

## **GHSA 2024 Basketball Study Guide**

1. There should be 2 feet (preferably 10 feet) of unobstructed space outside the boundaries of the playing court.
2. All LINES on the playing floor shall be solid lines and shall be 2" wide.
3. The three-point line in high school basketball is 19 feet 9 inches from the basket.
4. In certain situations, players are allowed to dunk during warm-ups.
5. Before the ball is tossed to start the game, B3 intentionally fouls A2. The Officials award 2 shots to A2 and instruct the scorer/timer to set the position arrow when the ball is handed to A2 for the first free throw.
6. During a spot throw-in, thrower A1 moves five feet along the end line. Official calls a travel violation.
7. Either team is allowed to call a timeout during any stoppage of play, including after a made basket.
8. If a player receives two technical fouls in one game, they are ejected from the game and removed from the team bench.
9. When an error involving awarding a merited free throw is corrected, and no change of team possession occurs, play shall continue following the free throw(s) as though there had been no correction.
10. If on a free throw by A1, a fake by B1 in a marked lane space causes A2 to violate, only the fake is penalized.
11. If a technical foul is administered to start an extra period, a jump ball will follow to establish the alternating possession procedure.
12. It is permissible to have the school logo or mascot on the face of the backboard.
13. An intentional foul is judged solely by the severity of the act.
14. During a dribble from backcourt to frontcourt, the ball is in A's frontcourt if one of dribbler A1's feet is on the division line and the other foot and the ball are touching in A's frontcourt.
15. 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.
16. An indirect technical foul is assessed to the head coach when bench personnel is charged with a technical foul.
17. Indirect technical fouls do not count as team fouls.
18. Excessive swinging of arms or elbows without contacting an opponent can be either a foul or a violation.

19. The ball is dead, or remains dead, in all of the following situations, EXCEPT:
- A: When a goal is made.
  - B: When a held ball occurs.
  - C: When a free-throw violation occurs by the throwing team.
  - D: When time expires while A1's try is in flight.
  - E: When time expires while A1 is dribbling.
20. A jumper is required to be in his/her proper half of the center restraining circle during a jump ball but is not required to face his/her own basket.
21. Teams shall change baskets for each extra period played.
22. The NFHS Membership Card is a Pass Card and will gain an official entry into any GHSA event plus one
23. The Head Coach of Team A was ejected with 30 seconds remaining in the game for unsporting behavior. After the game and after a post-game discussion, the crew determined that the ejection of Team A's Head Coach was not merited and decided not to send the game report to their assignor. This is the correct GHSA protocol.
24. During pre-game warm-ups, players **MAY NOT** wear Headphones, Earbuds or Air Pods.
25. The NFHS & GHSA require that the official scorer for the game wear a black & white striped shirt and be located next to the official timer.
26. During the game, the officials noticed that Team A assistant coaches were using a tablet for stats and to draw up plays during timeouts. This is legal.
27. Player A12 has blood on her jersey. The official stops play and notifies the coach that A12 has blood on her jersey. The official then makes his crew aware of the blood situation, then makes sure the player with the blood is at the team bench area, then notifies the table and the timer and instructs the times to begin the 20-second timer. A warning horn is sounded at 15 seconds and then at 20 seconds. The official then checks with Team A Head Coach to see if A12 is ready to go. This is the correct procedure.
28. B15 is lying on the floor and is potentially injured. The Lead official is checking with B15 to see if they are okay. During this team, the Center official in front of the Team B's bench beckoned Team B Head Coach onto the floor. Immediately after being beckoned, B15 stands and is okay and ready to play. The officials allow B15 to remain in the game.
29. A school logo/mascot image may now be placed on the front of the jersey, centered directly above the uniform number, in place of an identifying name.
30. On the back of the jersey, the visiting team has the word "FAMILY" located above the number. This is legal.
31. It is legal for a player to touch the net while the ball is on or within the basket provided that, in the official's judgment, the net contact does not affect the ball, allowing play to continue.
32. In the Frontcourt, a player **DRIBBLING** the basketball, game officials **SHALL NOT** give a visible 5-second closely guarded count at any level, including JV games or games that do not have a shot clock.
33. In the Frontcourt, a player **HOLDING** the basketball, game officials **SHALL** give a visible 5-second closely guarded count at any level, including JV games or games that do not have a shot clock when a player is within 3 feet.

