

## Knox Rule Change – Possession Arrow

Please note that as of the start of the Knox Winter 2004 season, all games will use the **POSSESSION ARROW** instead of jump balls.

Games will commence with a jump ball and the possession arrow will then point in the direction of the team **WHICH DID NOT GAIN POSSESSION FROM THE JUMP**.

Possession will then alternate between teams at every **HELD BALL SITUATION** (where previously there would have been a jump ball). Instead, the team indicated by the possession arrow will be awarded a throw-in.

This process will commence again at the start of the second half, with another jump ball.

If unsure, do not hesitate to ask the referee for an explanation.

Keeping track of the possession arrow will be the responsibility of the scorers. A “possession arrow” will be provided on each score bench.

Below is a copy of the official rules.

### OFFICIAL BASKETBALL RULES

#### Summary of the rule changes as of 1 January, 2004-05-11

##### 1. Art. 21 Jump ball – Alternating possession

- 1.1. the alternating possession rule is a method of putting the ball in play with a throw-in rather than a jump ball.
- 1.2. in the jump ball situations other than at the start of each half-time and any extra period, teams will alternate the ball for the throw-in at the spot nearest to where the next jump ball situation occurs.
- 1.3. the team that does not obtain control of the initial jump ball for each half or extra period will start the alternating process by being awarded the ball for throw-in at the spot nearest to where the next jump ball situation occurs.
- 1.4. The alternating possession procedure starts when an official places the ball at the disposal of a player for a throw-in and ends when the passed ball touches an inbound player or when the throw-in team commits a violation.
- 1.5. The team to be awarded the ball for the alternating possession throw-in shall be indicated by the alternating possession arrow. the direction of the arrow is reversed immediately when the alternating possession throw-in ends.
- 1.6. the opportunity to make an alternating possession throw-in is lost if the throw-in team violates the throw-in provisions.