OFFICIAL BASKETBALL RULES 2014

As approved by

FIBA Central Board

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Throughout the Official Basketball Rules, all references made to a player, coach, official, etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

RULE ONE – THE GAME

Art. 1 Definitions

1.1. Basketball game

Basketball is played by 2 teams of 5 players each. The aim of each team is to score in the opponents' basket and to prevent the other team from scoring.

The game is controlled by the officials, table officials and a commissioner, if present.

1.2. Basket: opponents'/own

The basket that is attacked by a team is the opponents' basket and the basket which is defended by a team is their own basket.

1.3. Winner of a game

The team that has scored the greater number of points at the end of playing time shall be the winner.

RULE TWO – COURT AND EQUIPMENT

Art. 2 Court

2.1. Playing court

The playing court shall have a flat, hard surface free from obstructions (Diagram 1) with dimensions of 28 m in length by 15 m in width measured from the inner edge of the boundary line.

2.2. Backcourt

A team's **backcourt** consists of its team's own basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind their own basket, the sidelines and the centre line.

2.3. Frontcourt

A team's **frontcourt** consists of the opponents' basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.

2.4. Lines

All lines shall be drawn in white colour, 5 cm in width and clearly visible.

2.4.1. Boundary line

The playing court shall be limited by the boundary line, consisting of the endlines and the sidelines. These lines are not part of the playing court.

Any obstruction including seated team bench personnel shall be at least 2 m from the playing court.

2.4.2. Centre line, centre circle and free-throw semi-circles

The centre line shall be marked parallel to the endlines from the mid-point of the sidelines. It shall extend 0.15 m beyond each sideline. The centre line is part of the backcourt.

The centre circle shall be marked in the centre of the playing court and have a radius of 1.80 m measured to the outer edge of the circumference. If the inside of the centre circle is painted, it must be the same colour as the restricted areas.

The free-throw semi-circles shall be marked on the playing court with a radius of 1.80 m measured to the outer edge of the circumference and with their centres at the mid-point of the free-throw lines (Diagram 2).

2.4.3. Free-throw lines, restricted areas and free-throw rebound places

The free-throw line shall be drawn parallel to each endline. It shall have its furthest edge 5.80 m from the inner edge of the endline and shall be 3.60 m long. Its mid-point shall lie on the imaginary line joining the mid-point of the 2 endlines.

The restricted areas shall be the rectangular areas marked on the playing court limited by the endlines, the extended free-throw lines and the lines which originate at the endlines, their outer edges being 2.45 m from the mid-point of the endlines and terminating at the outer edge of the extended free-throw lines. These lines, excluding the endlines, are part of the restricted area. The inside of the restricted areas must be painted in one colour.

Free-throw rebound places along the restricted areas, reserved for players during free throws, shall be marked as in Diagram 2.

2.4.4. 3-point field goal area

The team's 3-point field goal area (Diagram 1 and Diagram 3) shall be the entire floor area of the playing court, except for the area near the opponents' basket, limited by and including:

- The 2 parallel lines extending from and perpendicular to the endline, with the outer edge 0.90 m from the inner edge of the sidelines.
- An arc of radius 6.75 m measured from the point on the floor beneath the exact centre of the opponents' basket to the outer edge of the arc. The distance of the point on the floor from the inner edge of the mid-point of the endline is 1.575 m. The arc is joined to the parallel lines.

The 3-point line is not part of the 3-point field goal area.

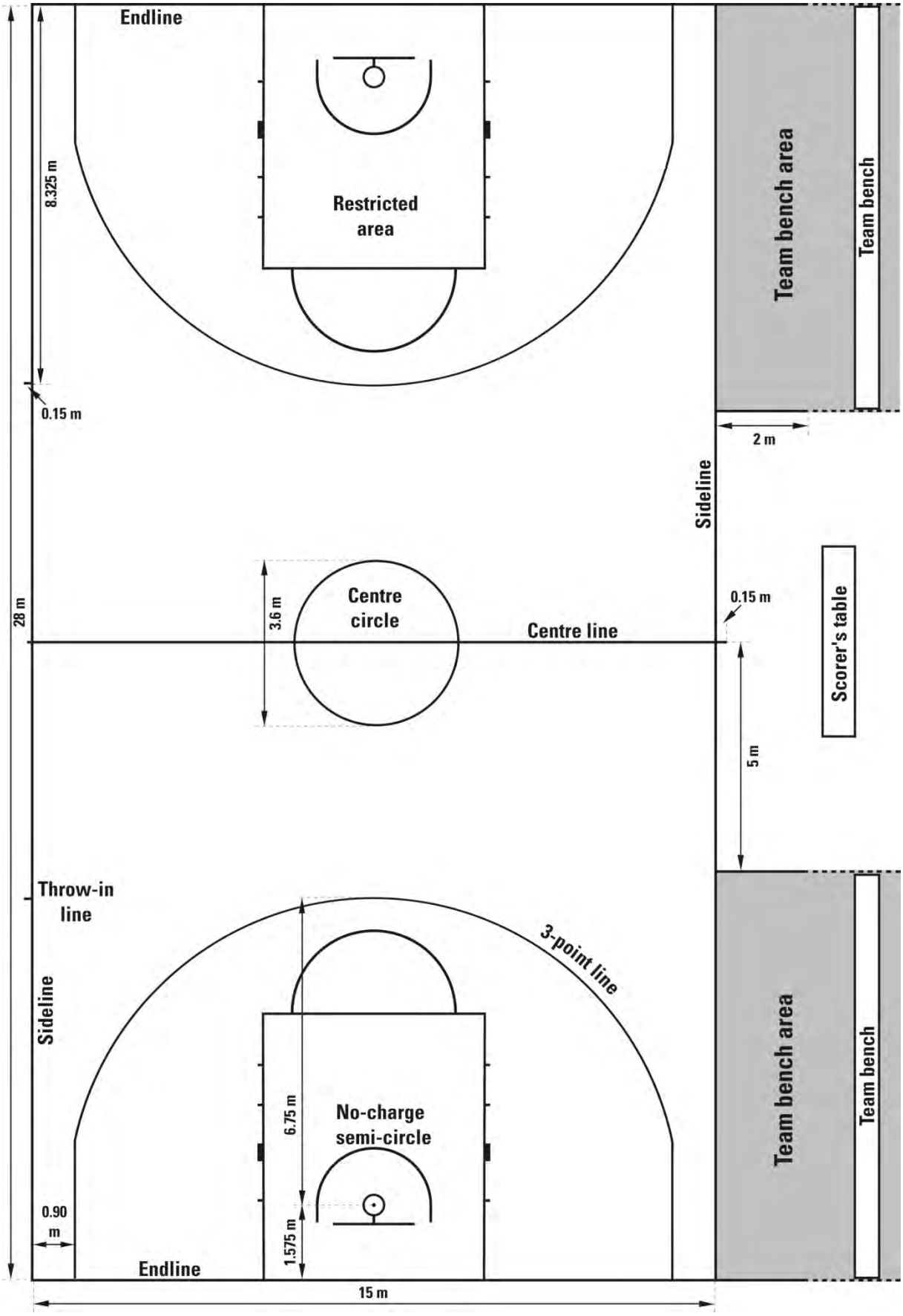


Diagram 1 Full size playing court

2.4.5. Team bench areas

The team bench areas shall be marked outside the playing court limited by 2 lines as shown in Diagram 1.

There must be 14 seats available in the team bench area for the team bench personnel which consists of the coaches, the assistant coaches, the substitutes, the excluded players and the team followers. Any other persons shall be at least 2 m behind the team bench.

2.4.6. Throw-in lines

The 2 lines of 0.15 m in length shall be marked outside the playing court at the sideline opposite the scorer's table, with the outer edge of the lines 8.325 m from the inner edge of the nearest endline.

2.4.7. No-charge semi-circle areas

The no-charge semi-circle lines shall be marked on the playing court, limited by:

- A semi-circle with the radius of 1.25 m measured from the point on the floor beneath the exact centre of the basket to the inner edge of the semi-circle. The semi-circle is joined to:
- The 2 parallel lines perpendicular to the endline, the inner edge 1.25 m from the point on the floor beneath the exact centre of the basket, 0.375 m in length and ending 1.20 m from the inner edge of the endline.

The no-charge semi-circle areas are completed by imaginary lines joining the ends of the parallel lines directly below the front edges of the backboards.

The no-charge semi-circle lines are part of the no-charge semi-circle areas.