34. After a traveling call is made on A15, he continues to hold the ball in his hands while the Team A Coach gives instructions to him. The administering official informs A15 to please hand him the ball. A15 continues to hold the ball and the official administers a player technical foul to A15. This official is correct
35. The first “faking being fouled” is observed, it is a player technical.
36. Faking being fouled is a Team Technical Foul after a warning.
37. If an offensive player is guilty of “faking being fouled” by using a “head bob”. The covering official should delay the stopping the play by blowing their whistle until the next dead ball and issue the warning.
38. A12 is not being guarded in her backcourt and is standing near her sideline and here team bench is holding the ball. She starts to lose her balance and is about to fall out of bounds when one of her teammates on the team bench assist her and keeps her from falling out of bounds. This is legal.
39. Team A Head Coach request and is granted a timeout on the sideline just in front of his bench, free-throw line extended. The officials inform the Team A Head Coach that the ball will be put in play at the 28 foot mark just in front of his team bench. Is this correct?
40. Team A is guilty of a shot-clock violation by A12 on the sideline just outside the three-point line and A15 has possession of the ball. The throw-for this violation would be the 28 foot mark on that sideline.
41. Team A is in their backcourt, and A12 is guilty of a player-control foul just about the free throw semi-circle. Team B is given the ball for a spot throw-in at either of the two designated spots, whichever is closer, at the 28-foot mark.
42. A12 in her frontcourt makes a three-point basket right in front of her team bench. She turns to run up the floor and her teammates on her team bench give her “high-fives”. This is illegal!
43. If a Team has jerseys in which the numbers are not clearly contrasting from the predominant color of the jersey, the penalty is one technical foul charged to the Head Coach.
44. During pre-game warmups, Team A has two players dunk before the game and Team A has one player dunk before the game. Correctly adjudicated, Team A would be charged with two team fouls and Team B with one team foul. Team B would be given two free throws to start the game, and then they would be given the ball and the division line to start the game with the next possession arrow going to Team A. None of the players guilty of dunking would be charged with personal fouls and both coaches would keep their coaching box privileges. These Technical fouls, by definition, would be Team Technical Fouls.
45. One visible manufacturer’s logo/trademark/reference may be placed anywhere on the team jersey provided it does not interfere with the visibility of the uniform and meets all size specifications.
46. After the officials have left the visual confines of the floor, the official scorer runs the officials down and informs them she made a mistake and that the game should be tied. The officials go back on the floor and prepare for an Extra Period.

47. There are five warnings for delay of games and each one of them carry their own penalty.
48. Team A is winning by 3 points with 4 seconds remaining in the game and the game clock is running and A12 is standing out of bounds for the throw-in. Team B has no timeouts and B12 commits a throw-in-plane violation. The lead official blows their whistle and stops the clock to administer the violation for a warning. Is this correct?
49. Thrower A1 steps on the end line during a throw-in. The official calls a violation.
50. A1 attempts a field goal. The ball hits the rim, then hits the top of the backboard and then passes through the basket. Official allows the basket to be scored.
51. A1 while standing inbounds behind the backboard, shoots the ball over the backboard and the ball passes through the basket. Official disallows the basket.
52. A2 touches the ball passed by A1. The ball remains inbounds but A2's momentum carries him/her out of bounds. A2 returns to the court, is the first to touch the ball and scores. Official allows the basket.
53. A1 attempts a field goal. While the ball is on the rim. B1 strikes the backboard on the side opposite from A1 and causes the ball to fall off the rim. Official awards the basket and assesses B1 a technical foul.
54. A1 catches a pass, fumbles the ball, retrieves it, dribbles, ends the dribbles, fumbles the ball and then retrieves the ball again. Official calls a violation.
55. A1 is dribbling in the backcourt. As he approaches the half-court line, he dribbles the ball once in the frontcourt and steps into the frontcourt with one foot. He then touches that same foot in the backcourt. Official calls a backcourt violation.
56. While A1 is dribbling in the frontcourt, B1 deflects the ball off A1's legs into the backcourt. A2 retrieves the ball. Official call a backcourt violation.
57. A1's try for goal, fails to reach the basket and A1 catches the ball while it remains airborne. Official calls a travel violation.
58. A1 dives for the ball on the floor, gains control of the ball and then slides on the floor. Official calls a travel violation.
59. A1 starts a dribble by tapping the ball ahead, takes five steps and then continues the dribble. Official rules this is legal.
60. A1 requests a timeout while airborne, holding the ball and headed out of bounds. Official grants the request.
61. While A1 is dribbling, B1 attempts to steal the ball and hits A1 on the hand causing A1 to lose control of the ball. Official calls a foul on B1.
62. A1 contacts B1 in the torso after B1 has established legal guarding position and while B1 is moving backwards. Official calls a player-control foul on A1
63. While A1 is dribbling the ball, Team A's assistant coach requests a timeout. Official grants the timeout.
64. As time expires in the 4th quarter, with the score tied, player A1 is fouled in the act of shooting. Team B head coach is granted a timeout. Before the timeout is completed, Team A head coach requests a timeout. The official denies the request.
65. The official informs the coach that under no circumstance may a team legally end the game with only 1 player.

