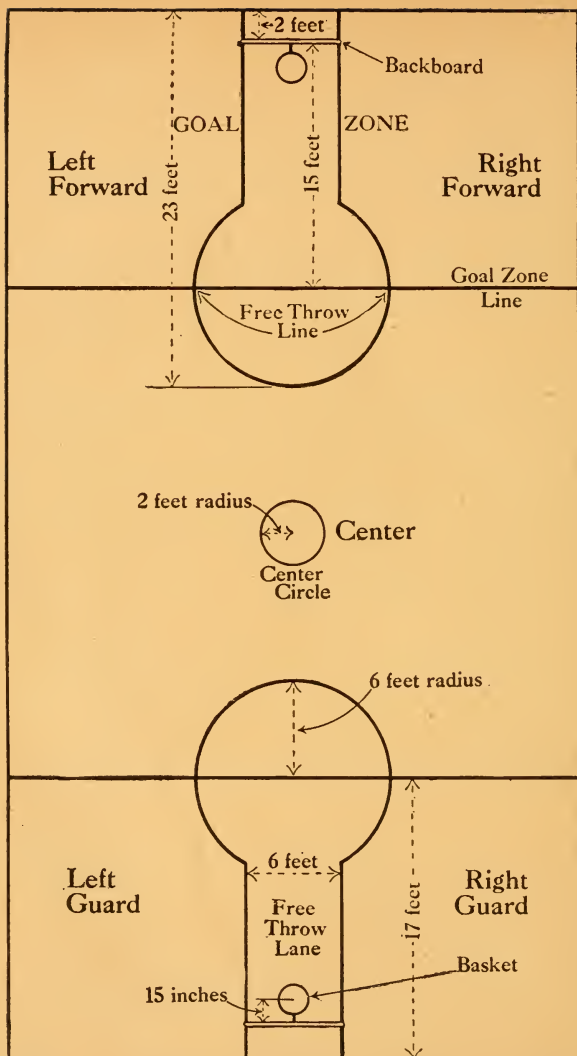


Side Line



End

DIAGRAM OF A BASKET BALL COURT

Line

Official Basketball Rules for 1922-23

Copyright, 1922, by the Joint Rules Committee representing the Amateur Athletic Union, the National Collegiate Athletic Association and the Young Men's Christian Association.

AS ADOPTED BY COMMITTEES REPRESENTING THE

Amateur Athletic Union
National Collegiate Athletic Association
Young Men's Christian Association

THE GAME.

The game of Basketball is played by two teams of five men each, the ball being passed from one player to another. The purpose of each team is to score as many points as possible by tossing the ball into its own basket, and at the same time prevent the other team from securing possession of the ball or scoring.

RULE 1.

EQUIPMENT.

SECTION 1. The *Playing Court* shall be a rectangular surface free from obstructions and shall have maximum dimensions of 90 feet in length by 50 feet in width and minimum dimensions, of 60 feet in length by 35 feet in width. **COURT: Dimensions.**

NOTE—By mutual agreement of the captains, Section 1 and the distance of the boundaries from obstructions named in Section 2, may be changed.

SEC. 2. The *Court* shall be marked by well defined lines, which shall be not less than 2 inches **Boundary lines.**

RULE 1. in width and which shall be at every point at least 3 feet from any fixed obstruction. The lines on the long sides of the court shall be termed the *Side Lines*, those on the short sides, the *End Lines*. (See diagram on page 2.)

Center circle. SEC. 3. The *Center Circle* shall have a radius of 2 feet and it shall be marked in the center of the court. (See diagram on page 2.)

Goal zone lines. SEC. 4. *Goal Zones* shall be established by lines called *Goal Zone Lines*, 1 inch in width, extending across the court parallel to, and at a distance of 17 feet from, the inner edges of the end lines.

NOTE—These goal zone lines are an extension of the present free throw lines. (See diagram on page 2.)

SEC. 5. The *Free Throw Lines* shall be the parts of the goal zone lines within the circles described in Section 6.

