

OREGON SCHOOL ACTIVITIES ASSOCIATION

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Ninety-nine percent of high school basketball games begin with a jump ball. The proper, or improper, administration of the jump ball sets the tone for the game. The following is by no means an exhaustive list of rules, but some points to consider to make sure your game gets off to a good start.

Neither jumper shall:

- Touch the ball until it reaches its highest point
- Catch the jump ball
- Touch the jump ball more than twice

When the official is ready and until the ball is tossed, nonjumpers shall not:

- Move onto the restraining circle
- Change position around the circle

The jump ball ends when the ball contacts:

- The floor
- One of the eight nonjumpers
- An official
- A basket or backboard

Teammates may not occupy adjacent positions around the circle if an opponent indicates a desire to occupy one of these positions.

The jump ball must be touched by one of the jumpers after it reaches its highest point. If it contacts the floor without being touched the referee shall toss it again.

Situation 1: The opening jump ball results in a held ball between nonjumpers white 12 and blue 30. A jump ball will occur between numbers 12 and 30.

Situation 2: After the referee has tossed the ball and before it has been touched, nonjumper B3 backs off the circle more than three feet and then moves around the circle. This is a legal play. Nonjumpers may move off the circle at any time. Spaces around the circle are three feet deep.

Most officials will wisely leave their whistle out of their mouth while administering a jump ball. This makes it essential that the non-administering official be prepared as they will have the responsibility for blowing the ball dead for any violation.

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