules except personal contact and delay.

a. As center player:

- (1) Feet not in own half of circle.
- (2) On center toss, tap ball before it reaches its high point.
- (3) On center toss, catch ball instead of tapping.
- (4) On center toss, play ball before it has touched the floor or been played by another player.
- (5) On center throw, touch ball again before it has been played by another player.
- (6) On center throw, hold ball more than 5 seconds.

b. As other player:

- (1) Enter center circle before center play is completed.
- (2) Interfere in any way with REFEREE, UMPIRE or Centers. (See Rule 10,C, Sec. 2.)

Violations
Penalties

NOTE—(For Delay, see Rule 12.A, Sec. 1a (1). For Personal Contact, see Rule 12.B, Secs. 1 and 2.)

SECTION 6. Commit a line violation by touching ground beyond division line, or beyond second line, if neutral space is used, with any part of the body. When the penalty for a line violation made by an opponent is to the disadvantage of the team in possession of the ball the violation shall not be called.

NOTE—A player may, however, lean over the division line to pick up or receive the ball.

Question—A line violation is made, the ball progresses some distance before the whistle is blown; is the ball returned to the spot where the violation was made?

Rule 11

Answer—No; it is given to the member of the opposing team out-of-bounds nearest the spot where ball was at the time the whistle was blown. If the officials keep their whistles constantly between their lips, this will not occur.

PENALTY—

(SECTIONS 4, 5, 6)

a. BALL GOES TO AN OPPONENT OUT-OF-BOUNDS, AT THE SIDELINES NEAREST THE SPOT WHERE THE BALL WAS AT THE TIME THE WHISTLE WAS BLOWN FOR THE VIOLATION.

b. IN CASE OF A DOUBLE VIOLATION BY MEMBERS OF OPPOSING TEAMS, THERE SHALL BE A TOSS-UP BETWEEN 2 OPPONENTS SELECTED BY THE REFEREE (THE TWO NEAREST THE BALL AT THE TIME THE VIOLATION WAS CALLED).

RULE 12

FOULS AND PENALTIES

Division A—Technical Fouls

Player Shall Not—

SECTION 1.

a. Delay the game:

- (1) At the center toss, by failing to jump when ordered by the REFEREE.
- (2) By failing to report to UMPIRE and SCORER when changing from one division of the floor to another.
- (3) By going on the court as a substitute before reporting to the SCORER and being officially recognized by the UMPIRE. (When penalized the player is considered as having been officially recognized.)
- (4) By entering the game as a substitute and failing to participate during playing time.
- (5) By re-entering the game as a substitute more than once.
- (6) By leaving the court without permission of REFEREE or UMPIRE.
- (7) By not getting up quickly with ball after falling down.
- (8) By passing the ball to another player while making a Free-Throw for goal. (An honest attempt to cage the ball must be made.)
- (9) By taking a Free-Throw for goal when not in the game at the time the foul was called.
- (10) By placing and keeping one or both hands on ball when it has been secured by an opponent according to Rule 10,D, Sec. 1.
- (11) By failing to keep 3 feet away from out-of-bounds opponent in spite of warning.

Rule 12
Fouls
Penalties

(12) By consuming an unnecessary amount of time in recovering ball from out-of-bounds.

(13) In any other manner unnecessarily.

b. Snatch or bat the ball from the hands of an opposing player.

c. Wave hands before, or otherwise threaten, the eyes of the player in possession of the ball.

NOTE—This may become disqualifying foul.

d. Guard a player by boxing-up.

e. Guard with both arms when opponent is at a corner where two boundary walls meet. (See Rule 4, Sec. 1,b (1).

f. Behave in an unsportsmanlike manner.

PENALTY—

(SECTION 1)

FREE-THROW FOR GOAL GIVEN TO OPPONENTS. TECHNICAL FOUL CHARGED AGAINST OFFENDER.

SECTION 2. Commit a Technical foul against an opponent who is in the act of throwing for the basket.

PENALTY—

(SECTION 1)

ONE FREE-THROW FOR GOAL GIVEN OPPONENTS, IF GOAL IS MADE IN SPIKE OF FOUL. TWO FREE-THROWS, IF GOAL IS MISSED. TECHNICAL FOUL CHARGED AGAINST OFFENDER.

