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Basketball 3 point shot rule

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An accidental field goal in the opponent's basket is added to the opponent's score, which is credited to the opponent closest to the player whose actions caused the ball to enter the basket. It is an insult for a player to attempt a field goal in an opponent's basket. The opposing team gets the ball from the free throw line extended. A successful free throw attempt counts one point. A failed free throw attempt patted on the basket must count two points and be credited to the player who tapped the ball in. If there is a discrepancy in the points and it cannot be resolved, the running result shall be official. Episode II – Timing All NBA rule game sequences are 12 minutes. All overtimes are five minutes. 15 minutes is allowed between halves from all games. 2:30 is allowed between the first and second periods, the third and fourth periods, and before overtime during local games. National TV games 3:30 allow between the first and second episodes, the third and fourth episodes and 2:30 before overtime. The team has a total of 30 seconds to replace the disqualified player. The game is considered to be in the two-minute part when the game clock shows no more than 2:00 left. The spokesperson shall indicate that two minutes remain for each period. The game clock must be equipped to display a tith of a second in the last minute of each period. Section III — End of period Each period ends when the time expires. EXCEPTIONS: If a field-goal attempt is on the fly towards the basket when the horn sounds period-deciding, and then touches it: a) the defensive player, the goal, if successful, is counted; or (b) the attacking player, is over. If a timeout request is made when the time expires, the period ends and no timeout is granted. If there is an error in the shooting before 00:00, the time is not over and time must be added to the clock. If a field-goal attempt is on the fly towards the basket when the horn sounds period-deciding, and then touches it: a) the defensive player, the goal, if successful, is counted; or (b) the attacking player, is over. If a timeout request is made when the time expires, the period ends and no timeout is granted. If there is an error in the shooting or the player has called it, the period ends when the error is punishable (see Rule 13-II-b)(ii). If the ball is dead and the game clock shows :00 0, the season is over, although the horn may not have sounded. EXCEPTION: See Rule 13-II-b)(ii) Section IV — Draw score — Overtime If the result is tied at the end of the fourth period, the game will resume at 2:30 without changing the basket in any required overtime. Section V – Stopping timing equipment The timing devices must be stopped whenever the official's whistle rings. Timing equipment shall be stopped. In the final minute of the first, second and third halves after a successful field goal attempt. In the last two minutes of the regulation game and/or in the last two minutes, overtime after a successful field goal attempt. Officials shall not use official time to allow the player to replace or repair equipment. Section VI – Timeouts – Required/Team Each team is entitled to seven (7) downloaded timeouts during rule play. Each team is limited to a maximum of four (4) timeouts in the fourth period. Each team is limited to two (2) team timeouts after point (i) to the three-minute mark of the fourth period, or (ii) to the end of the second mandatory timeout in the fourth period. In overtime, each team is allowed two (2) team timeouts. Each period must have two mandatory timeouts. If neither team has taken a timeout before the 6:59 period, the official scoring player must take it on the first dead ball and charge it to the home team. If no subsequent timeouts are taken before 2:59 a.m., the official scoring team must take it and charge it to a team that has not previously been charged. The official scoring team shall inform the team when it has been charged a mandatory time period. Mandatory timeouts are 2:45 for local games and 3:15 for national games. Any additional timeouts outside the mandatory period are 1:15 a.m. A mandatory timeout cannot be charged during an official's suspension. EXCEPTION: Suspension of the game for infection control. See Comments on Rules – N A player or head coach timeout request can only be granted if the ball is dead or it controls the team player requesting the request. The request shall be disregarded at any time as other waste. During the timeout, any exchange will be legal for both teams. This rule can be used for any reason, including a rule request If a correction is maintained, no timeout will be charged. If the attacking team is charged a time-out in the last two minutes of the fourth period and/or in the last two minutes of any overtime and (1) the ball is off the back track (except for the game after the team has progressed to the ball), or (2) (2) securing the ball from the rebound on the back track and before the ball progresses or (3) after the attacking team has ensured a change in ball possession on the back track and before the ball progresses, a timeout should be granted. Once the game is re-introduced, the timeout team will have the opportunity to put the ball in play with a 28'hash mark in the front yard or a designated spot out of bounds. If the ball is put into play with a hash mark, the ball can be moved either to the front yard or if it moves into the backfield, the team will get a new 8-second number. However, when the ball is (1) thrown out of bounds or (2) drooling or missed after receiving from a rebound or a change in possession, a timeout is granted, and when the game is again, the ball must be limited to the side where play was suspended. For the option to be available under these terms, another timeout must be granted to the offensive team. The time for the game clock and the shot clock will remain after time. No timeout will be granted to the defense team during the official's suspension. EXCEPTION: Suspension of the game for infection control. See Comments on Rule N. If a player is injured by a flagrant foul or unspportsmanlike act by a player on the opposing team, the game will continue when the playing conditions are safe and no time-out will be charged, unless mandatory, due to a delay due to the player's injury. If a team calls a timeout because one of its players is injured and at the end of the timeout the game cannot continue due to an injury to the player, play will continue when the playing conditions are safe. Requests for a timeout that exceeds the team at that stage of the game (in accordance with point (a) shall be granted and the technical error shall be made after the timeout the ball shall be issued to the opposing team and the game shall be resumed at the point of entry closest to the place where the game was suspended. If the team no longer has timeouts and the player is injured and cannot be removed on the field of play during the game time stop, the excessive timeout will not be charged and play will continue when the playing conditions are safe. Section VII – Timeout requests If an official, after receiving a time-out request from the defensive team, inadvertently sends signals while the game is in progress, the game is suspended and the team in possession has to put the ball in play immediately to the side where the ball was on the time the signal was given. The game and the shot clock must remain the same. If an official, after receiving a timeout request from a defense team, inadvertently reports a timeout during the shooting, but before releasing the ball, a successful field goal or a free throw attempt, the points must be scored, failed field goal attempt, attacking team immediately put the ball on the sideline where the ball was when the signal was given, where an attempted free throw has failed, the official shall, as a general rule, confuse and make a replacement free throw. If an official, after receiving a timeout request, inadvertently communicates a timeout, once the ball has been released during a successful field goal or free throw attempt, the points shall be scored, when the ball is loose, or when the ball is released during a failed field goal or free throw attempt that remains in play, the game is resumed with a jump ball in the center circle between two opponents in the game. When a team is granted a timeout, the game is not resumed until the timeout period is over. The throw-in must be closest to where the game was suspended. The throw-in must be offside if the ball was in play when the request was accepted. A player shall not be granted a time-out if both feet are in the air and any part of his body has broken the vertical level of the boundary line. This rule also applies to the midfield line, except for throws in the last two minutes of any overtime or last two minutes. A timeout can only be granted during a request. Section VIII – Time-In When the game clock is exhausted, the game clock will start: With a free throw that is not successful and the ball continues to the ball continues to the game, the game clock will start when any player touches a legally lost free throw. If play continues by throwing itself out of bounds, the game clock must be set on when a player touches the ball legally in the court's playing area. If you continue playing with a jump ball, the game clock will start when the ball is tapped legally. Exploit.

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