

MPSSAA 2016 Quiz #3

1. A-1 scores a lay-up in Team B's basket. Who gets credit for the score?
2. When play is resumed by a throw-in or free throw and 0.3 seconds or less remains on the game clock, a player can _____ and score; but not try for a goal.
3. The NFHS Basketball Rules Committee does not recognize protests. True or False?
4. The length of overtime is _____ minutes.
5. When does the game clock start on a jump ball?
6. No successive time-outs shall be granted at the end of regulation of play in the 4th quarter; or at the expiration of any overtime period. True or False?
7. When does the ball become alive on a jump ball?
8. When the official is ready to toss the jump ball, non-jumpers may back off of the circle. True or False?
9. A-1 inbounds a pass that lodges in Team A's basket. How do you handle the situation?
10. When does the alternating possession (A.P.) arrow reverse on an A.P. throw-in?

Answers:

1. It's mentioned in a footnote in the official score book; Rule 5-2-3.
2. Tap; Rule 5-2-5.
3. True; Rule 5-4-2.
4. 4 minutes; Rule 5-7-3.
5. When the ball is legally touched; Rule 5-9-2.
6. True; Rule 5-11-7.
7. When the ball leaves the official's hand(s); Rule 6-1-2 (a.).
8. True; Rule 6-3-2 (a.).
9. Throw-In violation; Rule 9-2-8.
10. When the throw-in ends or when the throw-in team violates; Rules 6-4-4 and 6-4-5.

Teaching Points:

1. Be ready for the unusual.
2. Have good game awareness.
3. Work on dynamics with your crew.
4. Have good clock management.
5. Practice your toss.
6. When the ball is dead become alive.
7. Read five case book plays every day.
8. Review throw-in violations.
9. Know when the A.P. arrow begins.
10. Know when the A.P. arrow reverses.