66. If the ball provided by the home team is not legal, the referee may select for use a legal ball provided by the visiting team.
67. If a player is directed to leave the game for a violation of the uniform rule, the coach must replace the player within 30 seconds.
68. The head coach and assistant coaches may stand during the permitted time to replace a disqualified player.
69. B1 deflects A1's throw-in pass that then touches A1 in flight, who is still out of bounds; the ball is awarded to Team A.
70. It is an alternating possession procedure after the ball touches the backboard support.
71. On a throw-in, the ball becomes live when it is at the thrower's disposal.
72. On a jump-ball, restrictions end when the tapped ball touches the floor, a non-jumper, an official, a basket or the backboard.
73. All of the following statements are true concerning Intentional Fouls:
  - a. Contact away from the ball or when not making a legitimate attempt to play the ball or a player, specifically designed to stop or keep the clock from starting.
  - b. May or may not be premeditated.
  - c. Fouls that neutralize an opponent's obvious advantageous position.
  - d. Assessed if the opponent of a thrower-in reaches through the boundary-line plane and fouls the thrower.
  - e. Based solely on the severity of the contact.
74. When the error is a free throw by the wrong player, if corrected, the free throw by the wrong player, if corrected, the free throw and any common foul committed during such a free throw shall be canceled.
75. A1's free throw ends when A1's foot breaks the vertical plane of the edge of the free-throw line farthest from the basket before the try touches the ring or backboard or before the free-throw has ended.
76. Varsity officials should arrive at the game site a minimum of 30 minutes prior to Tip-Off.
77. In order to be eligible to work the Post-Season an official must meet the following requirements. Attend a Post-Season Camp every year, make at least 85 on the GHSA Test, complete the GHSA Rules Clinic, work at least 10 varsity games, be a Tier 1, 2 or 3 official and be in good standing with your local association and the GHSA.
78. GHSA game officials are prohibited from having their cell phones in their possession or at the scorer's table while officiating a game.
79. GHSA game officials are prohibited from accepting game assignments to a school where he/she is currently employed, has relatives enrolled or employed at or has attended in the previous 10 years.
80. The GHSA Contest Officials Pass cost is \$15 and the Pass card will get you plus One into any GHSA Contest including State Championships

81. If during a game, an official on the crew gives two technical fouls to the Head Coach, he is ejected in the 4<sup>th</sup> quarter. After the game and in the locker room, the officials decided that the second technical foul that was given to the Head Coach was not warranted and decided that they were only going to send in one technical foul rather than two so that the coach would not have to sit out two games. The officials have this authority as long as they do this before they leave the game site.
82. All Technical Fouls and any issues with fan behavior involving sportsmanship or officials' safety should be sent to your local association GHSA representative who will fill out a game report and sent to the GHSA office via the MIS system.
83. The number of games an official must work in order to get GHSA credit for a year of service is 10 games.
84. In order to be eligible to officiate GHSA Varsity games, an official must either attend a GHSA Post Season Camp or a Varsity Camp. This will meet the requirement for officiating Varsity games for two years.
85. All rounds of the GHSA State Basketball Championship are assigned by the GHSA Basketball Liaison
86. **Concerning Mechanics:** The GHSA uses College Women's Mechanics in all situations with the exception of "Last Second Shot", when inbounding the ball in the frontcourt, the official inbounding the ball will "always" blow their whistle, timeouts and player-control fouls.
87. **Concerning Mechanics:** If the "new" Trail official has a foul in the backcourt, the official will always go table side which may or may not result in a switch
88. **Concerning Mechanics:** When in the front court, the Trail official will always chop in time with the exception of Free Throws.
89. **Concerning Mechanics:** The Trail official is responsible for a 3 point try when the shot is below the Free-Throw Lane line extended towards the sideline.
90. **Concerning Mechanics:** On drives to the basket down the middle of the lane, the Lead official is primarily responsible for all block/charge plays by the primary defender.
91. **Concerning Mechanics:** If the Center official has a foul in the backcourt, the Center official would report their foul and will always become the new Trail official.
92. **Concerning Mechanics:** Concerning fouls in the frontcourt, the calling official will always go table side for reporting unless the calling official is already table side as the Trail or Center official OR if we have a team control foul
93. **Concerning Mechanics:** On the initial jump ball the official who tosses the ball after the toss will either become the Trail or Center official
94. **Concerning Mechanics:** During ALL timeouts, one official should be at the spot in which the ball will be placed for a Throw-In and the other two officials should be standing at the top of the Free-Throw Line Circle on each end of the floor.
95. **Concerning Mechanics:** With 10 seconds remaining on the shot clock, the Trail and Center officials should point to the shot clock recognizing that there are 10 seconds remaining on the shot clock.