Free throw lanes. SEC. 6. The *Free Throw Lanes* shall be spaces marked in the court by lines perpendicular to the end lines at a distance of 3 feet on either side from the middle points of the end lines. These perpendicular lines shall be terminated and the lanes further marked by arcs of circles having a 6-foot radius and centers at the middle points of the goal zone lines. (See diagram on page 2.)

RULE 2.

BACKBOARDS : SECTION 1. *Backboards* must be provided, the dimensions of which shall be 6 feet horizontally and 4 feet vertically. These backboards shall be painted

white and made of plate glass or wood, or any other material that is permanently flat and rigid. **RULE 2.**

SEC. 2. The backboards shall be located in a position at each end at right angles to the floor and parallel to the end lines. Their centers shall lie in the perpendiculars erected at the points in the court 2 feet from the midpoints of the end lines. The face of the backboard shall be 15 feet from the far edge of the free throw lines. **Position of backboards.**

SEC. 3. The backboards shall be protected from spectators to a distance of at least 3 feet behind and at each end. **Spectators kept 3 feet from backboards.**

RULE 3.

SECTION 1. The *Baskets* shall be nets of cord or other material, suspended from metal rings 18 inches in inside diameter. The nets shall be so constructed or tied as to check the ball momentarily as it passes through the basket. **BASKETS: Material, size, position.**

SEC. 2. The rings shall be rigidly attached to the backboards at a point 1 foot from the bottom and 3 feet from either side, supported by a horizontal arm which if extended would pass through the center of the rings. The rings shall be placed in such a position that they shall lie in a horizontal plane 10 feet above the floor and so that the nearest point of the inside edge shall be 6 inches from the playing surface of the backboard. **Position of rings**

RULE 4.

SECTION 1. The *Ball* shall be round; it shall be made of a rubber bladder covered with a leather **BALL: Material, size and weight.**

RULE 4. case; it shall be not less than 30 nor more than 32 inches in circumference; and it shall weigh not less than 20 nor more than 23 ounces. The home team shall provide a new ball or two good used balls satisfactory to the **Referee**. If used balls are provided, the visiting team shall choose the one with which the game shall be played, and they shall have it as their practice ball. If a new ball is provided, neither team shall use it in practice.

RULE 5.

PLAYERS AND SUBSTITUTES.

TEAMS. SECTION 1. Each team shall consist of 5 players, one of whom shall be captain.

**Captain :
Duties and
powers.** SEC. 2. The captain shall be the representative of his team and shall direct and control its play. He shall, before the game starts, furnish the **Scorers** with names, numbers and positions of players. He may address any official on matters of interpretation or to obtain essential information when necessary, if it is done in a courteous manner. No other player may address an official except as provided in Sections 3 and 5 of this Rule.

**Substitution,
how made.** SEC. 3. A substitute before going upon the court shall report to the **Scorers**, giving his name, number and position. The **Scorers** shall sound a horn as soon as the ball is dead. The substitute shall not enter the court until play has been suspended, shall not participate in the game until he has reported to and been recognized by the **Referee**, and shall not communicate with any player except through the **Referee** until play has been resumed.

**Scorers shall
sound horn
when ball
is dead.**

SEC. 4. A player who has left the game, except for disqualification for four personal fouls or for other disqualifications, may re-enter the game once.

RULE 5.

When player may re-enter game.

SEC. 5. A player may not leave the playing court without permission of the Referee or the Umpire until time is called at the end of the half.

Player leaving court.

SEC. 6. All players shall be numbered with plain numbers at least six inches high and one inch wide fastened securely on the backs of their shirts.

Players to be numbered.

RULE 6.**OFFICIALS AND DUTIES OF OFFICIALS.**

SECTION 1. The officials shall be a Referee, an Umpire, two Timekeepers, and two Scorers.

OFFICIALS.

NOTE—It cannot be too strongly emphasized that the Referee and Umpire of a given game should not be connected in any way with either of the organizations represented, and that they should be thoroughly competent and impartial. The Referee and Umpire should wear uniforms distinct from those of either team. The officials have no authority to agree to changes in the rules except those mentioned in Rule 1, Section 1 (Note) and Section 2; and in Rule 8, Section 1.