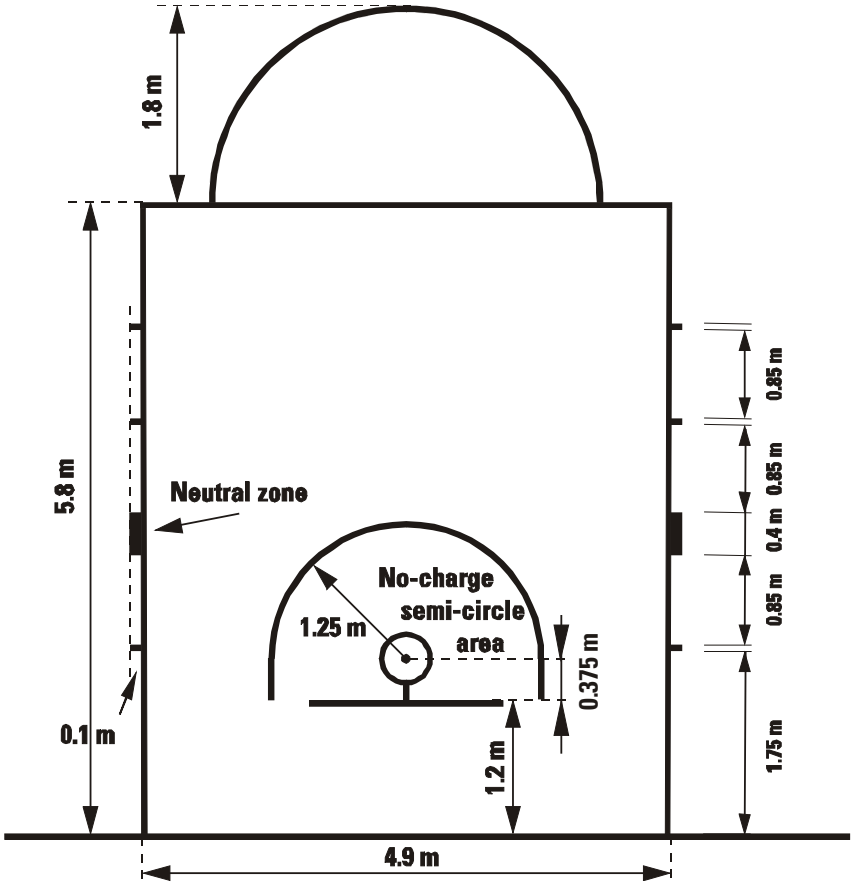


Diagram 2 Restricted area

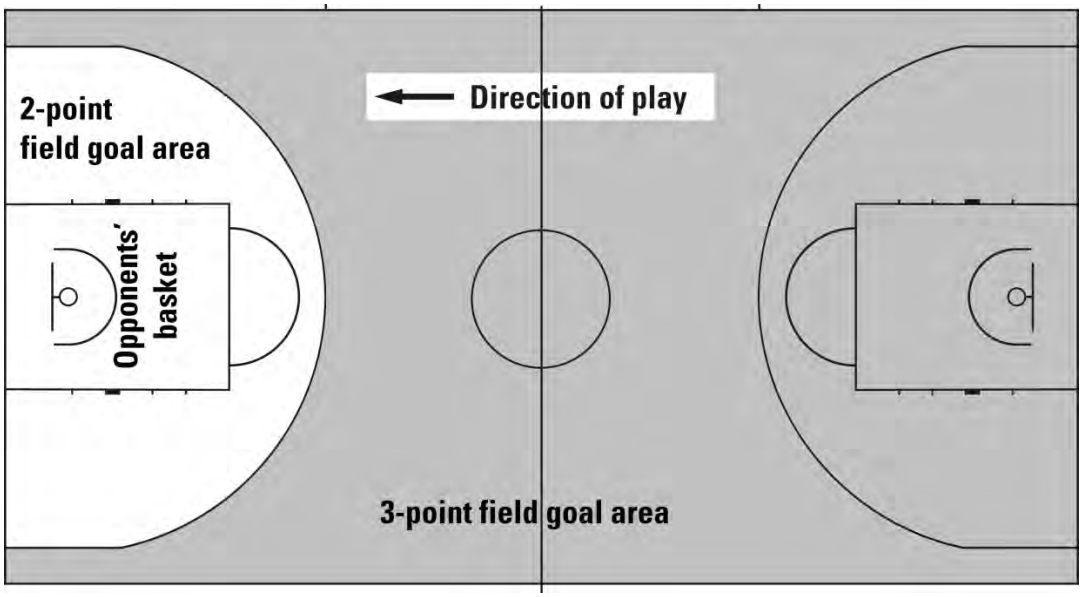
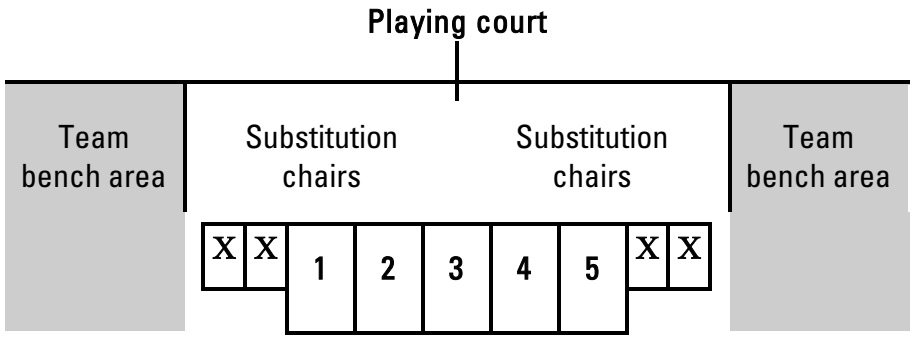


Diagram 3 2-point/3-point field goal area

2.5. Position of the scorer's table and substitution chairs (Diagram 4)

1 = Shot clock operator
2 = Timer
3 = Commissioner, if present
4 = Scorer
5 = Assistant scorer



Scorer's table

The scorer's table and its chairs must be placed on a platform. The announcer and/or statisticians (if present) can be seated at the side of and/or behind the scorer's table.

Diagram 4 Scorer's table and substitution chairs

Art. 3 Equipment

The following equipment will be required:

- Backstop units, consisting of:
  - Backboards
  - Baskets comprising (pressure release) rings and nets
  - Backboard support structures including padding
- Basketballs
- Game clock
- Scoreboard
- Shot clock
- Stopwatch or suitable (visible) device (not the game clock) for timing time-outs
- 2 separate, distinctly different and loud signals, one of each for the
  - shot clock operator,
  - scorer/timer.
- Scoresheet
- Player foul markers
- Team foul markers
- Alternating possession arrow
- Playing floor
- Playing court
- Adequate lighting

For a more detailed description of basketball equipment, see the Appendix on Basketball Equipment.

RULE THREE - TEAMS

Art. 4 Teams

4.1. Definition

4.1.1. A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.

4.1.2. A team member is entitled to play when his name has been entered on the score-sheet before the start of the game and as long as he has neither been disqualified nor committed 5 fouls.

4.1.3. During playing time, a team member is:

- A player when he is on the playing court and is entitled to play.
- A substitute when he is not on the playing court but he is entitled to play.
- An excluded player when he has committed 5 fouls and is no longer entitled to play.

4.1.4. During an interval of play, all team members entitled to play are considered as players.

4.2. Rule

4.2.1. Each team shall consist of:

- No more than 12 team members entitled to play, including a captain.
- A coach and, if a team wishes, an assistant coach.
- A maximum of 5 team followers who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc.

4.2.2. During playing time 5 players from each team shall be on the playing court and may be substituted.

4.2.3. A substitute becomes a player and a player becomes a substitute when:

- The official beckons the substitute to enter the playing court.
- During a time-out or an interval of play, a substitute requests the substitution to the scorer.

4.3. Uniforms

4.3.1. The uniform of the team members shall consist of:

- Shirts of the same dominant colour front and back.

  All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts. The shorts must end above the knee.
- Socks of the same dominant colour for all players of the team.

4.3.2. Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
The numbers shall be clearly visible and:

- Those on the back shall be at least 20 cm high.

- Those on the front shall be at least 10 cm high.
- The numbers shall be at least 2 cm wide.
- Teams shall use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

4.3.3. Teams must have a minimum of 2 sets of shirts and:

- The first team named in the programme (home team) shall wear light-coloured shirts (preferably white).
- The second team named in the programme (visiting team) shall wear dark-coloured shirts.
- However, if the 2 teams agree, they may interchange the colours of the shirts.

4.4. Other equipment

4.4.1. All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

4.4.2. Players shall not wear equipment (objects) that may cause injury to other players.

- The following **are not** permitted:
  - Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
  - Objects that could cut or cause abrasions (fingernails must be closely cut).
  - Headgear, hair accessories and jewellery.
- The following **are** permitted:
  - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
  - Compression sleeves of the same dominant colour as the shirts.
  - Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee.
  - Knee braces if they are properly covered.
  - Protector for an injured nose, even if made of a hard material.
  - Non-coloured transparent mouth guard.
  - Spectacles, if they do not pose a danger to other players.
  - Headbands, maximum 5 cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
  - Non-coloured transparent taping of arms, shoulders, legs, etc.

4.4.3. During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise.

4.4.4. Any other equipment not specifically mentioned in this article must be approved by the FIBA Technical Commission.

Art. 5 Players: Injury

5.1. In the event of injury to a player(s), the officials may stop the game.

5.2. If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may stop the game immediately.

5.3. If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted unless the team is reduced to fewer than 5 players on the playing court.

5.4. Team bench personnel may enter the playing court, only with the permission of an official, to attend to an injured player before he is substituted.

5.5. A doctor may enter the playing court, without the permission of an official if, in the doctor's judgement, the injured player requires immediate medical treatment.

5.6. During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.

5.7. If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team, before the scorer's signal for the substitution, that player may continue to play.

5.8. Players who have been designated by the coach to start the game or who receive treatment between free throws may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

Art. 6 Captain: Duties and powers

6.1. The captain (CAP) is a player designated by his coach to represent his team on the playing court. He may communicate in a courteous manner with the officials during the game to obtain information, however, only when the ball becomes dead and the game clock is stopped.

6.2. The captain shall, immediately at the end of the game, inform the referee if his team is protesting against the result of the game and sign the scoresheet in the space marked 'Captain's signature in case of protest'.

Art. 7 Coaches: Duties and powers

7.1. At least 20 minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain of the team, the coach and the assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the beginning of the game.

7.2. At least 10 minutes before the game is scheduled to begin, each coach shall confirm his agreement with the names and corresponding numbers of his team members and the names of the coaches by signing the scoresheet. At the same time, they

shall indicate the 5 players who are to start the game. The coach of team 'A' shall be the first to provide this information.

7.3. The team bench personnel are the only persons permitted to sit on the team bench and remain within their team bench area.

7.4. The coach or the assistant coach may go to the scorer's table during the game to obtain statistical information only when the ball becomes dead and the game clock is stopped.

7.5. Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. They may address the players verbally during the game provided they remain within their team bench area. The assistant coach shall not address the officials.

7.6. If there is an assistant coach his name must be entered on the scoresheet before the beginning of the game (his signature is not necessary). He shall assume all duties and powers of the coach if, for any reason, the coach is unable to continue.

7.7. When the captain leaves the playing court the coach shall inform an official of the number of the player who will act as captain on the playing court.

7.8. The captain shall act as coach if there is no coach, or if the coach is unable to continue and there is no assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the playing court, he may continue to act as coach. If he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.

7.9. The coach shall designate the free-throw shooter of his team in all cases where the free-throw shooter is not determined by the rules.

RULE FOUR - PLAYING REGULATIONS

Art. 8 Playing time, tied score and extra periods

8.1. The game shall consist of 4 periods of 10 minutes each.

8.2. There shall be an interval of play of 20 minutes before the game is scheduled to begin.

8.3. There shall be intervals of play of 2 minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period.

8.4. There shall be a half-time interval of play of 15 minutes.

8.5. An interval of play begins:

- 20 minutes before the game is scheduled to begin.
- When the game clock signal sounds for the end of the period.

8.6. An interval of play ends:

- At the beginning of the first period when the ball leaves the hand(s) of the referee on the toss for the jump ball.
- At the beginning of all other periods when the ball is at the disposal of the player taking the throw-in.

8.7. If the score is tied at the end of playing time for the fourth period, the game shall continue with as many extra periods of 5 minutes as is necessary to break the tie.

8.8. If a foul is committed when or just before the game clock signal sounds for the end of playing time, any eventual free throw(s) shall be administered after the end of playing time.

8.9. If an extra period is required as a result of this free throw(s) then all fouls that are committed after the end of playing time shall be considered to have occurred during an interval of play and the free throws shall be administered before the beginning of the extra period.

Art. 9 Beginning and end of a period or the game

9.1. The first period begins when the ball leaves the hand(s) of the referee on the toss for the jump ball.

9.2. All other periods begin when the ball is at the disposal of the player taking the throw-in.

9.3. The game cannot begin if one of the teams is not on the playing court with 5 players ready to play.

9.4. For all games, the first team named in the programme (home team) shall have the team bench and its own basket on the left side of the scorer's table, facing the playing court.

However, if the 2 teams agree, they may interchange the team benches and/or baskets.

