#### Example 5:

A4 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal A4 passes the ball to A5 who is standing in the corner of the playing court. A4 then charges into B4 who is inside the no-charge semi-circle area.

### **Interpretation:**

A4's legal action. The no-charge semi-circle rule is applied.

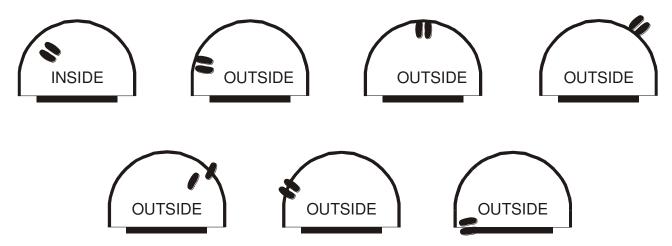


Diagram 1 Position of a player inside/outside the no-charge semi-circle area

## ART. 35 DOUBLE FOUL

## **Statement**

Whenever there are contradictory decisions of the officials or the infractions of the rules occur at approximately the same time and one (1) of the sanctions is to cancel the basket made, that sanction prevails and no points shall be awarded.

#### **Example:**

While in the act of shooting, there is a physical contact between shooter A4 and B4. The ball enters the basket. The lead official calls an offensive foul against A4 and therefore the basket shall not count. The trail official calls a defensive foul against B4 and therefore the basket shall count.

## **Interpretation:**

A double foul has occurred and the basket shall not count. The game shall be resumed with a team A throw-in at the free-throw line extended.

Team A shall have only whatever time was remaining on the twenty-four (24) second clock at the time the double foul occurred.

# ART. 36 UNSPORTSMANLIKE FOUL

### **Statement 1**

During the last two (2) minutes of the fourth period and during the last two (2) minutes of each extra period, the ball is out-of-bounds for a throw-in and still in the hands of the official or already at the disposal of the player taking the throw-in. If at this moment a defensive player on the playing court causes contact with a player of the offensive team on the playing court and a foul is called, it is an unsportsmanlike foul.

### Example 1:

With 0:53 to play in the last minute of the game A4 has the ball in his hands or at his disposal for a throw-in when B5 causes contact on the playing court and a foul is called on B5.