SEC. 2. The Referee shall put the ball in play; shall decide when the ball is in play, when the ball is dead, to whom it belongs and when a goal has been made. He shall call violations and fouls, shall administer all penalties, shall recognize substitutes, and shall order "time out" when necessary. He shall announce each goal as made, indicating with his fingers the point value of the goal. He shall also

Duties of Referee.

RULE 6. publicly announce the score at the end of each half. This final announcement terminates his official connection with that game.

Referee removes. **SEC. 3.** The Referee shall require to leave the game a player who has made four personal fouls, or a player who has committed a disqualifying foul.

Referee decides points not covered in rules. **SEC. 4.** The Referee shall have power to call fouls for unsportsmanlike conduct on the part of players or spectators, or to make decisions on any points not specifically covered in the rules.

Not to question each other's decisions. **SEC. 5.** Neither the Referee nor the Umpire shall have authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.

If the Referee and the Umpire make approximately simultaneous decisions on the same play and the decisions involve different penalties against the same team, the one drawing attention to the graver of the two shall take precedence. This does not prevent a double foul, as defined in Rule 7, Section 13.

Time and place for decisions. **SEC. 6.** The Referee and the Umpire shall have power to make decisions for violations of rules committed either within or outside the boundary lines; also at any moment from the beginning of play to the call of time at the end of the game. This includes the periods when the game may be momentarily stopped for any reason. Fouls may be called on any number of players at the same time.

NOTE—When the ball is tossed up between two players the Referee and Umpire shall see that the other players are in such positions that they do not interfere with the jumpers

SEC. 7. The official calling the foul shall designate the offender. A *personal foul* shall be indicated by the official raising his own hand over his own head.

RULE 6.

Designation of fouls.

SEC. 8. The Referee shall call "time out" in case of injury to players. The Umpire may stop the game by blowing his whistle in case of injury to a player which the Referee does not see, but "time out" is taken only upon order of the Referee.

Referee calls time in case of injury.

SEC. 9. The Referee shall inspect and approve all equipment, including court, baskets, ball, backboards, Timekeepers' and Scorers' signals, etc.

Inspection of equipment by Referee.

SEC. 10. The Umpire shall call violations and fouls committed by any player, but he shall pay particular attention to the players in the back field away from the ball. The Referee shall request the Umpire to assist in out-of-bounds decisions and to co-operate in enforcing the rule against coaching.

Duties of Umpire.

SEC. 11. The Scorers shall record the goals made and the fouls committed; shall distinguish in their records between personal and technical fouls; *and shall notify the Referee immediately when the fourth personal foul has been called on any player.* Their records shall constitute the official score of the game. They shall compare their scores after each goal and any discrepancy shall be at once referred to the Referee. If they fail to notify the Referee at once, the latter shall decide in favor of the smaller score, unless he has knowledge that permits him to decide without reference to the scorers. The Scorers shall be provided with

Duties of Scorers.

RULE 6. a horn with which to signal the Referee when a substitution is to be made.

NOTE—The sounding of the Scorers' horn does not stop the game. It is suggested that the Scorers differentiate between personal and technical fouls by designating personal fouls P_1 , P_2 , P_3 , etc., and technical fouls T.

Duties of
Timekeepers.

SEC. 12. The Timekeepers shall note when the game starts; shall deduct time consumed by stoppages during the game on order of the Referee; and shall indicate with a gong, pistol, or whistle the expiration of the actual playing time in each half or quarter. Upon the sounding of the Timekeepers' signal play shall cease instantly, except that if the ball is in the air on a try-for-goal when the Timekeepers' signal is sounded, play shall continue until the ball has entered or missed the basket. The Timekeepers' signal terminates actual playing time in each half.

NOTE—It is suggested that the Timekeepers use one watch placed on a table before them, or otherwise placed so that both may see it.

Whistle blown,
when.

SEC. 13. The officials shall blow a whistle whenever necessary to make a decision.

NOTE—It is necessary that the Timekeepers' signal, as well as that of the Scorers, be different in sound from the signal of any other official.

RULE 7.

PLAYING TERMS.

Goal,
when made.