9.5. Before the first and third period, teams are entitled to warm-up in the half of the playing court in which their opponents' basket is situated.

9.6. Teams shall exchange baskets for the second half.

9.7. In all extra periods the teams shall continue to play towards the same baskets as in the fourth period.

9.8. A period, extra period or game shall end when the game clock signal sounds for the end of the period. When the backboard is equipped with lighting around its perimeter, the lighting takes precedence over the game clock signal sound.

Art. 10 Status of the ball

10.1. The ball can be either live or dead.

10.2. The ball becomes **live** when:

- During the jump ball, the ball leaves the hand(s) of the referee on the toss.
- During a free throw, the ball is at the disposal of the free-throw shooter.
- During a throw-in, the ball is at the disposal of the player taking the throw-in.

10.3. The ball becomes **dead** when:

- Any field goal or free throw is made.
- An official blows his whistle while the ball is live.
- It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
  - Another free throw(s).
  - A further penalty (free throw(s) and/or possession).
- The game clock signal sounds for the end of the period.
- The shot clock signal sounds while a team is in control of the ball.
- The ball in flight on a shot for a field goal is touched by a player from either team after:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the period.
  - The shot clock signal sounds.

10.4. The ball does **not** become **dead** and the goal counts if made when:

- The ball is in flight on a shot for a field goal and:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the period.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and an official blows his whistle for any rule infraction other than by the free-throw shooter.
- A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred.

  This provision does not apply and the goal shall not count if
  - after an official blows his whistle and an entirely new act of shooting is made.
  - during the continuous motion of a player in the act of shooting the game clock signal sounds for an end of period or the shot clock signal sounds.

Art. 11 Location of a player and an official

11.1. The location of a player is determined by where he is touching the floor.

While he is airborne, he retains the same status he had when he last touched the floor. This includes the boundary line, the centre line, the 3-point line, the free-throw line, the lines delimiting the restricted area and the lines delimiting the no-charge semi-circle area.

11.2. The location of an **official** is determined in the same manner as that of a player. When the ball touches an official, it is the same as touching the floor at the official's location.

Art. 12 Jump ball and alternating possession

12.1. Jump ball definition

12.1.1. **A jump ball** occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first period.

12.1.2. **A held ball** occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2. Jump ball procedure

12.2.1. Each jumper shall stand with both feet inside the half of the centre circle nearest to his own basket with one foot close to the centre line.

12.2.2. Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.

12.2.3. The official shall then toss the ball vertically upwards between the 2 opponents, higher than either of them can reach by jumping.

12.2.4. The ball must be tapped with the hand(s) of at least one of the jumpers **after** it reaches its highest point.

12.2.5. Neither jumper shall leave his position until the ball has been legally tapped.

12.2.6. Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor.

12.2.7. If the ball is not tapped by at least one of the jumpers, the jump ball shall be repeated.

12.2.8. No part of a non-jumper's body may be on or over the circle line (cylinder) before the ball has been tapped.

An infraction of Art. 12.2.1, 12.2.4, 12.2.5, 12.2.6, and 12.2.8 is a violation.

12.3. Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last or only free throw.

- A live ball lodges between the ring and the backboard (except between free throws and after the last or only free throw followed by a throw-in at the centre line extended, opposite the scorer's table).
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties against both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
- All periods other than the first period are to begin.

12.4. Alternating possession definition

12.4.1. Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.

12.4.2. Alternating possession throw-in:

- **Begins** when the ball is at the disposal of the player taking the throw-in.
- **Ends** when:
  - The ball touches or is legally touched by a player on the playing court.
  - The team taking the throw-in commits a violation.
  - A live ball lodges between the ring and the backboard during a throw-in.

12.5. Alternating possession procedure

12.5.1. In all jump ball situations teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.

12.5.2. The team that does not gain control of the live ball on the playing court after the jump ball will be entitled to the first alternating possession.

12.5.3. The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.

12.5.4. The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.

12.5.5. A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The direction of the alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in at the place of the original throw-in.

12.5.6. A foul by either team:

- Before the beginning of a period other than the first period, or
- During the alternating possession throw-in,

does not cause the team entitled to the throw-in to lose that alternating possession.

Art. 13 How the ball is played

13.1. Definition

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

13.2. Rule

A player shall not run with the ball, **deliberately** kick or block it with any part of the leg or strike it with the fist.

However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.

An infraction of Art. 13.2 is a violation.

Art. 14 Control of the ball

14.1. Definition

14.1.1. Team control **starts** when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal.

14.1.2. Team control **continues** when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

14.1.3. Team control **ends** when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a field goal or for a free throw.

Art. 15 Player in the act of shooting

15.1. Definition

15.1.1. A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.

A tap is when the ball is directed with the hand(s) towards the opponents' basket.

A dunk is when the ball is forced downwards into the opponents' basket with one or both hands.

A tap and a dunk are also considered as shots for a field goal.

15.1.2. The act of shooting:

- **Begins** when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing, tapping or dunking the ball towards the opponents' basket.
- **Ends** when the ball has left the player's hand(s) and, in the case of an airborne shooter, both feet have returned to the floor.

The player attempting to score might have his arm(s) held by an opponent, thus preventing him from scoring, even though he is considered to have made an attempt to score. In this case it is not essential that the ball leaves the player's hand(s).

There is no relationship between the number of legal steps taken and the act of shooting.

15.1.3. A **continuous movement** in the act of shooting:

- Begins when the ball has come to rest in the player's hand(s) and the shooting motion, usually upward, has started.
- May include the player's arm(s) and/or body movement in his attempt to shoot for a field goal.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made.

Art. 16 Goal: When made and its value

16.1. Definition

16.1.1. A goal is made when a live ball enters the basket from above and remains within or passes through the basket.

16.1.2. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.

16.2. Rule

16.2.1. A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows:

- A goal released from a free throw counts 1 point.
- A goal released from the 2-point field goal area counts 2 points.
- A goal released from the 3-point field goal area counts 3 points.
- After the ball has touched the ring on a last or only free throw and is legally touched by an offensive or defensive player before it enters the basket, the goal counts 2 points.

16.2.2. If a player **accidentally** scores a field goal in his team's basket, the goal counts 2 points and shall be recorded as having been scored by the captain of the opposing team on the playing court.

16.2.3. If a player **deliberately** scores a field goal in his team's basket, it is a violation and the goal does not count.

16.2.4. If a player causes the entire ball to pass through the basket from below, it is a violation.

16.2.5. The game clock must indicate 0:00.3 (3 tenths of a second) or more for a player to gain control of the ball on a throw-in or on a rebound after the last or only free throw in order to attempt a shot for a field goal. If the game clock indicates 0:00.2 or 0:00.1 the only type of a valid field goal made is by tapping or directly dunking the ball.

Art. 17 Throw-in

17.1. Definition

17.1.1. A throw-in occurs when the ball is passed into the playing court by the out-of-bounds player taking the throw-in.

17.2. Procedure

17.2.1. An official must hand or place the ball at the disposal of the player taking the throw-in. He may also toss or bounce pass the ball provided that:

- The official is no more than 4 m from the player taking the throw-in.
- The player taking the throw-in is at the correct place as designated by the official.

17.2.2. The player shall take the throw-in at the place nearest to the infraction or where the game was stopped by the official, except directly behind the backboard.

17.2.3. In the following situations the subsequent throw-in shall be administered at the centre line extended, opposite the scorer's table:

- At the beginning of all periods other than the first period.
- Following a free throw(s) resulting from a technical, unsportsmanlike or disqualifying foul.

The player taking the throw-in shall have one foot on either side of the centre line extended, opposite the scorer's table, and shall be entitled to pass the ball to a team-mate at any place on the playing court.

17.2.4. When the game clock shows 2:00 minutes or less in the fourth period and in each extra period, following a time-out taken by the team that is entitled to possession of the ball from its backcourt, the subsequent throw-in shall be administered at the throw-in line opposite the scorer's table in the team's frontcourt.

17.2.5. Following a personal foul committed by a player of the team in control of a live ball, or of the team entitled to the ball, the subsequent throw-in shall be administered at the place nearest to the infraction.

17.2.6. Whenever the ball enters the basket, but the field goal or the free throw is not valid, the subsequent throw-in shall be administered at the free-throw line extended.

17.2.7. Following a successful field goal or a successful last or only free throw:

- Any player of the non-scoring team shall take the throw-in at any place behind that team's endline. This is also applicable after an official hands or places the ball at the disposal of the player taking the throw-in after a time-out or after any interruption of the game following a successful field goal or a successful last or only free throw.
- The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the 5 second count starts when the ball is at the disposal of the first player out-of-bounds.

17.3. Rule

17.3.1. The player taking the throw-in shall not:

- Take more than 5 seconds to release the ball.
- Step into the playing court while having the ball in his hand(s).
- Cause the ball to touch out-of-bounds, after it has been released on the throw-in.
- Touch the ball on the playing court before it has touched another player.
- Cause the ball to enter the basket directly.
- Move from the designated throw-in place behind the boundary line laterally in one or both directions, exceeding a total distance of 1 m before releasing the ball. He is, however, permitted to move directly backwards from the boundary line as far as circumstances allow.

17.3.2. During the throw-in other player(s) shall not:

- Have any part of their bodies over the boundary line before the ball has been thrown-in across the boundary line.
- Be closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance between the boundary line and any out-of-bounds obstructions.

An infraction of Art. 17.3 is a violation.

17.4. Penalty

The ball is awarded to the opponents for a throw-in at the place of the original throw-in.

Art. 18 Time-out

18.1. Definition

A time-out is an interruption of the game requested by the coach or assistant coach.

18.2. Rule

18.2.1. Each time-out shall last 1 minute.

18.2.2. A time-out may be granted during a time-out opportunity.

18.2.3. A time-out opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored.

18.2.4. A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first or only free throw.

18.2.5. Each team may be granted:

- 2 time-outs during the first half,
- 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
- 1 time-out during each extra period.

18.2.6. Unused time-outs may not be carried over to the next half or extra period.

18.2.7. A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called.

18.2.8. A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth period and in each extra period and, following a successful field goal unless an official has interrupted the game.

18.3. Procedure

18.3.1. Only a coach or assistant coach has the right to request a time-out. He shall establish visual contact with the scorer or he shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his hands.

18.3.2. A time-out request may be cancelled only before the scorer's signal has sounded for such a request.

18.3.3. The time-out period:

- Begins when the official blows his whistle and gives the time-out signal.
- Ends when the official blows his whistle and beckons the teams back on the playing court.

18.3.4. As soon as a time-out opportunity begins, the scorer shall sound his signal to notify the officials that a request for a time-out has been made.

If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound his signal.

18.3.5. During the time-out and during an interval of play before the beginning of the second, fourth or each extra period the players may leave the playing court and sit on the team bench and the team bench personnel may enter the playing court provided they remain within the vicinity of their team bench area.

