ARTICLE 12

JUMP BALL & ALTERNATING POSSESSION

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VIDEOS ⟶ OTHERS ⟶ JUMP BALL/HELD BALL

by

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REFEREE VISION

JUMP BALL

When referee tosses the ball between any two opponents

HELD BALL

When one or more players from opposing teams have their hands firmly on the ball so that neither player can gain control without undue roughness

JUMP BALL PROCEDURE

JUMPERS	
1	**Shall stand with both feet inside half of the centre circle nearest to his basket and one foot close to the centre line**
2	**Shall tap the ball using hand(s) on its downward flight**
3	**Shall not catch the ball or tap it more than twice until it has touched one of the non-jumpers or the court**
4	**Shall not leave his position until the ball is legally tapped**
NON - JUMPERS	
5	**Team-mates shall not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions**
6	**Shall not have any part of his body on or inside the circle before the ball has been legally tapped**

JUMP BALL PROCEDURE

REFEREE	
7	Shall toss the ball vertically upwards between two opponents higher than either of them can reach by jumping
8	If the ball is not legally tapped by at least one of the jumpers jump ball is repeated

Any infraction of 1, 2, 3, 4 and 6 in the jump ball procedure is a VIOLATION

PENALTY

Throw-in to opponents in the front court (*14 seconds on shot clock*) or backcourt (*24 seconds on shot clock*) nearest to the infraction.

NO.	VIOLATION BY	LOCATION	GAME RESUMPTION
1	Jumper	Backcourt (*always*)	Frontcourt (14 secs)
2	Non-jumper	Backcourt	Frontcourt (14 secs)
3	Non-jumper	Frontcourt	Backcourt (24 secs)

JUMP BALL SITUATIONS

| 1	**Held ball**
2	**Ball goes out-of-bounds** (Referees are in doubt or disagree about who last touched the ball)
3	**Double Free-throw violation** (Unsuccessful last free-throw)
4	**Live ball lodges between ring and backboard** (Exception: between free throws, if last free-throw is followed by ball possession)
5	**Ball becomes dead** (Neither team has control nor is entitled to the ball)
6	**Special situations** (All penalties cancel and neither team had control or was entitled before first foul or violation)
7	**Start of all quarters** (Other than first quarter)

ALTERNATING POSSESSION

Method of causing the ball to become live with a throw-in rather than a jump ball
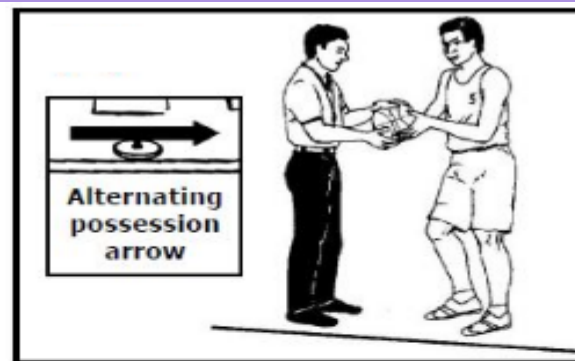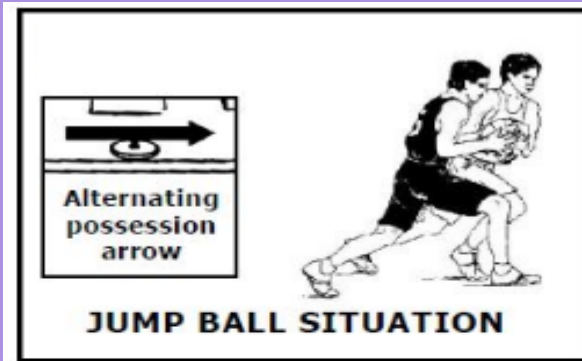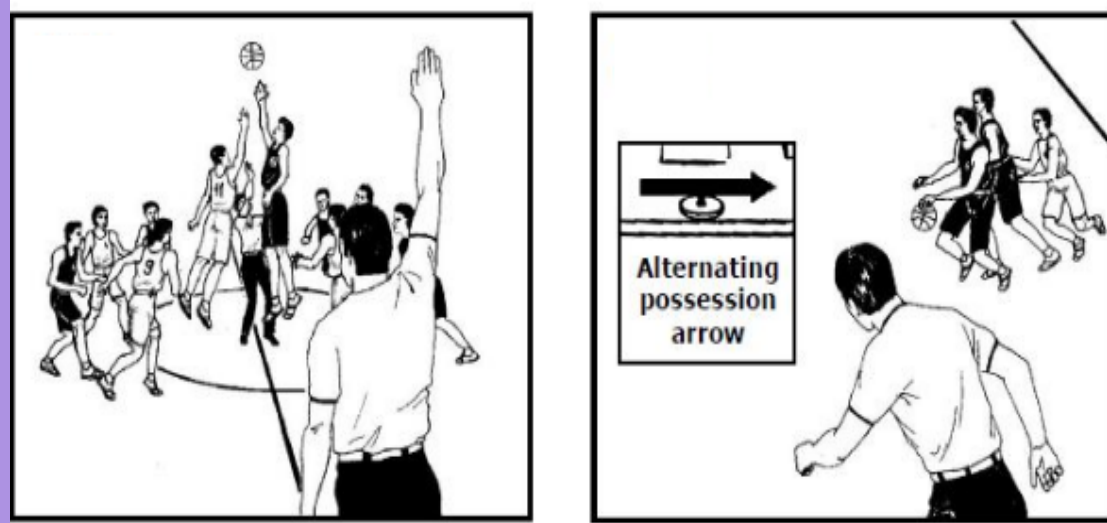

