

NFHS Edition 1 (6-6/24)

1. A1 has blood on their jersey. The Head Coach of Team A has 20 seconds to remedy the situation. T-F

2. A1 has blood on their jersey. If Team A's Trainer states that the blood is not saturated on A1's jersey, A1 may play immediately. T-F

3. A1 has blood on their jersey. Team A has 20 seconds to remedy the situation. Team A cannot remedy the situation in 20 seconds. Team A's Head Coach may substitute for A1 or call a timeout. T-F

4. A1's lay-up is on the ring when B5 touches the net, and the touch has no effect on the play. This should not be ruled basket-interference. T-F

5. A1 dunks the ball in warm-ups. The officials rule a technical foul on A1 and it will also be charged indirectly to the Head Coach of Team A. T-F

Answers:

1. True- 3-3-7.

2. False-3-3-7.

3. True-3-3-7.

4. True-4-6-1.

5. False- 10-5-1-i.

Teaching Points:

1. Know Rule Differences.

2. Know Rule Similarities.

3. Be ready for the unexpected.

NFHS Edition 2

1. A1's alternating possession throw-in is caught by B2 standing on the sideline. The center official awards the ball to Team A and instructs the Alternating Possession Arrow to be pointed towards Team A's basket. T-F

2. With 7:34 in the 1st quarter, B1 reaches through the boundary line plane while thrower-in A1 is still holding the ball. The Trail Official issues a warning to Team B. This was the first occurrence of this act during the game. T-F

3. During a jump ball to start the extra period, A2 commits a common foul on B2 before either team maintains control. Team B is in the bonus. The Alternating Possession Arrow is set when the ball is placed at the disposal of free thrower B2 on the first free throw. T-F

4. A1 is dribbling in their backcourt when B3 knocks the ball away. The "10" second count will continue. T-F

5. Team control ends when the defense deflects the ball. T-F

Answers:

1. False- 4-42-5-b, 6-4-5. Teaching Points- Master Definitions, know when the Alternating Possession Throw-In begins and ends.

2. True- 4-47-1. Teaching Points- Master Definitions. Master Penalties.

3. True- 4-3-2. Teaching Points- Master Definitions, know when the Alternating Possession Throw-In begins and ends.

4. True- 9-8, Teaching Point- Have shot clock awareness. Practice your counts.

5. False- 4-12-3-a-c, Teaching Point- Master Definitions.

NFHS Edition 3

1. A1 is dribbling near the 28' hash mark in their front court. A5 and B5 are ruled for a double foul in the post. The game will resume with Team A receiving the ball on the end line, 3 feet outside the lane line. T-F

2. In question #1, the shot clock was at 7 seconds. The shot clock will remain at 7 seconds. T-F

3. A1 is trapped in their backcourt by B1 and B2. To make space, A1 rapidly swings their elbows and makes contact with B1 above B1's shoulders. The Trail Official rules an intentional personal foul. T-F

4. In question #3, any player may shoot the intentional personal foul. T-F

5. 6 minutes prior to the start of the game, Team A changes one of its starters and is charged with a technical foul. The foul is an administrative technical foul. T-F

Answers:

1. False- 4-36-2-a-1. Teaching Point- Master Penalties. Master Resumption of Play.

2. True- Shot Clock- Page 75. Teaching Point- Clock Awareness.

3. True-CB-9.13.1.B- Teaching Point-Work to get an open angle. Read "5" Case Book Plays every day.

4. False- 8-2. Teaching Point- Master Penalties. Know your shooter.

5. True- 10-1-2-a. Teaching Point- Master Penalties.

NFHS Edition 4

1. The Head Coach shall replace or remove a disqualified/injured player, or player directed to leave the game, within _____ seconds when a substitute is available.

2. If the Head Coach does not replace a disqualified player within 15 seconds. The Head Coach is charged with an indirect technical foul. T-F

3. Airborne shooter A1 fouls B1. The ball lodges between the ring and the backboard. The game shall be resumed with the AP Arrow. T-F

4. A5's try is in flight and clears the net. While the ball is dead, A4 intentionally throws B4 to the floor. The foul on A4 should be ruled as :

A. An intentional personal foul.

B. An intentional technical foul.

5. A warning for delay and a warning for Coach Team Conduct are two different warnings. T-F

Answers:

1. 15 seconds- 10-6-2. Teaching Point- Be able to "run" a game. Know Rule Differences.

2. False- 10-6-2, CB-10.6.2. Situation B. Teaching Point- Know your penalties.

3. False- 6-4-d. Teaching Point- Master Exceptions. Be ready for the unexpected.

4. B- 4-19-5-c. Teaching Point- Master Definitions & Penalties.

5. True- 4-47 & 4-48. Teaching Point- Master Definitions.