

Good morning! Some very important games the next couple days.....work hard then relax for a few days....

Quiz question for today....

9. Team B is issued a warning for huddling in the free-throw lane. Later in the game, during a throw-in by A-1, B-1 breaks the plane of the boundary line before the ball is released. The official issues another warning. Is the official correct? 9. Yes No

The jump ball...usually uneventful right? USUALLY.....here is what we are given about the jump.....

### Rule 6-3

[Link to Article](#)

#### ART. 1

For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.

#### ART. 2

When the official is ready and until the ball is tossed, nonjumpers shall not:

- a. Move onto the center restraining circle.
- b. Change position around the center restraining circle.

#### ART. 3

Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the official is ready to toss the ball.

#### ART. 4

The ball shall be tossed upward between the jumpers in a plane at right angles to the sidelines. The toss shall be to a height greater than either of them can jump so that it will drop between them.

ART. 5

Until the tossed ball is touched by one or both jumpers, nonjumpers shall not:

- a. Have either foot break the plane of the center restraining circle cylinder.
- b. Take a position in any occupied space.

ART. 6

The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the official shall toss it again.

ART. 7

Neither jumper shall:

- a. Touch the tossed ball before it reaches its highest point.
- b. Leave the center restraining circle until the ball has been touched.
- c. Catch the ball before the jump ball ends.
- d. Touch the ball more than twice.

ART. 8

The jump ball and the restrictions in 6-3-7 end when the touched ball contacts one of the eight nonjumpers, an official, the floor, a basket or backboard.

**NOTE:** During a jump ball, a jumper is not required to face his/her own basket, provided he/she is in the proper half of the center restraining circle. The jumper is also not required to jump and attempt to touch the tossed ball. However, if neither jumper touches the ball it should be tossed again with both jumpers being ordered to jump and try to touch the ball.

Think about these.....what can the jumpers do? May they recover a tossed ball? (YES) When? (After it hits the floor OR a non-jumper....or an official or basket/backboard.) What may non-jumpers who are ON the circle permitted to do? (They MAY move away from the circle.)

Take a look at the jump administration [here](#). Violation?

The violation was called due to something a jumper in white did.....was the ball touched before it reached its highest point? MAYBE....that is the call for U1 in a three-person game and the R in a two-person game. If the jump was allowed to progress past the toss, this was NOT a violation.....the jumper in white did nothing wrong.....he touched it twice (legal) then it was touched by a non-jumper and the floor and recovered....LEGAL!

Here are the duties from the manual for all officials.....

TWO-person game

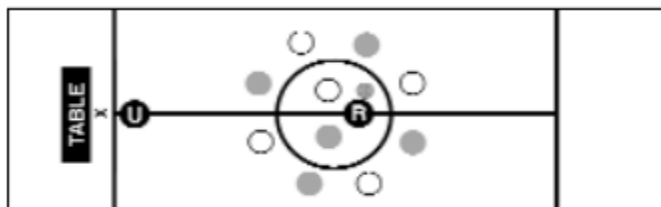
#### 4.2 PUTTING THE BALL IN PLAY

**4.2.1 Jump Ball:** Method of putting ball in play in the center restraining circle to start game and all overtimes, unless a quarter/period is starting as a result of a technical foul.

- A. Begin Play:** The tossing official notifies both captains that play is about to begin. Both officials are responsible to count the number of players of both teams.

- B. Referee (or designated tosser):**
1. Face the table. See Diagram 4-2.
  2. Sound the whistle prior to the toss.
  3. Remove the whistle from the mouth prior to the toss.
  4. Toss the ball slightly higher than either person can jump. NOTE: If the toss is poor, either official should immediately sound the whistle; signal the clock should not start and order a rejump.
  5. Have primary responsibility for action of jumpers.
  6. Ensure the proper setting of the possession arrow.
  7. Adjust position based on the umpire's movement.
  8. Be responsible for PCA once control and direction of play have been determined.
- C. Umpire (or non-losser):**
1. Take a position on the table side sideline, at the division line, facing the referee.
  2. Primarily responsible for the position and action of the eight non-jumpers.
  3. Signal the clock to start when the ball is legally touched.
  4. Move in the direction of the ball.
  5. Be responsible for PCA, once control and direction of play have been determined.