NOTE—See Rule 12,B, Sec. 3, Notes.

No Coaching
from
Sidelines

SECTION 3. a. There shall be no coaching from the sidelines during the progress of the game by anyone officially connected with either team, nor shall any such person go onto the court except with the permission of the REFEREE or the UMPIRE and between the halves of the game. There shall be no coaching during "Time-Out" or between quarters.

Question—May a substitute entering a game converse with players on the floor before play begins?

Answer—No. This is a method of coaching from the sidelines.

b. A team shall not have "Time-Out" more than three times at the request of the Captain.

Fouls
Penalties

PENALTY—

(SECTION 3, a)

FREE-THROW FOR GOAL GIVEN TO OPPONENTS. IF LEGALLY MADE THE BALL SHALL BE PUT IN PLAY AT CENTER. IF MISSED, THE BALL SHALL CONTINUE IN PLAY. TECHNICAL TEAM FOUL CHARGED AGAINST THE CAPTAIN OF THE OFFENDING TEAM. THESE FOULS SHALL BE COUNTED TOWARD DISQUALIFYING THE CAPTAIN.

Division B—Personal Fouls

A Player Shall Not—

SECTION 1. Guard with personal contact, obstruct, charge, block, hold or tag, trip, or push an opponent.

SECTION 2. Use unnecessary roughness.

PENALTY—

(SECTIONS 1, 2)

FREE-THROW FOR GOAL GIVEN TO OPPONENTS. PERSONAL FOUL CHARGED AGAINST THE OFFENDER, WHO MAY BE DISQUALIFIED FOR SINGLE OFFENSE. (SEE RULE 4,F, SEC. 3.)

SECTION 3. Commit a Personal foul against an opponent who is in the act of throwing for basket.

PENALTY—

(SECTION 3)

ONE FREE-THROW FOR GOAL GIVEN TO OPPONENTS, IF GOAL IS MADE IN SPITE OF FOUL. TWO FREE-THROWS, IF GOAL IS MISSED. PERSONAL FOUL CHARGED AGAINST THE OFFENDER, WHO MAY BE DISQUALIFIED FOR SINGLE OFFENSE.

Notes referring to Rules 11 and 12,A,B:

NOTE A—If a violation or a foul is made by the Forward or by a member of her team and, before the whistle can be blown, the ball has been thrown at the basket, the goal, if made, shall not count and the violation or foul shall take precedence. In case of a violation, the ball shall be put in play out-of-bounds at the sideline, and in case of a foul Free-Throw shall be awarded.

Fouls
Penalties

(NOTE B—(1) If a Guard fouls a Forward who is in the act of shooting for basket, the ball is not dead until the basket is made or missed.

(2) If a Forward is fouled at any time previous to shooting for the basket and, in spite of the foul, the Forward is able to make her shot at the basket before the whistle has been blown for the foul, the goal, if made, shall not count and one Free-Throw shall be awarded.

Division C—Disqualifications

SECTION 1. A player is automatically disqualified and removed from the game when she has committed any one of the following sets of fouls:—

- a. 5 Technical fouls;
- b. 3 Personal fouls;
- c. A sum total of 5 fouls, either Technical or Personal;
- d. A single Disqualifying foul.

Question—The Scorers fail to notify the Referee that a player has committed the number of Personal or Technical fouls which would disqualify her and she continues to play; what should be done?

Answer—The points made during the period that this player was ineligible shall be counted as well as the time played, but immediate substitution for offending player shall be made as soon as the fact that she has 3 Personal fouls

Fouls
Penalties

Rule 12

or 5 Technical fouls or a total of 5 Personal and Technical fouls combined, comes to the attention of the official. If *Scorers* are so inefficient or negligent that they fail to notify the *Referee*, they should be at once removed from that same and not permitted to serve in any capacity for the remainder of the season. No excuses should be accepted.

SECTION 2. A team which has had 5 Technical Team fouls charged to the position of Captain shall be automatically disqualified and shall default the game.

SECTION 3. In all cases not covered by the rules, officials are to use their own judgment in accordance with the general spirit of the rules.