

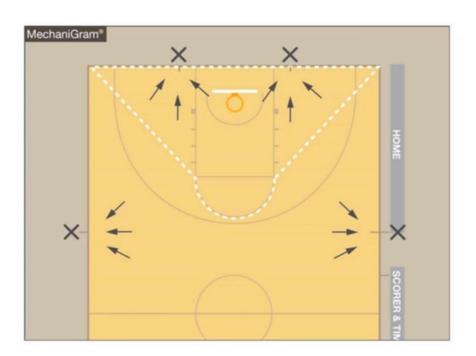
# OFFENSE BACKCOURT

- Any stoppage of play in the offensive team's backcourt resulting in a throw-in for the offensive team will be put in play at the spot closest to the foul, violation, point of interruption (POI), held-ball, timeout (T/O), or out of bounds (O/B).
- This is <u>NOT</u> a mechanics change.







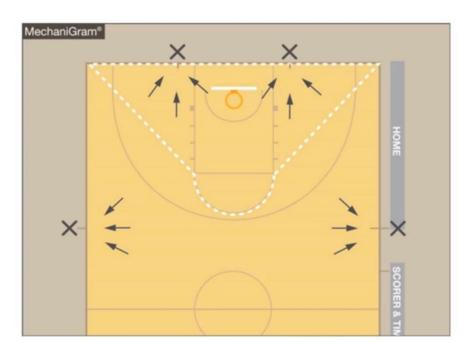


# OFFENSE BACKCOURT »» DEFENSE FRONTCOURT

- Any stoppage of play in the offensive team's backcourt resulting in a throw-in for the defensive team will be put in play at one of the four designated spots closest to the foul, violation, POI, or held-ball.
- This is as a result of the offensive's backcourt now becoming defensive's frontcourt.
- This <u>IS</u> a new mechanic.
- It should be noted the new mechanic does not apply to any O/B situations.

# BALL IN THE FRONTCOURT



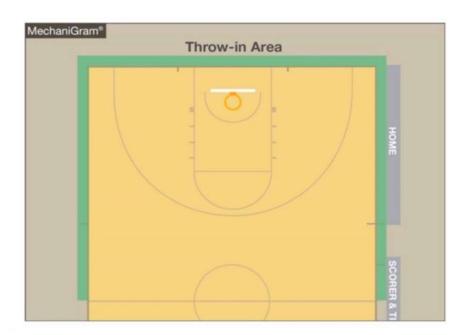


## OFFENSE FRONTCOURT

- Any stoppage of play in the offensive team's frontcourt resulting in a throw-in for the offensive team will be put in play at one of the four designated spots closest to the foul, violation, POI, held-ball, or a timeout granted when the ball is live.
- This <u>IS</u> a new mechanic.
- It should be noted the new mechanic does not apply to any O/B situations.
- NOTE: A timeout granted after the ball has become dead will be placed at the same spot where the T/O was granted.







## OFFENSE FRONTCOURT »» DEFENSE BACKCOURT

- Any stoppage of play in the offensive team's frontcourt resulting in a throw-in for the defensive team will be put in play at the spot closest to foul, violation, POI, held-ball, T/O, or O/B.
- This is a result of the offense's frontcourt now becoming defense's backcourt.
- This is <u>NOT</u> a mechanics change.