

Sec. 3. Held ball is declared when two players of opposing teams have one or both hands firmly on the ball, or held ball may be called when one closely guarded player is withholding the ball from play in his front court (?) and is making no apparent effort to put the ball in play.

Sec. 4. A Jump Ball takes place when the official tosses the ball up between two opposing players.

Sec. 5. Time-out is declared whenever the game is legally stopped without the loss of playing time.

Sec. 6. The Ball is Dead and play shall cease until the ball is put in play again as indicated by the referee.

a. When the whistle of the referee sounds, except when a player interferes in any way with an opponent when a ball is tossed up between them.

b. When held ball is declared.

c. When time-out is declared.

d. When either a foul or a violation is called.

e. When the ball goes out of bounds.

f. After each of the two free throws following a double foul.

g. At expiration of playing time.

If on a try for goal the ball is in the air when the signal is sounded to indicate "dead ball", the goal counts if made, except as follows: If before the ball is in the air a foul or violation is made by a player of the team throwing for goal from the field, the goal does not count. Of course, if the referee declares "held ball", the goal does not count even if the ball is in the air when the whistle sounds.

Note: If the ball strikes the referee who is inside the boundary lines it is not dead but play continues as if the ball had not touched him.