JUMP BALL

The game and each extra period start with a jump ball unless a technical foul occurs or a player violates during the dead ball which precedes the start of the game or each extra period.

The jump ball begins when the ball leaves the tossing official's hand(s) and ends when ball contacts a non-jumper, the floor, a basket or backboard or during the jump ball, a foul or violation is committed.

A re-jump is necessary if the tossing official makes a poor/inaccurate toss or both teams simultaneously commit a violation during the jump ball.

A re-toss is necessary if the ball contacts the floor without being touched by at least one of the jumpers.

The team that gains control of the jump ball will start the alternating possession arrow procedure.

In other jump-ball or held ball situations and the start of the second, third and fourth quarters, the AP arrow will determine which team will have the ball for a throw-in.

The AP arrow procedure can also be established by a violation or foul prior to control of the jump ball.

Once established, the AP procedure is used for jump ball/held ball situations, an out-of-bounds situation when officials cannot agree on who caused the ball to go out-of-bounds, a double violation occurs or when the ball lodges between the backboard and ring or comes to rest on the basket flange.

THE TOSS

May be made by any member of the crew designated by the Referee. Jumpers must have both feet within their half of the center circle.
Tossing official shall indicate being ready by sounding the whistle and indicating the direction of play for each team.
The ball shall be tossed higher than either jumper can jump.
When tossing, keep weight forward, have an athletic follow through and concentrate on a straight toss.
By keeping weight forward eliminates pulling the toss backward/sideways.

THE JUMPERS

May not touch the ball before it reaches its highest peak.
May not leave the restraining circle until the ball is touched.
May not catch the ball.
May not touch the ball more that twice.
May not strike the ball with a fist.
Are not required to jump and attempt to touch the ball. If both jumpers do not touch the ball – re-toss and order jumpers to jump and attempt to touch the ball.

**THE NON-JUMPERS**

May not move on to or in to a space, the center restraining circle once the official is ready to make the toss. May not change spaces around the center circle once the tossing official is ready. Teammates may not occupy adjacent spaces if an opponent indicates a desire to occupy one of the spaces prior to the tossing official being ready. Until the tossed ball is touched, players may not break the outside plane of the restraining circle or take a position in any occupied space. Players on the circle may back-out of their space at any time.

**THE TOSSING AND NON-TOSSING OFFICIAL**

Care about tossing the ball correctly – monitor the play and apply the rules. The non-tossing official should always sound the whistle for a poor toss.

**THE GOAL OF A TOSSER SHOULD BE A PERFECT TOSS**

F. Howard Mayo
OSAA Basketball State Rules Interpreter