18.3.6. If the request for the time-out is made by either team after the ball is at the disposal of the free-throw shooter for the first or only free throw, the time-out shall be granted if:

- The last or only free throw is successful.
- The last or only free throw is followed by a throw-in at the centre line extended, opposite the scorer's table.
- A foul is called between free throws. In this case the free throw(s) will be completed and the time-out will be permitted before the new foul penalty is administered.
- A foul is called before the ball becomes live after the last or only free throw. In this case the time-out will be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last or only free throw. In this case the time-out will be permitted before the throw-in is administered.

In the event of consecutive sets of free throws and/or possession of the ball resulting from more than 1 foul penalty, each set is to be treated separately.

Art. 19 Substitution

19.1. Definition

A substitution is an interruption of the game requested by the substitute to become a player.

19.2. Rule

19.2.1. A team may substitute a player(s) during a substitution opportunity.

19.2.2. A substitution opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period.

19.2.3. A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw.

19.2.4. A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game, unless:

- The team is reduced to fewer than 5 players on the playing court.
- The player entitled to the free-throws as the result of the correction of an error is on the team bench after having been legally substituted.

19.2.5. A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful field goal when the game clock shows 2:00 minutes or less in the fourth period and in each extra period unless an official has interrupted the game.

19.3. Procedure

19.3.1. Only a substitute has the right to request a substitution. He (not the coach or the assistant coach) shall go to the scorer's table and ask clearly for a substitution, making the proper conventional sign with his hands, or sit on the substitution chair. He must be ready to play immediately.

19.3.2. A substitution request may be cancelled only before the scorer's signal has sounded for such a request.

19.3.3. As soon as a substitution opportunity begins the scorer shall sound his signal to notify the officials that a request for a substitution has been made.

19.3.4. The substitute shall remain outside the boundary line until the official blows his whistle, gives the substitution signal and beckons him to enter the playing court.

19.3.5. The player being substituted is permitted to go directly to his team bench without reporting either to the scorer or the official.

19.3.6. Substitutions shall be completed as quickly as possible. A player who has committed his 5 fouls or has been disqualified must be substituted immediately (within approximately 30 seconds). If, in the judgement of an official, there is a delay of the game, a time-out shall be charged against the offending team. If the team has no time-out remaining a technical foul for delaying the game may be charged against the coach, recorded as 'B'.

19.3.7. If a substitution is requested during a time-out or during an interval of play other than the half-time interval, the substitute must report to the scorer before entering the game.

19.3.8. If the free-throw shooter must be substituted because he:

- Is injured.
- Has committed his 5 fouls.
- Has been disqualified.

The free throw(s) must be attempted by his substitute who may not be substituted again until he has played in the next clock-running phase of the game.

19.3.9. If the request for a substitution is made by either team after the ball is at the disposal of the free-throw shooter for the first or only free throw, the substitution shall be granted if:

- The last or only free throw is successful.
- The last or only free throw is followed by a throw-in at the centre line extended, opposite the scorer's table.
- A foul is called between free throws. In this case the free throw(s) will be completed and the substitution will be permitted before the new foul penalty is administered.
- A foul is called before the ball becomes live after the last or only free throw. In this case the substitution will be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last or only free throw. In this case the substitution will be permitted before the throw-in is administered.

In the event of consecutive sets of free throws resulting from more than 1 foul penalty, each set is to be treated separately.

Art. 20 Game lost by forfeit

20.1. Rule

A team shall lose the game by forfeit if:

- The team is not present or is unable to field 5 players ready to play 15 minutes after the scheduled time to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the referee.

20.2. Penalty

20.2.1. The game is awarded to the opponents and the score shall be 20 to 0. Furthermore, the forfeiting team shall receive 0 points in the classification.

20.2.2. For a 2-games (home and away) total points series (aggregate score) and for Play-Offs (best of 3), the team that forfeits in the first, second or third game shall lose the series or Play-Offs by 'forfeit'. This does not apply for Play-Offs (best of 5).

20.2.3. If in a tournament the team forfeits for the second time, the team shall be disqualified from the tournament and the results of all games played by this team shall be nullified.

Art. 21 Game lost by default

21.1. Rule

A team shall lose a game by default if, during the game, the team has fewer than 2 players on the playing court ready to play.

21.2. Penalty

21.2.1. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 point in the classification.

21.2.2. For a 2-games (home and away) total point series (aggregate score), the team that defaults in the first or in the second game shall lose the series by 'default'.

RULE FIVE - VIOLATIONS

Art. 22 Violations

22.1. Definition

A **violation** is an infraction of the rules.

22.2. Penalty

The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in the rules.

Art. 23 Player out-of-bounds and ball out-of-bounds

23.1. Definition

23.1.1. A **player** is out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line.

23.1.2. The **ball** is out-of-bounds when it touches:

- A player or any other person who is out-of-bounds.
- The floor or any object above, on or outside the boundary line.
- The backboard supports, the back of the backboards or any object above the playing court.

23.2. Rule

23.2.1. The ball is caused to go out-of-bounds by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds by touching something other than a player.

23.2.2. If the ball is out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds.

23.2.3. If a player(s) move(s) to out-of-bounds or to his backcourt **during** a held ball, a jump ball situation occurs.

Art. 24 Dribbling

24.1. Definition

24.1.1. A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor or deliberately throws it against the backboard.

24.1.2. **A dribble starts** when a player, having gained control of a live ball on the playing court, throws, taps, rolls, dribbles it on the floor or deliberately throws it against the backboard and touches it again before it touches another player.

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his hand.

There is no limit to the number of steps a player may take when the ball is not in contact with his hand.

24.1.3. A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.

24.1.4. The following are not dribbles:

- Successive shots for a field goal.
- Fumbling the ball at the beginning or at the end of a dribble.
- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.

24.2. Rule

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.

Art. 25 Travelling

25.1. Definition

25.1.1. **Travelling** is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court.

25.1.2. A **pivot** is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept at its point of contact with the floor.

25.2. Rule

25.2.1. Establishing a pivot foot by a player who catches a live ball on the playing court:

- While standing with both feet on the floor:
  - The moment one foot is lifted, the other foot becomes the pivot foot.
- While moving:
  - If one foot is touching the floor, that foot becomes the pivot foot.
  - If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted, the other foot becomes the pivot foot.
  - If both feet are off the floor and the player lands on one foot, then that foot becomes the pivot foot. If a player jumps off that foot and comes to a stop landing on both feet simultaneously, then neither foot is a pivot foot.

25.2.2. Progressing with the ball by a player who has established a pivot foot while having control of a live ball on the playing court:

- While standing with both feet on the floor:
  - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).

- To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s).

- While moving:
  - To pass or shoot for a field goal, the player may jump off a pivot foot and land on one foot or both feet simultaneously. After that, one foot or both feet may be lifted from the floor but neither foot may be returned to the floor before the ball is released from the hand(s).
  - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
- While coming to a stop when neither foot is the pivot foot:
  - To start a dribble, neither foot may be lifted before the ball is released from the hand(s).
  - To pass or shoot for a field goal, one foot or both feet may be lifted but may not be returned to the floor before the ball is released from the hand(s).

25.2.3. **A player falling, lying or sitting on the floor:**

- It is **legal** when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a **violation** if the player then rolls or attempts to stand up while holding the ball.

Art. 26 3 seconds

26.1. Rule

26.1.1. A player shall **not** remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.

26.1.2. Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when he or his team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
- Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.

26.1.3. To establish himself outside the restricted area, the player must place both feet on the floor outside the restricted area.

Art. 27 Closely guarded player

27.1. Definition

A player who is holding a live ball on the playing court is closely guarded when an opponent is in an active legal guarding position at a distance of no more than 1 m.

27.2. Rule

A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

Art. 28 8 seconds

28.1. Rule

28.1.1. Whenever:

- A player in the backcourt gains control of a live ball,
- On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt,

that team must cause the ball to go into its frontcourt within 8 seconds.

28.1.2. The team has caused the ball to go into its frontcourt whenever:

- The ball, not in control of any player, touches the frontcourt,
- The ball touches or is legally touched by an offensive player who has both feet completely in contact with his frontcourt,
- The ball touches or is legally touched by a defensive player who has part of his body in contact with his backcourt,
- The ball touches an official who has part of his body in contact with the frontcourt of the team in control of the ball.
- During a dribble from the backcourt to the frontcourt, the ball and both feet of the dribbler are completely in contact with the frontcourt.

28.1.3. The 8 second period will continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Art. 29 24 seconds

29.1. Rule

29.1.1. Whenever:

- A player gains control of a **live** ball on the **playing court**,
- On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball,

that team must attempt a shot for a field goal within 24 seconds.

To constitute a shot for a field goal within 24 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

29.1.2. When a **shot for a field goal is attempted near the end of the 24-second period** and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.

- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents have gained immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

All restrictions related to goaltending and interference shall **apply**.

29.2. Procedure

29.2.1. The shot clock shall be reset whenever the game is stopped by an official:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
- For any valid reason by the team not in control of the ball,
- For any valid reason not connected with either team.

In these situations the possession of the ball shall be awarded to the same team that previously had control of the ball. Then

- If the throw-in is administered in the backcourt, the shot clock shall be reset to 24 seconds.
- If the throw-in is administered in the frontcourt, the shot clock shall be reset as follows:
  - If 14 seconds or more is displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
  - If 13 seconds or less is displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

However, if the game is stopped by an official for any valid reason not connected with either team and, in the judgement of an official, the reset of the shot clock would place the opponents at a disadvantage, the shot clock shall continue from the time it was stopped.

29.2.2. The shot clock shall be reset to 24 seconds whenever a throw-in is awarded to the opponent team after the game is stopped by an official for a foul or violation committed by the team in control of the ball.

29.2.3. After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to

- 24 seconds, if the opposing team gains control of the ball.
- 14 seconds, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

29.2.4. If the shot clock signal **sounds in error** while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue.

However, if in the judgement of an official, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected and possession of the ball shall be awarded to that team.

Art. 30 Ball returned to the backcourt

30.1. Definition

30.1.1. A team is in control of a live ball in their frontcourt if

- a player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
- the ball is passed between the players of that team in their frontcourt.

30.1.2. A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to their backcourt if a player of that team is the last to touch the ball in his frontcourt and the ball is then first touched by a player of that team

- who has part of his body in contact with the backcourt or
- after the ball has touched the backcourt of that team.

This restriction applies to all situations in a team's frontcourt, including throw-ins. However, it does not apply to a player who jumps from his frontcourt, establishes new team control while still airborne and then lands with the ball in his team's backcourt.

30.2. Rule

A team which is in control of a live ball in their frontcourt may not cause the ball to be illegally returned to their backcourt.

30.3. Penalty

30.3.1. The ball shall be awarded to the opponents for a throw-in in their frontcourt at the place nearest to the infraction except directly behind the backboard.

