

CONTROL...Rule 4.12

PLAYER & TEAM

There are **TWO TYPES** of **CONTROL**: PLAYER & TEAM.

DEFINITIONS

"A **PLAYER** is in **CONTROL** of the ball when he/she is **HOLDING** or **DRIBBLING** a **LIVE** ball **INBOUNDS**."

"A **TEAM** is in **CONTROL** of the ball (1) When a **PLAYER** of the team is in **CONTROL**, (2) While a **LIVE** ball is being **PASSED** among teammates and (3) During an **INTERRUPTED** dribble."

TEAM CONTROL ENDS WHEN:

- The Ball Is In **FLIGHT** During A **TRY** Or **TAP**
- An **OPPONENT** Secures Control
- The Ball Becomes **DEAD**

ADDITIONAL POINTS TO REMEMBER

- **LOOSE BALLS ALWAYS** remain in control of the **TEAM** who had **LAST** player control.
- Neither **TEAM CONTROL** nor **PLAYER CONTROL** exists during:
 - (1) a **DEAD** ball, (2) **THROW-IN**, (3) **JUMP BALL**, (4) **REBOUNDING** or...
 - (5) While the **BALL IS IN FLIGHT** during a try or tap.