

Sec. 2. If the referee is unable to determine which player touched the ball last before it went out of bounds, he shall put the ball in play by a jump ball at the spot where it was last touched inside the court, but not less than 6 feet from any boundary line. If, however, on a jump ball in either peripheral circle the ball is tapped out of bounds by both players simultaneously, it shall be put in play again at the same point.

RULE 11

TIME-OUT AND TIME-IN

Section 1. Time-out may be declared under the following conditions:

- a. When a foul is called, the referee's signal for the foul being an automatic declaration of time-out;
- b. When the referee suspends play for a substitution upon signal from the scorer;
- c. When ordered by the referee because of delay in obtaining the ball as when it rolls under seats;
- d. When the referee grants a captain's request for time-out, such request being granted only when the ball is dead or in possession of this captain's team;
- e. When the referee suspends play because of injury to a player;
- f. When the referee suspends play for the removal of a disqualified player.

Note: Under (e) of the foregoing, play may be suspended only when the ball is dead, or in possession of the injured player's team, or upon completion of a play by the opponents. Completion of a play means that the opponents have thrown for goal, lost possession of the ball, or withheld the ball from play by ceasing to attempt to score or to advance the ball to a scoring position.

Sec. 2. When time-out is declared for a team as provided in (d), (e) and (f) of Sec. 1, a time-out shall be charged to that team for each minute or fraction thereof consumed, except that in case of injury or disqualification