# **CASE #1:**

Just after A1 releases a 3 point try for goal, teammate A3 fouls B3. The try by A1 enters the basket. The foul by A3 is Team A's 5<sup>th</sup> team foul of the period.

### **QUESTION:**

Shall the 3 point try by A1 be credited and what shall the procedure be for returning the ball to play /

### **ANSWER:**

When the ball is released on a try for goal by A1, team control ends. The try for goal by A1 shall be credited with 3 points. B3 shall be awarded 2 free throws and play shall continue following B3's free throw activity.

# **REFERENCE:**

Articles: 10.4; 16.2.1; 41.1 and 41.2.1

# **CASE #2:**

With 0:41 seconds remaining in the 4th period, A1 is dribbling the ball in Team A's frontcourt when B3 deflects the ball into Team A's backcourt where the ball is recovered by A2. Just as A2 is about to begin a dribble, B2 fouls A2. The foul by B2 is Team B's 4<sup>th</sup> team foul of the period. There are 7 seconds indicated on the shot clock. Team A requests and is granted a time-out.

# **QUESTION:**

Under what conditions shall the ball be returned to play?

#### ANSWER

Following the time-out, Team A shall be awarded a throw-in at the throw-in line opposite the Scorer's table, in Team A front court. The shot clock shall be reset to 14 seconds.

### **REFERENCES:**

Articles: 17.2.4 and 29.2.1

### **CASE #3:**

With Team A entitled to the next AP arrow throw-in, the game clock sounds to end the 2<sup>nd</sup> period. During the half time "Interval of Play", B4 is assessed a technical foul.

# **QUESTION:**

What actions must the officials attend to prior to resuming play for the 3<sup>rd</sup> period?

# **ANSWER:**

Prior to the start of the 3<sup>rd</sup> period, 1 free throw shall be awarded to Team A. B4 shall be assessed a technical foul, which must be recorded as a player foul and Team B first Team foul of the 3<sup>rd</sup> period. Team A shall be awarded a throw-in at the center line opposite the Table as a result of B4's technical foul. This shall NOT affect Team A's entitlement to the next AP arrow throw-in.

# **REFERENCES:**

Articles: 8.3; 12.5.2; 36.4.2 and 41.1.2