

LIVE BALL, CONTROL, JUMP BALL AND TIME-OUTS CLASS 4 REVIEW SHEET



- List the three ways the ball can become live:
 - Jump ball
 - Free throw
 - Throw-in
- When does a ball become live on a:
 - Free throw: at free thrower's disposal
 - Jump ball: as soon as the ball leaves the tossing official's hands
 - Throw-in: at thrower's disposal
- When the tossing official is ready to toss the ball for the jump ball to start the game, non-jumpers may not:
 - Move onto the center circle
 - Change positions around the center circle
- Until the tossed ball is touched by one or both of the jumpers, non-jumpers may not:
 - Break the plane of the center circle with a foot
 - Take a position in an occupied space on the circle
- Which of the following would be a violation on the jumper? (Circle all that apply.)
 - Touching the tossed ball before it reaches its highest point
 - Leaving the center restraining circle before the ball has been touched
 - Catching the jump ball
 - Touching the ball more than twice before the jump ball ends
- The jump ball ends when it touches: (circle all that apply)
 - One of the eight non-jumpers
 - An official
 - The floor
 - The basket
 - The backboard
- Should the AP arrow be pointed toward a team's bench _____ or basket x?
- On the opening toss, A-1 taps the ball directly out of bounds.
 - Which team will get the arrow? Team A
 - When will the arrow be set? When ball is at disposal for the throw-in
- Just after the ball leaves the tossing official's hands on a jump ball to start an overtime period, B-1 fouls A-1. Team A is in the bonus.
 - Which team will get the arrow? Team B
 - When will the arrow be set? When ball is at disposal for the first three throw
- Each team is entitled to two 60-second time-outs and three 30-second time-outs during games not involving an electronic media timeout format.
- Assuming a player from Team A has control of the ball or the ball is the team's disposal, who may request a time-out? (Circle all that apply.)
 - Player on the court
 - Head coach
 - Assistant coach
 - Team member on the bench