SECTION 1. A Goal is made when the ball enters the basket from above and remains in or passes through.

SEC. 2. *Out of Bounds*—A player is out of bounds when any part of his body touches the boundary line or the floor outside of the boundary line. (See diagram on page 2.)

RULE 7.

Player out of bounds.

The ball is out of bounds when any part of it touches the boundary line, the floor outside the boundary line, any object outside the boundary line, the supports of the backboard, or when it is touched by a player who is out of bounds.

Ball out of bounds.

NOTE—It should be noted that on a court laid out in accordance with the rules the entire backboard is in bounds.

The ball is caused to go out of bounds by the last player touched by it before it crosses the line.

Who causes ball to go out of bounds.

SEC. 3. *a.* The GOAL ZONES are the areas at each end of the court between the goal zone line and the boundary line.

Goal zones.

b. A player's OWN GOAL ZONE is that zone in which his own basket is located.

c. A player is in his own goal zone when any part of his body touches his own goal zone line or the floor in his own goal zone.

SEC. 4. *Held Ball* is declared when two players of opposing teams have one or both hands on the ball, or when one closely guarded player is withholding the ball from play.

Held ball.

SEC. 5. "*Time Out*" is declared whenever the game can be legally stopped without the loss of playing time.

"Time out."

SEC. 6. A *Foul* is an infraction of a rule for which a free throw is allowed.

Foul.

RULE 7. **SEC. 7.** The *Ball is Dead* and play shall cease
Dead ball. until the ball is put in play again in a manner indicated by the Referee:

- a. When a goal is made. (Center ball.)
- b. When held ball is declared.
- c. When "time out" is declared.
- d. When either a foul or a violation is called.
- e. After each of the two free throws following a double foul. (Center ball.)
- f. At expiration of playing time.
- g. When the ball lodges in the supports of the basket. (Center ball.)
- h. After the first of two free throws awarded to the same team.

NOTE—If, on a try-for-goal, the ball is in the air when the signal is sounded, as in Sections c, d and f, the ball shall not be dead until it has entered or missed the basket. If, however, a foul or violation is called on the team throwing for goal, the ball shall be dead at the time the foul is committed and the goal, if made, shall not count.

Running
with ball.

SEC. 8. *Running with the Ball* is progressing in any direction while retaining possession of the ball.

NOTE—A player who is standing still when he receives the ball, is not considered as running with the ball, if he steps in any direction with one foot, provided the other foot remains in position on the floor. After this step, in disposing of the ball by passing, by dribbling, or by throwing for goal, the player may lift the other foot from the floor, or jump from the floor, but the ball must leave his hands as one or both feet leave the floor. Due allow-

ance is to be made for a player who catches the ball while running, provided, in the judgment of the officials, he stops or gets rid of the ball as soon as possible.

RULE 7.

SEC. 9. A *Dribble* is made by a player giving **Dribbling.** impetus to the ball by throwing, batting, bouncing, rolling, fumbling, or muffing it and touching it again before it touches another player. The instant the ball comes to rest in either one or both hands or touches both hands simultaneously the dribble ceases.

NOTE—A player may throw for goal after a legal dribble and if he succeeds in making it, the goal counts. Successive tries for goal shall not be considered a dribble.

SEC. 10. *Holding* is personal contact with an **Holding.** opponent that interferes with the opponent's freedom of movement.

NOTE—What is known as "guarding from the rear" usually results in personal contact, which is a personal foul. Officials are requested to pay special attention to this style of play.

SEC. 11. *Blocking* is impeding the progress of **Blocking.** an opponent who has not the ball.

SEC. 12. A *Free Throw* for goal is the privilege **Free throw.** given a team to throw for goal from a position directly behind the free throw line.

SEC. 13. A *Double Foul* is made by both teams **Double foul.** having fouls called against them simultaneously.

SEC. 14. *Delaying the Game* is unnecessarily **Delaying game.** interfering with the progress of the game by a player.

RULE 7. SEC. 15. *Own Goal* is the basket for which a
Own goal. team is throwing.

Extra period. SEC. 16. *Extra Period* is the five-minute extension of playing time necessary to break a tie score.