Art. 31 Goaltending and Interference

31.1. Definition

31.1.1. A shot for a field goal or a free throw:

- **Begins** when the ball leaves the hand(s) of a player in the act of shooting.
- **Ends** when the ball:
  - Enters the basket directly from above and remains within or passes through the basket.
  - No longer has the possibility of entering the basket.
  - Touches the ring.
  - Touches the floor.
  - Becomes dead.

31.2. Rule

31.2.1. **Goaltending** occurs during a **shot for a field goal** when a player touches the ball while it is completely above the level of the ring and:

- It is on its downward flight to the basket, or
- After it has touched the backboard.

31.2.2. **Goaltending** occurs during a **shot for a free throw** when a player touches the ball while it is in flight to the basket and before it touches the ring.

31.2.3. The goaltending restrictions apply until:

- The ball no longer has the possibility of entering the basket.
- The ball has touched the ring.

31.2.4. **Interference** occurs when:

- After a shot for a field goal or the last or only free throw a player touches the basket or the backboard while the ball is in contact with the ring.
- After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket.
- A player reaches through the basket from below and touches the ball.
- A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket.
- A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of an official, the ball has been prevented from entering the basket or has been caused to enter the basket.
- A player grasps the basket to play the ball.

31.2.5. When

- An official blows the whistle while the ball is in the hands of a player in the act of shooting, or the ball is in flight on a shot for a field goal,
- The game clock signal sounds for the end of the period while the ball is in flight on a shot for a field goal,

No player shall touch the ball after it has touched the ring while it still has the possibility of entering the basket.

All restrictions related to goaltending and interference shall **apply**.

31.3. Penalty

31.3.1. If the violation is committed by an **offensive player**, no points can be awarded. The ball shall be awarded to the opponents for a throw-in at the free-throw line extended, unless otherwise stated in the rules.

31.3.2. If the violation is committed by a **defensive player**, the offensive team is awarded:

- 1 point, if the ball was released for a free throw.
- 2 points, if the ball was released from the 2-point field goal area.
- 3 points, if the ball was released from the 3-point field goal area.

The awarding of the points is considered as if the ball had entered the basket.

31.3.3. If the goaltending is committed by a **defensive player** during a last or only free throw, 1 point shall be awarded to the offensive team, followed by a technical foul penalty charged against the defensive player.

RULE SIX - FOULS

Art. 32 Fouls

32.1. Definition

32.1.1. A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

32.1.2. Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised accordingly.

Art. 33 Contact: General principles

33.1. Cylinder principle

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the floor. It includes the space above the player and is limited to:

- The **front** by the palms of the hands,
- The **rear** by the buttocks, and
- The **sides** by the outer edge of the arms and legs.

The hands and arms may be extended in front of the torso no further than the position of the feet, with the arms bent at the elbows so that the forearms and hands are raised. The distance between his feet will vary according to his height.

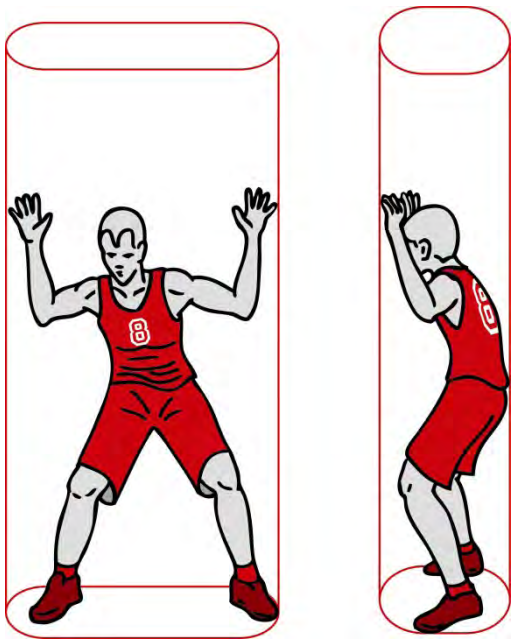


Diagram 5 Cylinder principle

33.2. Principle of verticality

During the game, each player has the right to occupy any position (cylinder) on the playing court not already occupied by an opponent.

This principle protects the space on the floor which he occupies and the space above him when he jumps vertically within that space.

As soon as the player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.

The defensive player must not be penalised for leaving the floor vertically (within his cylinder) or having his hands and arms extended above him within his own cylinder.

The offensive player, whether on the floor or airborne, shall not cause contact with the defensive player in a legal guarding position by:

- Using his arms to create more space for himself (pushing off).
- Spreading his legs or arms to cause contact during or immediately after a shot for a field goal.

33.3. Legal guarding position

A defensive player has established an initial legal guarding position when:

- He is facing his opponent, and
- He has both feet on the floor.

The legal guarding position extends vertically above him (cylinder) from the floor to the ceiling. He may raise his arms and hands above his head or jump vertically but he must maintain them in a vertical position inside the imaginary cylinder.

33.4. Guarding a player who controls the ball

When guarding a player who controls (holding or dribbling) the ball, the **elements of time and distance do not apply.**

The player with the ball must expect to be guarded and must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him, even if this is done within a fraction of a second.

The guarding (defensive) player must establish an initial legal guarding position without causing contact before taking his position.

Once the defensive player has established an initial legal guarding position, he may move to guard his opponent, but he may not extend his arms, shoulders, hips or legs to prevent the dribbler from passing by him.

When judging a charge/block situation involving a player with the ball, an official shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but **not towards** the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position the defensive player may turn **within** his cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.

33.5. Guarding a player who does not control the ball

A player who does not control the ball is entitled to move freely on the playing court and take any position not already occupied by another player.

When guarding a player who does not control the ball, the **elements of time and distance shall apply.** A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change his direction.

The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.

If a defensive player does not respect the elements of time and distance in taking his initial legal guarding position and contact with an opponent occurs, he is responsible for the contact.

Once a defensive player has established an initial legal guarding position, he may move to guard his opponent. He may not prevent him from passing by extending his arms, shoulders, hips or legs in his path. He may turn within his cylinder to avoid injury.

33.6. A player who is in the air

A player who has jumped into the air from a place on the playing court has the right to land again at the same place.

He has the right to land on another place on the playing court provided that the landing place and the direct path between the take-off and landing place is not already occupied by an opponent(s) at the time of take-off.

If a player has taken off and landed but his momentum causes him to contact an opponent who has taken a legal guarding position beyond the landing place, the jumper is responsible for the contact.

An opponent may not move into the path of a player after that player has jumped into the air.

Moving under a player who is in the air and causing contact is usually an unsports-manlike foul and in certain circumstances may be a disqualifying foul.

33.7. Screening: Legal and illegal

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.

Legal screening is when the player who is screening an opponent:

- **Was stationary** (inside his cylinder) when contact occurs.
- Had both feet on the floor when contact occurs.

Illegal screening is when the player who is screening an opponent:

- Was **moving** when contact occurred.
- Did not give sufficient distance in setting a screen outside the field of vision of a **stationary** opponent when contact occurred.
- Did not respect the elements of time and distance of an opponent **in motion** when contact occurred.

If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him as he desires, provided there is no contact.

If the screen is set **outside** the field of vision of a stationary opponent, the screener must permit the opponent to take 1 normal step towards the screen without making contact.

If the opponent is **in motion**, the elements of time and distance shall apply. The screener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.

The distance required is never less than 1 and never more than 2 normal steps.

A player who is legally screened is responsible for any contact with the player who has set the screen.

33.8. Charging

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.

33.9. Blocking

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

A player who is attempting to screen is committing a blocking foul if contact occurs when he is moving and his opponent is stationary or retreating from him.

If a player disregards the ball, faces an opponent and shifts his position as the opponent shifts, he is primarily responsible for any contact that occurs, unless other factors are involved.

The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened.

It is legal for a player to extend his arm(s) or elbow(s) outside of his cylinder in taking position on the floor but they must be moved inside his cylinder when an opponent attempts to pass by. If the arm(s) or elbow(s) are outside his cylinder and contact occurs, it is blocking or holding.

33.10. No-charge semi-circle areas

The no-charge semi-circle areas are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket.

On any penetration play into the no-charge semi-circle area any contact caused by an airborne offensive player with a defensive player inside the no-charge semi-circle shall not be called as an offensive foul, unless the offensive player is illegally using his hands, arms, legs or body. This rule applies when

- the offensive player is in control of the ball whilst airborne, and
- he attempts a shot for a field goal or passes off the ball, and
- the defensive player has **one foot or both feet in contact with** the no-charge semi-circle area.

33.11. Contacting an opponent with the hand(s) and/or arm(s)

The touching of an opponent with a hand(s) is, in itself, not necessarily a foul.

The officials shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.

Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent **with** or **without** the ball, to impede his progress.

To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.

It is a foul by an **offensive player with the ball** to:

- 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an advantage.
- 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
- Use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball.

It is a foul by an **offensive player without the ball** to 'push off' to:

- Get free to receive the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for himself.

33.12. Post play

The principle of verticality (cylinder principle) applies also to post play.

The offensive player in the post position and the defensive player guarding him must respect each other's rights to a vertical position (cylinder).

It is a foul by an offensive or defensive player in the post position to shoulder or hip his opponent out of position or to interfere with his opponent's freedom of movement using extended arms, shoulders, hips, legs or other parts of the body.

33.13. Illegal guarding from the rear

Illegal guarding from the rear is personal contact with an opponent, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify his contact with an opponent from the rear.

33.14. Holding

Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.

33.15. Pushing

Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.

Art. 34 Personal foul

34.1. Definition

34.1.1. A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in any rough or violent play.

34.2. Penalty

A personal foul shall be charged against the offender.

34.2.1. If the foul is committed on a player not in the act of shooting:

- The game shall be resumed with a throw-in by the non-offending team at the place nearest to the infraction.
- If the offending team is in the team foul penalty situation, then Art. 41 will apply.

34.2.2. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw.
- If the shot released from the 2-point field goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point field goal area is unsuccessful, 3 free throws.
- If the player is fouled as, or just before, the game clock signal sounds for the end of the period or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 2 or 3 free throws will be awarded.

Art. 35 Double foul

35.1. Definition

35.1.1. A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.

35.2. Penalty

A personal foul shall be charged against each offender. No free throws shall be awarded and the game shall be resumed as follows:

If at approximately the same time as the double foul

- A valid field goal, or a last or only free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in at any place at the endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the place nearest to the infraction.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

Art. 36 Technical foul

36.1. Rules of conduct

36.1.1. The proper conduct of the game demands the full and loyal cooperation of the players and team bench personnel with the officials, table officials and commissioner, if present.

36.1.2. Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.

36.1.3. Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.

36.1.4. The official may prevent technical fouls by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.

36.1.5. If an infraction is recognised after the ball becomes live, the game shall be stopped and a technical foul charged. The penalty shall be administered as if the technical foul had occurred at the time it is charged. Whatever occurred during the interval between the infraction and the game being stopped shall remain valid.