96. **Concerning Mechanics:** It is the responsibility of the Referee on the crew to visit the scores table before the 10-minute mark to start each game and verify that both teams have supplied their team rosters including the starting lineups.
97. **Concerning Mechanics:** When a held ball occurs, the calling official does not need to give the stop the clock signal, just give the held ball signal and blow their whistle.
98. **Concerning Mechanics:** The calling official for a player control foul will raise his or her arm and an open fist and then punch forward which signifies a player control foul
99. **Concerning Mechanics:** At the three-minute mark before every GHSA game, the officials will have a pre-game meeting with head coaches, team captains, game manager and a School Resource Officer.
100. **Concerning Mechanics:** When a three-point shot attempt is successful in the Leads primary area of coverage, the lead official will both mark the three-point shot attempt and when successful, signal the successful three-point shot was good by giving the touchdown signal
101. **Concerning Mechanics:** The official scorekeeper for all GHSA games is required to wear a black & white striped shirt.
102. **Concerning Mechanics:** On successful three-point shot attempts, the Trail and Center official will always signal the shot was successful with the Touchdown signal.
103. **Concerning Mechanics:** The referee on the crew will always toss the ball to start the game.
104. **Concerning Mechanics:** On plays coming from Trials primary area into Leads primary area towards the low block. If the dribbler passes the ball to another player just outside the three-point line in the Leads area. The Lead official stays with the pass and the Trail official stays with the crash.
105. **Concerning Mechanics:** Officials may bounce the ball for all throw-ins with the exception of when the Lead official is administering a throw-in in the frontcourt on the end-line.
106. **Concerning Mechanics:** On a three-point shot attempt in the center of the floor just above the semi-circle, this is the Center officials' primary area of coverage and they should mark this three-point shot attempt.
107. **Concerning Mechanics:** Home positions for officials when the ball is in the front court are as follows: Trail official is at the 28-foot mark, the Center official at the free-throw line extended and the Lead will be halfway between the Free- Throw line extended and the Three-Point Line.
108. **Concerning Mechanics:** Throw-ins that are below the Free Throw line extended to the end-line will be administered by the Lead official and the Trail official will mirror the throw-in by chopping in time.
109. **Concerning Mechanics:** When teams are in a full-court pressing situation, the Center official is responsible for the coverage area of Free Throw Line to Free Throw Line extended.
110. **Concerning Mechanics:** When beckoning in substitutes, the official beckoning in the substitutes should hold their arm up with an open hand signaling to the clock operator to wait while subs are being brought into the game.

111. **Concerning Mechanics:** In regard to a last second shot of each quarter or overtime, the official opposite the table will ALWAYS be the responsible to determine whether or not the shot attempt was out of the shooters hand before the red light, or the has horn sounded. This is a crew decision however, the primary official for this call is the official opposite the table regardless if they are in the Trail or Center position.
112. **Concerning Mechanics:** An out-of-bounds situation occurs and the primary official sounds the whistle and gives the stop-clock signal when needing help. They will look in the direction of the nearest non-calling official and verbalize “help.” When the nearest non-calling official has definitive knowledge, they will sound the whistle, call out the color of the team entitled to the ball and give the direction signal. The primary official will then mirror this information.
113. **Concerning Mechanics:** After the pre-game meeting with the team captains, head coaches and an SRO officer, the officials should stay table-side for the national anthem and player introductions.
114. **Concerning Mechanics:** When at the end of a quarter or overtime when the shot clock is off. Officials should use a visible 10 second backcourt count in order to determine a 10 second backcourt violation. They may also use the game clock as a resource to verify their 10 second backcourt violation.
115. **Concerning Mechanics:** During the first shot of a two shot foul, the Trail official should position themselves at the mid-court line half way between the table and the Center Circle
116. The shot clock operator shall be located at the scores table for all GHAS Varsity games.
117. The game officials will meet with team captains, head coaches, a game manager and a SRO officer at the 3 minute prior to the start of all GHSA contest to confirm that their teams are properly and legally equipped AND that uniforms will be worn properly AND that they will exhibit good sportsmanship.
118. The home team wearing white jerseys has 7 players with blue jersey shorts and 3 with white. The officials rule that the jersey shorts are legal
119. Team will shoot two free-throws on the 5<sup>th</sup> team foul and the fouls will be reset to zero after every quarter including any overtime periods.
120. After any foul or a violation in the frontcourt there are only four designated spots in which a throw-in can be administered by Team A.
121. The alternating possession arrow is pointing towards the home team and a timeout is called. After the timeout, the officials administer the Throw-in to the visiting team. After the throw-in and while the visiting team is dribbling the officials realize they have administered the throw-in to the wrong team. The officials correct this mistake and give the ball to the home team and make sure the arrow in pointing in the correct direction.