Technical foul. SEC. 17. *Technical Foul* is any foul not involving personal contact.

Personal foul. SEC. 18. *Personal Foul* is holding, blocking, tripping, pushing, charging, or committing any other form of unnecessary roughness.

Disqualifying foul. SEC. 19. *Disqualifying Foul* is rough play for which a player is removed from the game.

RULE 8.

PLAYING REGULATIONS.

SECTION 1. The game shall be started by the Referee, who shall toss the ball up between two players of opposite teams, as provided in Sections 5 and 6 of this Rule. The game shall consist of two halves of 20 minutes each, with an intermission of 10 minutes between the halves. This is the time of actual play. These times may be changed by mutual agreement of the captains. When a foul is committed simultaneously with or just previous to the sounding of the Timekeepers' signal, time shall be allowed for the free throw.

NOTE—In games between secondary schools or in playgrounds, etc., where the players are boys, the game shall consist of eight-minute quarters, with two-minute intermissions between the first and second quarters and between the third and fourth quarters, and a ten-minute intermission between the second and third quarters. For boys fourteen years and

under, the quarters shall be six minutes, with three minutes rest between quarters and ten minutes rest between halves. During the two-minute and three-minute intermissions the players shall not leave the floor, receive coaching or change goals.

RULE 8.

SEC. 2. Captains shall be notified three minutes before the termination of the intermission between the halves. If either team is not on the floor ready for play within one minute after the Referee calls play, either at the beginning of the second half or after time has been taken out for any reason, the ball shall be put in play in the same manner as if both teams were on the floor ready to play.

Captains notified
of end of
intermission.

SEC. 3. The visiting team shall have choice of baskets in the first half. For the second half the teams shall change baskets.

Choice of baskets.

SEC. 4. The ball may be thrown, batted, bounced, rolled or dribbled in any direction.

Ball thrown, etc.,
in any direction.

SEC. 5. The ball shall be put in play in the center circle:

- a. At the beginning of each half, or quarter, and of each extra period.
- b. After a goal has been made.
- c. After an illegal free throw has been made.
- d. After the ball has lodged in the supports of the basket.
- e. After the last free throw following a double foul.

When ball is
thrown up in
center.

In the following manner:

Each center player shall stand with both feet within his half of the center circle, with one hand in contact with the middle of the small of his back.

Position of
center players.

RULE 8. This position must be maintained until the ball has been tapped by one or both players. The other players may take any position upon the court they may desire, provided they do not interfere in any way with the **Referee** or the center players. The **Referee** shall toss the ball upward in a plane at right angles to the side lines between the center players, to a height greater than either of them can jump, and so that it will drop between them.

Centers must
tap ball first.

SEC. 6. When the **Referee** puts the ball in play in the center, he shall blow his whistle when the ball reaches its highest point, after which it must be tapped by either one or both of the center players. If the ball touches the floor without being tapped by one of the jumpers, the **Referee** shall put it in play again in the same place.

When ball is
tossed up
elsewhere than
in center.

SEC. 7. When the **Referee** tosses the ball up between two players elsewhere than in the center, the players shall assume the same position in relation to each other as when jumping in the center.

When game is
terminated.

SEC. 8. The game shall terminate by the sounding of the **Timekeepers'** signal indicating the end of the game. (See Note of Rule 7, Section 7.)

RULE 9.

SCORING.

Value of goals.

SECTION 1. A goal made from the field shall count 2 points; a goal from a free throw shall count 1 point.

SEC. 2. A game shall be decided by the scoring of the greater number of points in the playing time.

SEC. 3. If the score is a tie at the expiration of the second half, play shall be continued without delay or change of baskets for an extra period of 5 minutes, or as many such periods of 5 minutes as may be necessary to break the tie. Each extra period shall be considered a continuation of the second half, but at the beginning of each extra period the ball shall be put in play at the center.

RULE 9.

Tie score.

Extra period.

SEC. 4. Any team refusing to play after receiving instructions to do so from the **Referee** shall forfeit the game.

Refusal to play.

SEC. 5. The score of a forfeited game shall be 2—0.

