

## RULE 6 - SECTION 4

### ALTERNATING POSSESSION

**ART. 1 . . .** Other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating-possession procedure, and the arrow is set toward the opponent's basket. Control may also be established by the results of a violation or foul, as in 4-3.

**ART. 2 . . .** To start the second, third and fourth quarters, the throw-in must be from out of bounds at the division line opposite the scorer's and timer's table.

**ART. 3 . . .** Alternating-possession throw-ins must be from the out-of-bounds spot nearest to where the ball was located. An alternating possession throw-in must result when:

- a. A held ball occurs.
- b. The ball goes out of bounds, as in 7-3.
- c. Simultaneous floor or free-throw violations occur.
- d. A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows.
- e. Opponents commit simultaneous basket-interference violations.
- f. The point of interruption cannot be determined as in 4-36-2c.

**ART. 4 . . .** The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends. An alternating-possession throw-in ends when the throw-in ends as in 4-42-5.

**ART. 5 . . .** The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating possession throw-in, it does not cause the throw-in team to lose the possession arrow. If the defensive team commits a violation during the throw-in, the possession arrow is not switched.