Alternating Possession Arrow

APA
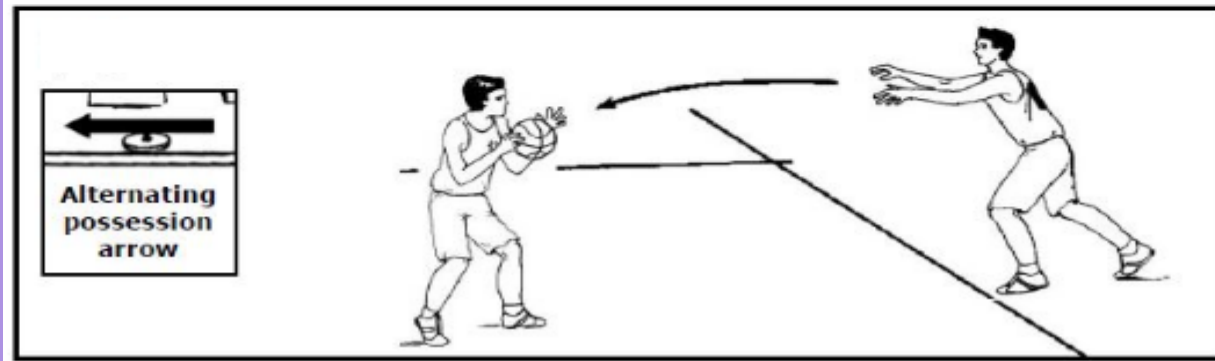
Alternating Possession Throw-in

APT

SETTING APA DURING JUMP BALL

CASE 1
BALL IS CONTROLLED BY A TEAM ON PLAYING COURT AFTER LEGAL TAP

The team that does not gain first team control of a live ball is entitled to next alternating possession
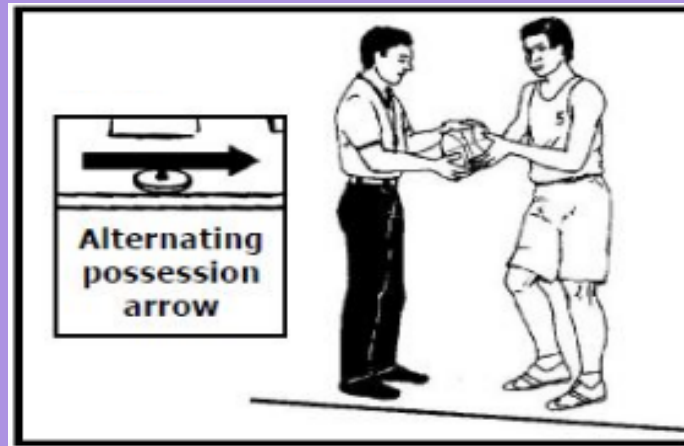
SETTING APA DURING JUMP BALL

CASE 2
BALL GOES OUT OF BOUNDS AFTER LEGAL TAP

The team that caused the ball to go out-of-bounds is entitled to the next alternating possession

ALTERNATING POSSESSION PROCEDURE

NO.	GAME SITUATION	GAME RESUMPTION
1	Jump ball situation	Teams will alternate possession of ball for throw-in from the place nearest to jump ball situation
2	Jump ball	Team that does not gain first team control of live ball is given next APT
3	Start of quarter or overtime	Team entitled to next APT will start from centre line extended opposite the scorer's table (unless there are further free-throws and a possession penalty to be administered)
4	APT	Indicated by APA and reversed immediately once the APT ends

ALTERNATING POSSESSION PROCEDURE

NO.	GAME SITUATION	GAME RESUMPTION
5	**Violation during APT**	• **Team loses the APT and APA is reversed immediately.** • **Opponents are entitled to next APT.** • **Opponents are awarded throw-in at the place of original throw-in**
6	**Foul by team entitled to APT** - **Before start of quarter** (other than first quarter) - **During APT**	**Team does not lose APT**

ALTERNATING POSSESSION THROW-IN

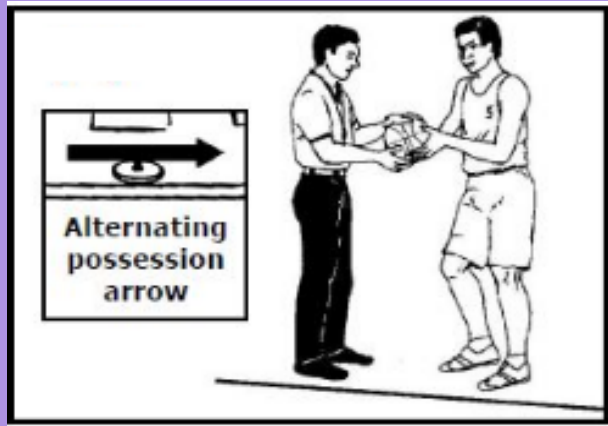| BEGINS WHEN	
1	Ball is at the disposal of the player taking the throw-in
ENDS WHEN	
1	Ball touches or is legally touched by any player on the playing court
2	The team taking the throw-in commits a violation
3	A live ball lodges between the ring and the backboard during a throw-in

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ILLUSTRATIONS

APT BEGINS

APT ENDS