Score of

forfeited game.

RULE 10.**OUT OF BOUNDS.**

SECTION 1. If at any time during the game the ball goes out of bounds it shall be so declared by the **Referee** and put in play again by any opponent of the player who caused it to go out of bounds, said opponent to stand out of bounds at right angles to the spot where it left the court. He shall then throw, bounce, or roll the ball to another player within the court. The **Referee** shall designate the opponent to put the ball in play, selecting one who is near the spot where the ball left the court.

How ball is put
in play when
out of bounds.

NOTE—When the space out of bounds is limited for any reason, no player of either team shall be nearer than three feet to the player out of bounds. It is wise to have a fine line drawn in the court three feet inside the boundary lines.

How ball is put
in play if Referee
is in doubt as to
who caused it to
go out of bounds.

SEC. 2. If the **Referee** is unable to determine which player touched the ball last before it went

RULE 10. out of bounds, he shall put the ball in play at a spot about three feet within the court, at right angles to the point where the ball crossed the boundary line, by selecting two opponents and tossing the ball up between them as for Held Ball.

RULE 11. TIME OUT.

"Time out" on
order of Referee
only.

SECTION 1. Time shall be taken out only when ordered by the Referee.

He shall order time to be taken out for a double foul, for injuries to players, for substitutions, or upon request of a captain as herein provided.

Time shall be taken out at the request of a captain when his team is in possession of the ball, or whenever the ball is dead except when in possession of opponents out of bounds.

SEC. 2. "*Time Out*" shall be charged under the following conditions:

- a. When "time out" is requested by a captain, or when "time out" is ordered by the Referee for the benefit of a team.
- b. When a substitution, except for injury, consumes more than thirty seconds.
- c. When a substitution in case of injury consumes more than two minutes. In no case shall "time out" consume more than two minutes.

Three charged
"time outs" per
game for each
team.

Charged "Time Out" shall be permitted only three times for each team during the game.

NOTE—See definition of "*Time Out*," Rule 7, Section 5.

SEC. 3. When the **Referee** declares "time out," or orders time to be taken out, in order to resume play the ball shall be tossed up between the two players of opposing teams nearest to it, at that spot where it was when play ceased; except that if a violation or a foul has taken place, play shall be resumed with the administering of the penalty.

RULE 11.

After "time out" ball is thrown up unless a violation or foul has taken place.

RULE 12. HELD BALL.

SECTION 1. When *Held Ball* is called, the **Referee** shall put the ball in play as at center. The two players who were in contact with the ball shall assume positions similar to the centers at the start of the game, but in an imaginary circle at the spot where the ball was held, except as provided in Section 2.

Held ball thrown up.

SEC. 2. When *Held Ball* is called in the **free throw lane**, the ball shall be put in play at the **free throw line** in the same manner as at center.

When called in free throw lane.

RULE 13. FREE THROW.

SECTION 1. When a foul has been called the **Referee** shall immediately secure possession of the ball and without delay place it upon the free throw line of the team entitled to the throw. The throw for goal shall be made within ten seconds after the ball has been placed upon the line.

Procedure when foul is called.

SEC. 2. If the goal is made the ball shall be put in play at the center.

Center ball if goal is made.

RULE 13. SEC. 3. If the goal is missed the ball continues

Ball in play if in play except—
goal is missed.

Exceptions.

a. That in case of a double foul, the ball is dead after the first throw and shall be put in play at the center after the second throw.

b. When two or more free throws are awarded a team, the ball is dead after each free throw except the last one. If the goal is missed after the last throw the ball continues in play.

RULE 14.

VIOLATIONS AND PENALTIES.

A Player Shall Not—

SECTION 1. Throw for basket when the ball is dead.

SEC. 2. While making a free throw for goal, touch or cross the free throw line until the ball has touched the basket or backboard, or consume more than ten seconds in making the free throw.

NOTE—Center ball whether goal is made or not.

PENALTY—

(SECTIONS 1 AND 2.)

Goal if made does not count.

SEC. 3. Cause the ball to go out of bounds.

SEC. 4. Carry the ball into the court from out of bounds.