36.2. Violence

36.2.1. Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the officials and, if necessary, by public order enforcement officers.

36.2.2. Whenever acts of violence occur involving players or team bench personnel on the playing court or in its vicinity, the officials shall take the necessary action to stop them.

36.2.3. Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified. The referee must report the incident to the organising body of the competition.

36.2.4. Public order enforcement officers may enter the playing court only if requested to do so by the officials. However, should spectators enter the playing court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and officials.

36.2.5. All other areas, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and the public order enforcement officers.

36.2.6. Physical actions by players or team bench personnel which could lead to damaging of game equipment must not be permitted by the officials.

When behaviour of this nature is observed by the officials, the coach of the offending team shall be given a warning.

Should the action(s) be repeated, a technical foul shall immediately be called on the individual(s) involved.

36.3. Definition

36.3.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings given by officials.
- Disrespectfully touching the officials, the commissioner, the table officials or the team bench personnel.
- Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting an opponent or obstructing his vision by waving his hands near his eyes.
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly.
- Falling down to fake a foul.
- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of an official, is trying to prevent injury to himself or to another player.
- Goaltending during the last or only free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player.

36.3.2. A technical foul by team bench personnel is a foul for disrespectfully communicating with or touching the officials, the commissioner, the table officials or the opponents, or an infraction of a procedural or an administrative nature.

36.3.3. A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls.

36.3.4. A coach shall be disqualified for the remainder of the game when:

- He is charged with 2 technical fouls ('C') as a result of his personal unsportsmanlike behaviour.
- He is charged with 3 technical fouls, either all of them ('B') or one of them ('C'), as a result of the unsportsmanlike behaviour of other team bench personnel.

36.3.5. If a player or a coach is disqualified under Art. 36.3.3 or Art. 36.3.4, that technical foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

36.4. Penalty

36.4.1. If a technical foul is committed:

- By a player, a technical foul shall be charged against him as a player foul and shall count as one of the team fouls.
- By team bench personnel, a technical foul shall be charged against the coach and shall not count as one of the team fouls.

36.4.2. The opponents shall be awarded 1 free throw, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to start the first period.

Art. 37 Unsportsmanlike foul

37.1. Definition

37.1.1. An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:

- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball.
- Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.
- Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.

37.1.2. The official must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

37.2. Penalty

37.2.1. An unsportsmanlike foul shall be charged against the offender.

37.2.2. Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to begin the first period.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.

37.2.3. A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls.

37.2.4. If a player is disqualified under Art. 37.2.3, the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Art. 38 Disqualifying foul

38.1. Definition

38.1.1. A disqualifying foul is any flagrant unsportsmanlike action by a player or team bench personnel.

38.1.2. A coach who has received a disqualifying foul shall be replaced by the assistant coach as entered on the scoresheet. If no assistant coach is entered on the scoresheet, he shall be replaced by the captain (CAP).

38.2. Penalty

38.2.1. A disqualifying foul shall be charged against the offender.

38.2.2. Whenever the offender is disqualified according to the respective articles of these rules, he shall go to and remain in his team's dressing room for the duration of the game or, if he so chooses, he shall leave the building.

38.2.3. Free throw(s) shall be awarded:

- To any opponent, as designated by his coach in the case of a non-contact foul.
- To the player who was fouled in the case of a contact foul.

Followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to begin the first period.

38.2.4. The number of free throws shall be awarded as follows:

- If the foul is a non-contact foul: 2 free throws.
- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.

Art. 39 Fighting

39.1. Definition

Fighting is physical interaction between 2 or more opponents (players and team bench personnel).

This article only applies to the team bench personnel who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

39.2. Rule

39.2.1. Substitutes, excluded players or team followers who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

39.2.2. Only the coach and/or assistant coach are permitted to leave the team bench area during a fight, or during any situation which may lead to a fight, to assist the officials to maintain or to restore order. In this situation, they shall not be disqualified.

39.2.3. If a coach and/or assistant coach leaves the team bench area and does not assist or attempt to assist the officials to maintain or to restore order, they shall be disqualified.

39.3. Penalty

39.3.1. Irrespective of the number of team bench personnel disqualified for leaving the team bench area, a single technical foul ('B') shall be charged against the coach.

39.3.2. If team bench personnel of both teams is disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.

If at approximately the same time as the game was stopped because of the fighting:

- A valid field goal is scored, the ball shall be awarded to the non-scoring team for a throw-in at any place at the endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the centre line extended, opposite the scorer's table.
- Neither team has control of the ball nor was entitled to the ball, a jump ball situation occurs.

39.3.3. All disqualifying fouls shall be recorded as described in B.8.3 and shall not count as a team foul.

39.3.4. All possible foul penalties against players on the playing court involved in fighting or any situation which leads to a fight, shall be dealt with in accordance with Art. 42.

RULE SEVEN - GENERAL PROVISIONS

Art. 40 5 fouls by a player

40.1. A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.

40.2. A foul by a player who has previously committed 5 fouls is considered as an excluded player's foul and it is charged and entered on the scoresheet against the coach ('B').

Art. 41 Team fouls: Penalty

41.1. Definition

41.1.1. A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a period.

41.1.2. All team fouls committed in an interval of play shall be considered as being committed in the following period or extra period.

41.1.3. All team fouls committed in an extra period shall be considered as being committed in the fourth period.

41.2. Rule

41.2.1. When a team is in the team foul penalty situation, all subsequent player personal fouls committed on a player not in the act of shooting shall be penalised by 2 free throws, instead of a throw-in. The player against whom the foul was committed shall attempt the free throw(s).

41.2.2. If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalised by a throw-in for the opponents.

Art. 42 Special situations

42.1. Definition

In the same stopped-clock period which follows an infraction, special situations may arise when additional foul(s) are committed.

42.2. Procedure

42.2.1. All fouls shall be charged and all penalties identified.

42.2.2. The order in which all infractions occurred shall be determined.

42.2.3. All equal penalties against the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been recorded and cancelled they are considered as never having occurred.

42.2.4. The right to possession of the ball as part of the last penalty shall cancel any prior rights to possession of the ball.

42.2.5. Once the ball has become live on the first or only free throw or on a throw-in penalty, that penalty can no longer be used for cancelling any remaining penalties.

42.2.6. All remaining penalties shall be administered in the order in which they were called.

42.2.7. If, after the cancellation of equal penalties against the teams, there are no other penalties remaining for administration, the game shall be resumed as follows.

If at approximately the same time as the first infraction:

- A valid field goal is scored, the ball shall be awarded to the non-scoring team for a throw-in at any place at the endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the place nearest to the first infraction.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

Art. 43 Free throws

43.1. Definition

43.1.1. A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.

43.1.2. A set of free throws is defined as all free throws and possible subsequent possession of the ball resulting from a single foul penalty.

43.2. Rule

43.2.1. When a personal foul is called the free throw(s) shall be awarded as follows:

- The player against whom the foul was committed shall attempt the free throw(s).
- If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
- If he must leave the game due to injury, having committed his 5 fouls or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate as designated by his coach shall attempt the free throw(s).

43.2.2. When a technical foul is called, any member of the opponent's team as designated by his coach shall attempt the free throw.

43.2.3. The free-throw shooter shall:

- Take a position behind the free-throw line and inside the semi-circle.
- Use any method to shoot a free throw in such a way that the ball enters the basket from above or the ball touches the ring.
- Release the ball within 5 seconds after it is placed at his disposal by the official.
- Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
- Not fake a free throw.

43.2.4. The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces, which are considered to be 1 m in depth (Diagram 6).

During the free throws these players shall not:

- Occupy free-throw rebound places to which they are not entitled.
- Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
- Distract the free-throw shooter by their actions.

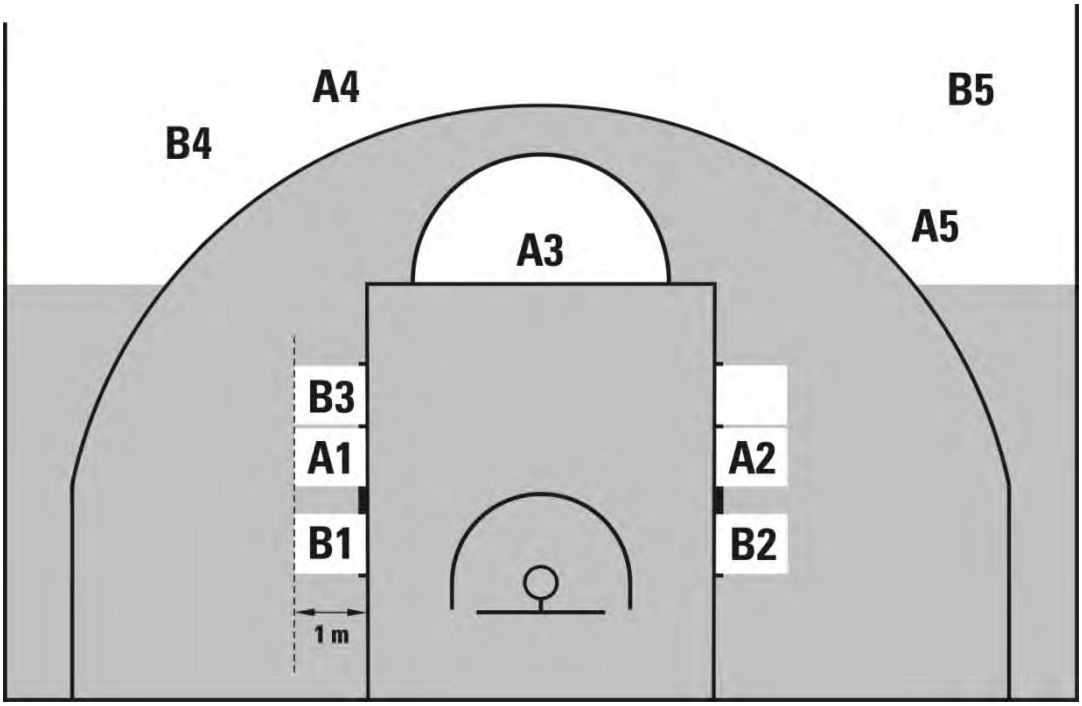


Diagram 6 Players' positions during free throws

43.2.5. Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point field goal line until the free throw ends.

43.2.6. During a free throw(s) to be followed by another set(s) of free throws or by a throw-in, all players shall remain behind the free-throw line extended and behind the 3-point field goal line.

An infraction of Art. 43.2.3, 43.2.4, 43.2.5 and 43.2.6 is a violation.

43.3. Penalty

43.3.1. If a **free throw is successful** and the violation(s) is committed by the free-throw shooter, the point, if made, shall not count.

Any other player's violation which occurs immediately before, at approximately the same time as, or after the violation committed by the free-throw shooter shall be disregarded.

The ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless there is a further free throw(s) or possession penalty to be administered.

43.3.2. If a **free throw is successful** and the violation(s) is committed by any player(s) other than the free-throw shooter:

- The point, if made, shall count.
- The violation(s) shall be disregarded.

In case of the last or only free throw, the ball shall be awarded to the opponents for a throw-in at any place at the endline.

43.3.3. If a **free throw is not successful** and the violation is committed by:

- A **free-throw shooter** or his **team-mate** on the last or only free throw, the ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless that team is entitled to further possession.

- An **opponent** of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
- **Both teams,** on the last or only free throw, a jump ball situation occurs.

Art. 44 Correctable errors

44.1. Definition

Officials may correct an error if a rule is inadvertently disregarded in the following situations only:

- Awarding an unmerited free throw(s).
- Failure to award a merited free throw(s).
- Erroneous awarding or cancelling of a point(s).
- Permitting the wrong player to attempt a free throw(s).

44.2. General procedure

44.2.1. To be correctable the above-mentioned errors must be recognized by the officials, commissioner, if present, or table officials before the ball becomes live following the first dead ball after the game clock has started following the error.

44.2.2. An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.

44.2.3. Any fouls committed, points scored, time used, additional activity which may have occurred after the error has occurred and before its recognition, shall remain valid.

44.2.4. After the correction of the error the game shall be resumed at the point it was stopped to correct the error, unless otherwise stated in these rules. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.

44.2.5. Once an error that is still correctable has been recognised, and:

- If the player involved in the correction of the error is on the team bench after being legally substituted, he must re-enter the playing court, to participate in the correction of the error, at which point he becomes a player.
  Upon completion of the correction, he may remain in the game unless a legal substitution has been requested again, in which case the player may leave the playing court.
- If the player was substituted due to his injury, having committed 5 fouls or having been disqualified, his substitute must participate in the correction of the error.

44.2.6. Correctable errors cannot be corrected after the referee has signed the scoresheet.

44.2.7. Any error in scorekeeping, time-keeping and shot clock operations by the table officials involving the score, number of fouls, number of time-outs, game clock and shot clock time consumed or omitted, may be corrected by the officials at any time before the referee signs the scoresheet.

44.3. Special procedure

44.3.1. Awarding an unmerited free throw(s).
The free throw(s) attempted as a result of the error shall be cancelled and the game shall be resumed as follows:

- If the game clock has not started, the ball shall be awarded for a throw-in to the team whose free throws had been cancelled from the free-throw line extended.

- If the game clock has started and:
  - The team in control of the ball or entitled to the ball at the time the error is recognised is the same team that was in control of the ball at the time the error occurred, or
  - Neither team is in control of the ball at the time the error is recognised,

  the ball shall be awarded to the team entitled to the ball at the time of the error.
- If the game clock has started and, at the time the error is recognised, the team in control of the ball or entitled to the ball is the opponent of the team that was in control of the ball at the time of the error, a jump ball situation occurs.
- If the game clock has started and, at the time the error is recognised, a foul penalty involving a free throw(s) has been awarded, the free throw(s) shall be administered and the ball shall be awarded for a throw-in to the team that was in control of the ball at the time the error occurred.

44.3.2. Failure to award a merited free throw(s).

- If there has been no change in possession of the ball after the error occurred, the game shall be resumed after correction of the error as after any normal free throw.
- If the same team scores after having been erroneously awarded possession of the ball for a throw-in, the error shall be disregarded.

44.3.3. Permitting the wrong player to attempt a free throw(s).

The free throw(s) attempted, and the possession of the ball if part of the penalty, shall be cancelled and the ball shall be awarded to the opponents for a throw-in at the free-throw line extended, unless penalties for further infractions are to be administered.

RULE EIGHT - OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS

Art. 45 Officials, table officials and commissioner

45.1 The **officials** shall be a referee and 1 or 2 umpire(s). They shall be assisted by the table officials and by a commissioner, if present.

45.2 The **table officials** shall be a scorer, an assistant scorer, a timer and a shot clock operator.

45.3 The **commissioner** shall sit between the scorer and the timer. His primary duty during the game is to supervise the work of the table officials and to assist the referee and umpire(s) in the smooth functioning of the game.

45.4 The officials of a given game should not be connected in any way with either team on the playing court.

45.5 **The officials, the table officials and the commissioner shall conduct the game in accordance with these rules and have no authority to change them.**

45.6 The officials' uniform shall consist of an officials' shirt, long black trousers, black socks and black basketball shoes.

45.7 The officials and table officials shall be uniformly dressed.

Art. 46 Referee: Duties and powers

The referee shall:

46.1 Inspect and approve all equipment to be used during the game.

46.2 Designate the official game clock, shot clock, stopwatch and recognise the table officials.

46.3 Select a game ball from at least 2 used balls provided by the home team. Should neither of these balls be suitable as the game ball, he may select the best quality ball available.

46.4 Not permit any player to wear objects that may cause injury to other players.

46.5 Administer a jump ball to start the first period and an alternating possession throw-in to start all other periods.

46.6 Have the power to stop a game when conditions warrant it.

46.7 Have the power to determine that a team shall forfeit the game.

46.8 Carefully examine the scoresheet at the end of playing time or at any time he feels is necessary.

46.9 Approve and sign the scoresheet at the end of playing time, **terminating** the officials' administration and **connection** with the game. The officials' **power** shall **begin** when they arrive on the playing court 20 minutes before the game is scheduled to begin, and **end** when the game clock signal sounds for the end of the playing time as approved by the officials.

46.10 Record on the reverse side of the scoresheet, before signing it:

- Any forfeit or disqualifying foul,
- Any unsportsmanlike behaviour by players or team bench personnel that occurs prior to the 20 minutes before the game is scheduled to begin, or between the end of playing time and the approval and signing of the scoresheet.

In such a case, the referee (commissioner, if present) must send a detailed report to the organising body of the competition.

46.11 Make the final decision whenever necessary or when the officials disagree. To make a final decision he may consult the umpire(s), the commissioner, if present, and/or the table officials.

46.12 Be authorised to approve before the game and use, if available, an **Instant Replay System (IRS)** to decide before he signs the scoresheet

- at the end of the period or extra period
  - whether a shot for a successful field goal was released before the game clock signal sounded for the end of the period.
  - whether and how much time shall be displayed on the game clock, if:
    - An out-of-bounds violation of the shooter occurred.
    - A shot clock violation occurred.
    - An 8-second violation occurred.
    - A foul was called before the end of playing time.
- when the game clock shows 2:00 minutes or less in the fourth period and in each extra period,
  - whether a shot for a successful field goal was released before the shot clock signal sounded.
  - whether a shot for a field goal was released before any foul was called.
  - to identify the player who has caused the ball to go out-of-bounds.
- during any time of the game
  - whether the successful field goal shall count for 2 or 3 points.
  - after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
  - to identify the correct free-throw shooter.
  - to identify the involvement of team members and team followers during a fight.

46.13 **Have the power to make decisions on any point not specifically covered by these rules.**

Art. 47 Officials: Duties and powers

47.1 The officials shall have the power to make decisions on infractions of the rules committed either within or outside the boundary line including the scorer's table, the team benches and the areas immediately behind the lines.

47.2 The officials shall blow their whistles when an infraction of the rules occurs, a period ends or the officials find it necessary to stop the game. The officials shall not blow their whistles after a successful field goal, a successful free throw or when the ball becomes live.

47.3 When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in application of the concept of 'advantage/disadvantage'. The officials should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage.
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

47.4 Should a protest be filed by one of the teams, the referee (commissioner, if present) shall, within 1 hour following the end of playing time, report the protest to the organising body of the competition.

47.5 If an official is injured or for any other reason cannot continue to perform his duties within 5 minutes of the incident, the game shall be resumed. The remaining official(s) will officiate alone for the remainder of the game, unless there is the possibility of replacing the injured official with a qualified substitute official. After consulting with the commissioner, if present, the remaining official(s) will decide upon the possible replacement.

47.6 For all international games, if verbal communication is necessary to make a decision clear, it shall be conducted in the English language.

47.7 **Each official has the power to make decisions within the limits of his duties, but he has no authority to disregard or question decisions made by the other official(s).**

47.8 **Decisions made by the officials are final and cannot be contested or disregarded.**

Art. 48 Scorer and assistant scorer: Duties

48.1 The scorer shall be provided with a scoresheet and shall keep a record of:

- Teams, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the 5 players to start the game, substitutions or numbers of players, he shall notify the nearest official as soon as possible.
- Running summary of points scored, by entering the field goals and the free throws made.
- Fouls charged against each player. The scorer must notify an official immediately when 5 fouls are charged against any player. He shall record the fouls charged against each coach and must notify an official immediately when a coach should be disqualified. Similarly, he must notify an official immediately when a player has committed 2 technical fouls or 2 unsportsmanlike fouls and that he should be disqualified.

- Time-outs. He must notify the officials of the time-out opportunity when a team has requested a time-out and notify the coach through an official when the coach has no more time-out(s) left in a half or extra period.
- The next alternating possession, by operating the alternating possession arrow. The scorer shall reverse the direction of the alternating possession arrow immediately after the end of the first half as the teams shall exchange baskets for the second half.

48.2 The **scorer** shall also:

- Indicate the number of fouls committed by each player by raising, in a manner visible to both coaches, the marker with the number of fouls committed by that player.
- Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live following the fourth team foul in a period.
- Effect substitutions.
- Sound his signal **only** when the ball becomes dead and before the ball becomes live again. The sound of his signal does **not** stop the game clock or the game nor cause the ball to become dead.

48.3 The **assistant scorer** shall operate the scoreboard and assist the scorer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.

48.4 If a scorekeeping error is recognised on the scoresheet:

- During the game, the scorer must wait for the first dead ball before sounding his signal.
- After the end of the playing time and before the scoresheet has been signed by the referee, the error shall be corrected, even if this correction influences the final result of the game.
- After the scoresheet has been signed by the referee, the error may no longer be corrected. The referee or the commissioner, if present, must send a detailed report to the organising body of the competition.

Art. 49 Timer: Duties

49.1 The timer shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of playing time in a period.
- Use any means possible to notify the officials immediately if his signal fails to sound or is not heard.
- Notify the teams and the officials at least 3 minutes before the third period is to start.

49.2 The timer shall measure **playing time** as follows:

- Starting the game clock when:
  - During a jump ball, the ball is legally tapped by a jumper.
  - After an unsuccessful last or only free throw and the ball continues to be live, the ball touches or is touched by a player on the playing court.

- During a throw-in, the ball touches or is legally touched by a player on the playing court.

- Stopping the game clock when:
  - Time expires at the end of playing time for a period, if not stopped automatically by the game clock itself.
  - An official blows his whistle while the ball is live.
  - A field goal is scored against a team which has requested a time-out.
  - A field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period.
  - The shot clock signal sounds while a team is in control of the ball.