DIAGRAM 4-2



- D. Possession Gained in Team's Frontcourt:**
1. Umpire (non-tossing official) will move with the ball to become the Lead.
  2. Referee (tossing official) will move into Trail position. See Diagram 4-3.
  3. Lead must be prepared to rule on quick three-point try.
- E. Possession Gained in Team's Backcourt:**
1. Umpire (non-tossing official) will move with the ball to become the Trail.
  2. Referee (tossing official) will move into Lead position. See Diagram 4-4.

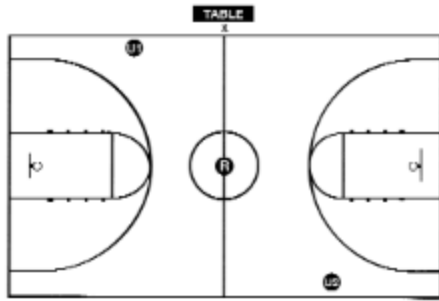
## Three-person game

### 5.2 PUTTING THE BALL IN PLAY

**5.2.1 Jump Ball:** Method of putting ball in play in the center restraining circle to start game and all overtimes, unless quarter/period is starting as a result of a technical foul.

- A. Begin Play:** The tossing official notifies both captains that play is about to begin. U1 counts the home-team players and U2 the visiting-team players.
- B. Referee (or designated tosser):**
1. Face the table. See Diagram 5-2.
  2. Sound the whistle prior to the toss.
  3. Remove the whistle from his/her mouth prior to the toss.
  4. Toss the ball slightly higher than either person can jump. NOTE: If the toss is poor, any official should immediately sound the whistle; signal the clock should not start and order a rejump.
  5. Have primary responsibility for action of jumpers.
  6. Hold his/her position until the direction of the ball is established.
  7. Move slowly to correct position as Trail.
  8. Ensure the proper setting of the alternating-possession arrow.
  9. Be responsible for PCA once control and direction of play have been determined.

DIAGRAM 5-2



- C. Umpire 1 (U1):**
1. Take a position on the table side sideline, approximately 28 feet from the end line, to the left of the tosser.
  2. Primarily responsible for the toss and ruling it legal or illegal.
  3. Signal the clock to start when the ball is legally touched.
- D. Umpire 2 (U2):**
1. Take a position on the opposite sideline, approximately 28 feet from the end line, to the right of the tosser, on the side opposite the U1.
  2. Primarily responsible for the position and action of the eight nonjumpers.
- E. Ball Goes Right:**
1. U2 will move to the right and become the Lead.
  2. U1 will move to the left and become the Center.
  3. Referee (tossing official) will hold until players clear and then move to Trail.
  4. Lead must be prepared to rule on quick three-point try.
  5. Referee (tossing official) will assume sideline responsibility U2 had during the jump ball and check the alternating possession arrow. See Diagram 5-3.
- F. Ball Goes Left:**
1. U1 will move to the right and become the Lead.
  2. U2 will move to the left and become the Center.
  3. Referee will hold momentarily and then move to Trail, enabling coverage of the sideline opposite U2.
  4. U1 and U2 must be alert to move in either direction should a quick turnover occur before the referee becomes free to move.
  5. Referee (tossing official) will assume sideline responsibility U1 had during the jump ball and check the alternating possession arrow. See Diagram 5-4.

3-Official Crew

Not a bad idea to review the initial jump administration occasionally!

Quiz answer.....NO.....a second warning for delay of game is a technical foul.

Have a GREAT game tonight.....

Tim