SEC. 5. Touch the ball after putting it in play from out of bounds, until it has been touched by another player.

SEC. 6. Hold the ball more than five seconds out of bounds before putting it in play. **RULE 14.**

PENALTY—

(SECTIONS 3, 4, 5, 6.)

Ball goes to an opponent out of bounds.

SEC. 7. Enter the free throw lane or touch the free throw lines while a free throw for goal is being made, until the ball has touched the basket or backboard, or attempt in any way to disconcert the player who has the free throw. If players contend for positions along the free throw lanes, the Referee shall arrange the players so that the desirable positions are evenly divided.

PENALTY—

(SECTION 7.)

For violation by a player of the team throwing for goal, the goal if made shall not count and if missed the ball shall be put in play at the center. If violated by a player of the opposite team, the goal if made shall count and if missed another free throw shall be allowed. If violated by players of both teams, the goal if made shall not count, and whether made or missed the ball shall be put in play at center. A personal foul may be called for rough work on free throw lanes.

SEC. 8. Run with the ball, kick it, or strike it with the fists.

SEC. 9. Violate the jumping rules when the Referee throws the ball up between two players.

SEC. 10. Pass the ball to another player while making a free trial for a goal, but must make an honest attempt to cage it.

RULE 14. SEC. 11. Make a second dribble after having completed a dribble, unless the ball when it was out of his possession has touched another player.

NOTE—Passing the ball from one hand to another is not a dribble unless the ball is clearly batted. The ball may be batted in the air only once during a dribble.

PENALTY—

(SECTIONS 8, 9, 10, 11.)

The ball shall go to an opponent out of bounds, on the side, at the point nearest the spot where the violation was committed.

NOTE—Under this penalty the ball is always put in play at the sides and never at the ends.

SEC. 12. Interfere with the ball or basket while the ball is on the edge of or within the basket.

PENALTY—

(SECTION 12.)

Shall be declared a goal whether made or not. (Center ball.)

RULE 15.

FOULS AND PENALTIES.

A. Technical Foul.

A Player Shall Not—

SECTION 1. Delay the game by:

- a. Touching the ball after it has been awarded to an opponent out of bounds.
- b. Leaving the court.
- c. Interfering with a player who is returning the ball into the court from out of bounds; that is, no part of his person shall be outside of the court, and he shall not touch the ball until it has crossed the line.

**List of
Technical
Fouls.**

- d.* Taking "time out" when his team has used its three "time out" periods.
- e.* Using any unsportsmanlike tactics not specifically mentioned herein.

RULE 15

SEC. 2. Go on the court as a substitute until he has reported to Scorers and been recognized by the Referee, nor shall he communicate with any player except through the Referee until play has been resumed.

SEC. 3. Talk to the officials or in any way conduct himself in an unsportsmanlike manner.

PENALTY—

(SECTIONS 1, 2, 3.)

Free trial for goal.

SEC. 4. There shall be no coaching from the side lines during the progress of the game by any one officially connected with either team.

SEC. 5. No person shall go on the court during the progress of the game except with the permission of the Referee or Umpire.

PENALTY—

(SECTIONS 4, 5.)

Free throw for goal. A technical foul charged against the captain of offending team.

B. Personal Foul.**A Player Shall Not—**

SEC. 6. Hold, block, trip, charge or push an opponent, whether or not either player has possession of the ball.

**List of
Personal
Fouls.**

SEC. 7. Use unnecessary roughness.

RULE 15. **SEC. 8.** Charge in and make bodily contact with an opponent who is one of two opposing players having one or both hands on the ball.

NOTE—Officials can prevent fouling under this section by calling "Held Ball" promptly.

PENALTY—

(SECTIONS 6, 7, 8.)

Two free throws for goal if offense is committed on a player who is in his own goal zone. One free throw for goal if offense is committed on a player who is not in his own goal zone. In either case the offender shall be charged with one personal foul. A player who has made four personal fouls is automatically disqualified and shall be required to leave the game. This provision for disqualification shall not be set aside under any consideration, but shall be strictly enforced. The Referee may disqualify for a single violation of Section 6 or 7.