

Section 6. A **Pivot** takes place when a player in possession of the ball steps once or more than once in any direction with the same foot, the other foot being kept at its point of contact with the floor or ground.

Section 7. **Time-Out** is declared whenever the game is legally stopped without the loss of playing time.

Section 8. **Blocking** is personal contact which impedes the progress of an opponent who has not the ball. Blocking is a personal foul.

Section 9. **Holding** is personal contact with an opponent that interferes with the opponent's freedom of movement.

Section 10. **Running with the Ball (Traveling)** takes place when a player in possession of the ball progresses in any direction in excess of the prescribed limits.

Section 11. A **Dribble** is made when a player in possession of the ball gives impetus to it by bouncing, batting, throwing, or rolling it, and touches it again before it touches another player.

Section 12. A **Violation** is an infraction of the rules not involving a foul.

Section 13. A **Foul** is an infraction of the rules, the penalty for which is one or more free throws. (See Rule 12 for description of technical and personal fouls.)

Section 14. A **Disqualifying Foul** is an infraction of the rules, for which a player is removed from the game.

Section 15. A **Double Foul** takes place when fouls are called simultaneously upon players of both teams.

Section 16. A **Multiple Throw** takes place when two or more free throws are awarded the same team.

Section 17. A **Free Throw** for goal is the privilege given a team to throw for goal from a position directly back of the free throw line.

Section 18. **Extra Period** is the extension of playing time necessary to break a tie score.

Section 19. **Delaying the Game** is unnecessarily interfering with the progress of the game by a player.