

**Interpretation:**

Fouls shall be charged against A5 and B5, after which A4 shall attempt the second free throw. The game shall resume normally as after any last or only free throw.

**Example 2:**

A4 is awarded two (2) free throws. Both free throws are successful. Before the ball becomes live after the last free throw:

- (a) A5 and B5 commit a double foul.
- (b) A5 and B5 commit technical fouls.

**Interpretation:**

In both cases fouls shall be charged against the involved players, after which the game shall resume with a throw-in from the endline as after any successful last or only free throw.

**Statement 3**

In the case of double fouls and after cancellation of equal penalties against both teams, if there are no other penalties remaining for administration, the game is resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball or was entitled to the ball before the first infraction, this is a jump ball situation. The game is resumed with an alternating possession throw-in.

**Example:**

During the interval of play between the first and second period players A5 and B5 commit disqualifying fouls or coach A and coach B commit technical fouls.

The alternating possession arrow points towards:

- (a) Team A.
- (b) Team B.

**Interpretation:**

(a) The game is resumed with a team A throw-in at the centre line extended, opposite the scorer's table. The moment the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed towards team B.

(b) The same procedure is followed, beginning with a throw-in awarded to team B.

**ART. 44 CORRECTABLE ERRORS**

**Statement 1**

To be correctable the error must be recognized by the officials, table officials or commissioner, if present, before the ball becomes live following the first dead ball after the game clock has started following the error. That is:

Error occurs	All errors occur during a dead ball
Ball live	Error is correctable
Game clock starts or continues to run	Error is correctable
Dead ball	Error is correctable
Ball live	Error is no longer correctable

After the correction of the error, the game shall be resumed and the ball shall be awarded to the team entitled to the ball at the time the game was interrupted to correct the error.

**Example:**

B4 fouls A4 and this is team B's second team foul. The official commits an error by awarding A4 two (2) free throws. Following the successful last free throw, the game continues and the game clock starts. B5 receives the ball, dribbles and scores.