122. Player A1 runs out of bounds to avoid a screen on the end-line. After A1 comes back inbounds, A3 throws a pass to A2 who then throws a pass to A1 who shoots a jump shot and scores. The Lead official waves off the basket and calls a violation on A1 for running out of bounds and coming back inbounds and touching the ball..
123. An out of bounds violation by B3 happens on the endline between the three-point line and the sideline. The lead official administers the throw-in on the endline at the spot closest to where the ball goes out of bounds and NOT at one of the four designated spot locations
124. A “hot stove” touch on a ball handler/dribbles is a foul for illegal guarding in NFHS and the GHSA.
125. Displacement of any opponent is a foul.
126. Physical play can be legal until it rises to the level of rough play. Rough play is always illegal.
127. The following statements are all automatic fouls.
- Placing two hands on a player.
  - Placing an extended armbar on a player
  - Placing and keeping a hand on an opponent
  - Contacting an opponent more than once with the same hand or alternating hands.
128. All Spin moves are illegal in the NFHS/GHSA.
129. In order to properly officiate a Euro step move, an official MUST find the dribblers pivot foot in order to properly adjudicate whether or not the Euro step move is legal or illegal.
130. Undershirts if worn by a team, must all be the same length. However, Tights, do not have to be the same length.
131. In High School as it pertains to headbands, wristbands, sleeves & tights. Everything above the waist MUST match and everything below the waist MUST match. Example – everything above the waist could be black and everything below the waist could be white.
132. **Concerning the Shot Clock:** The Shot Clock operator must be at least 21 years of age and must have completed the Shot Clock Certification training.
133. **Concerning the Shot Clock:** The Referee during his pre-game meeting at the scorer’s table before the game does not need to confirm with the Shot Clock Operator that they have completed the Shot Clock Certification Training.
134. **Concerning the Shot Clock:** The Referee during his pre-game meeting at the scorer’s table before the game would need to have a conversation with both the Game Clock operator and the Shot Clock operator to make sure that are aware of their responsibilities. This would include, running the shot clock down and making sure that the horn for the Shot Clock and Game Clock is different.
135. **Concerning the Shot Clock:** During Free Throws, the Shot Clock should be reset to 35 seconds and if Team A gets the rebound, the Shot Clock will be reset to 25 seconds.

136. **Concerning the Shot Clock:** If Team B commits a foul on Team A in the backcourt and the shot clock is at 29 seconds, there will be no reset of the shot clock.
137. **Concerning the Shot Clock:** If Team B commits a foul on Team A in the frontcourt and the shot clock is at 29 seconds, there will be no reset of the shot clock
138. **Concerning the Shot Clock:** A15 shoots a three-point shot and the ball hits the rim and A35 gets the rebound. The Shot Clock Operator resets the Shot Clock to 25 seconds when the ball hits the rim.
139. **Concerning the Shot Clock:** A15 shoots a three-point shot and the ball does not hit the rim. While the ball was in the air, the Shot Clock expired, and the Shot Clock horn sounded. B30 gets the rebound of the airball. This is a shot clock violation, and the officials should blow their whistles and award a Spot Throw-in at the spot closest to where B30 rebounded the ball.
140. **Concerning the Shot Clock:** On the opening Jump-Ball, the Shot Clock Operator will start the clock as soon as one of the teams gains possession and NOT when the ball is tapped.
141. **Concerning the Shot Clock:** A15's three-point attempt lodges between the rim and the backboard with 15 seconds on the shot clock. The alternating possession arrow is pointing towards Team A. The officials instruct the Shot Clock Operator to leave the Shot Clock at 15 seconds
142. While ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
143. There are only three ways to make a ball live.
144. It is possible for a player to travel during a dribble.
145. Three Seconds can only be called when there is team control in the Front Court.