49.3 The timer shall measure a **time-out** as follows:

- Starting the stopwatch immediately when the official blows his whistle and gives the time-out signal.
- Sounding his signal when 50 seconds of the time-out have elapsed.
- Sounding his signal when the time-out has ended.

49.4 The timer shall measure an **interval of play** as follows:

- Starting the stopwatch immediately when a previous period has ended.
- Sounding his signal before the first and third period when 3 minutes and 1.5 minutes remain until the beginning of the period.
- Sounding his signal before the second, fourth and each extra period when 30 seconds remain until the beginning of the period.
- Sounding his signal and simultaneously stopping the stopwatch immediately when an interval of play has ended.

Art. 50 Shot clock operator: Duties

The shot clock operator shall be provided with a shot clock which shall be:

50.1 **Started or restarted** when:

- On the playing court a team gains control of a live ball. After that, the mere touching of the ball by an opponent does not start a new shot clock period if the same team remains in control of the ball.
- On a throw-in, the ball touches or is legally touched by any player on the playing court.

50.2 **Stopped, but not reset**, when the same team that previously had control of the ball is awarded a throw-in as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against the teams.

50.3 **Stopped and reset to 24 seconds**, with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket (unless the ball lodges between the ring and the backboard) and it is controlled by the team that was not in control of the ball before it has touched the ring.

- The team is awarded a backcourt throw-in:
  - As the result of a foul or violation.
  - The game being stopped because of an action not connected with the team in control of the ball.
  - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team is awarded free throw(s).
- The infraction of the rules is committed by the team in control of the ball.

50.4 **Stopped but not reset to 24 seconds** when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 seconds or more are displayed on the shot clock:

- As the result of a foul or violation.
- The game being stopped because of an action not connected with the team in control of the ball.
- The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.

50.5 **Stopped and reset to 14 seconds** when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
  - As the result of a foul or violation.
  - The game being stopped because of an action not connected with the team in control of the ball.
  - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last or only free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

50.6 **Switched off**, after the ball becomes dead and the game clock has been stopped in any period when there is a new control of the ball for either team and there are fewer than 14 seconds on the game clock.

The shot clock signal does not stop the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

A - OFFICIALS' SIGNALS

A.1 The hand signals illustrated in these rules are the only official signals.

A.2 While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).

A.3 It is important that the table officials are familiar with these signals.

Game clock signals

STOP THE CLOCK

Open palm

STOP THE CLOCK FOR FOUL

One clenched fist

START THE CLOCK

Chop with hand

Scoring

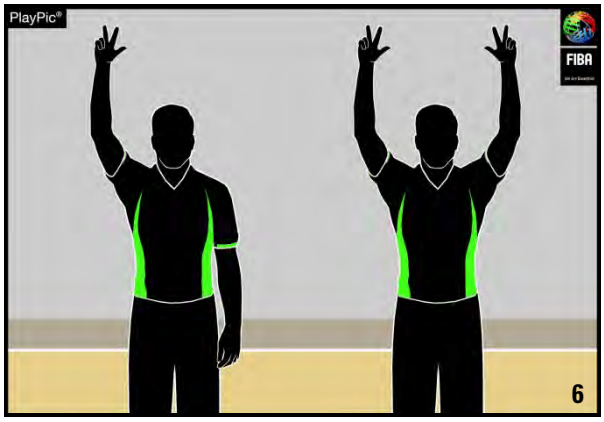
1 POINT

1 finger, 'flag' from wrist

2 POINTS

2 fingers, 'flag' from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

Substitution and Time-out

SUBSTITUTION

Cross forearms

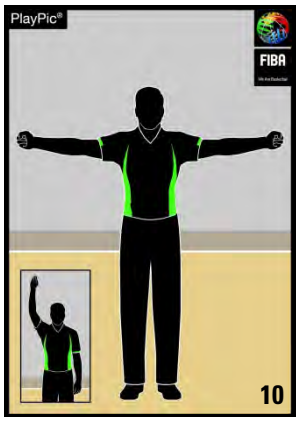
BECKONING-IN

Open palm, wave towards the body

CHARGED TIME-OUT

Form T, show index finger

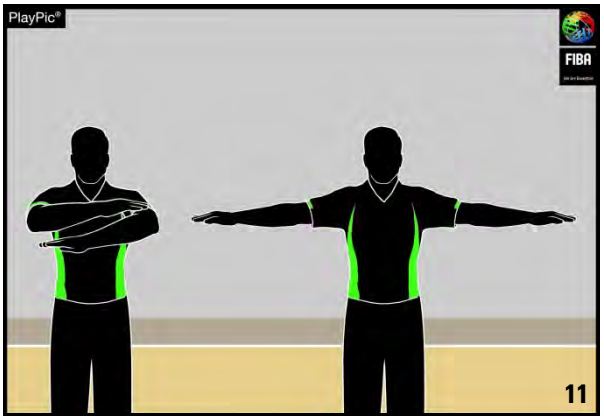
MEDIA TIME-OUT



Open arms with clenched fists

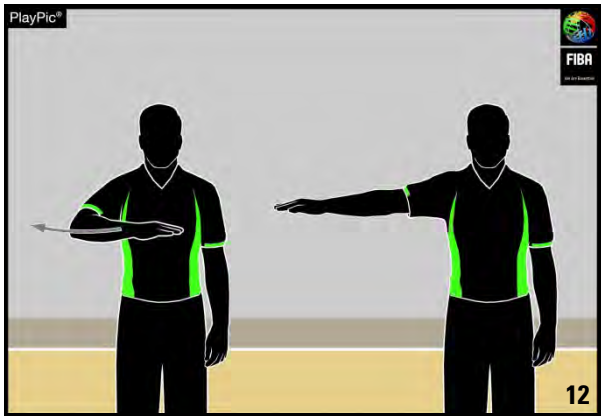
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION

Thumb up

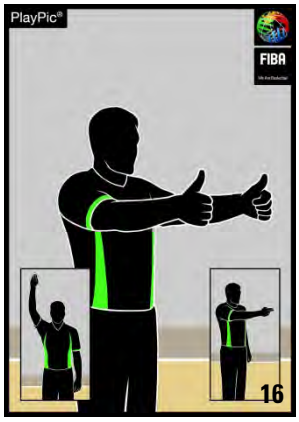
SHOT CLOCK RESET

Rotate hand, extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS

Point in direction of play, arm parallel to sidelines

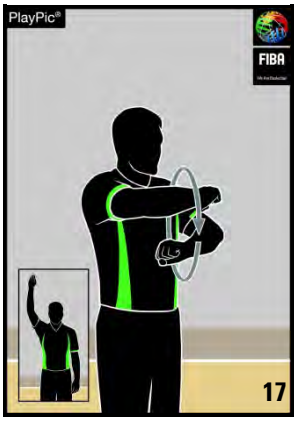
HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

Violations

TRAVELLING

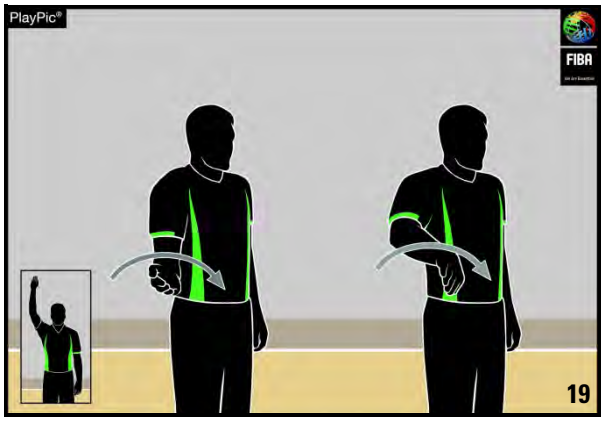


Rotate fists

ILLEGAL DRIBBLE:
DOUBLE DRIBBLING

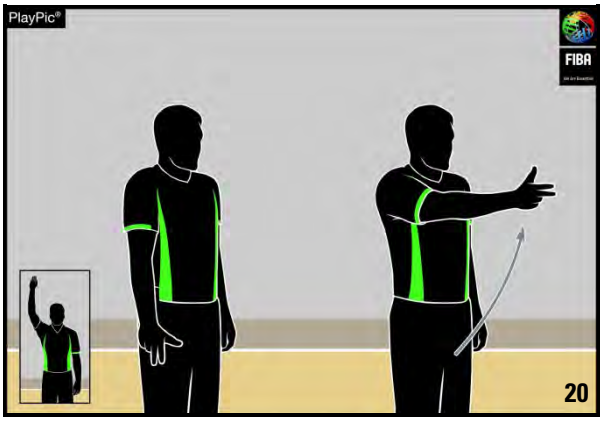
Patting motion with palm

ILLEGAL DRIBBLE:
CARRYING THE BALL



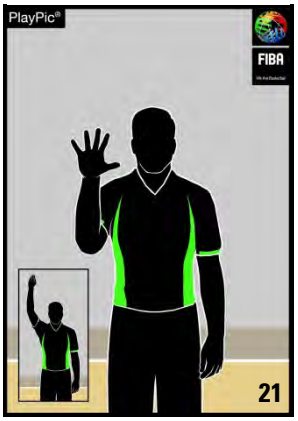
Half rotation with palm

3 SECONDS



Arm extended, show 3 fingers

5 SECONDS



Show 5 fingers

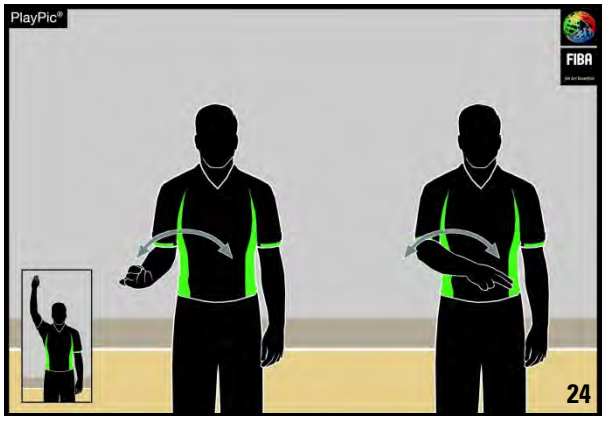
8 SECONDS

Show 8 fingers

24 SECONDS

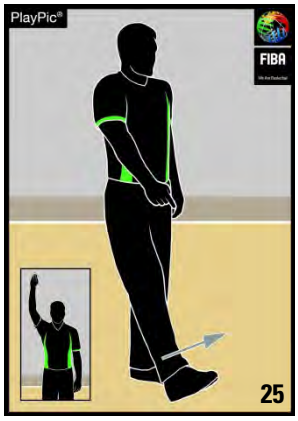
Fingers touch shoulder

BALL RETURNED TO BACKCOURT



Wave arm front of body

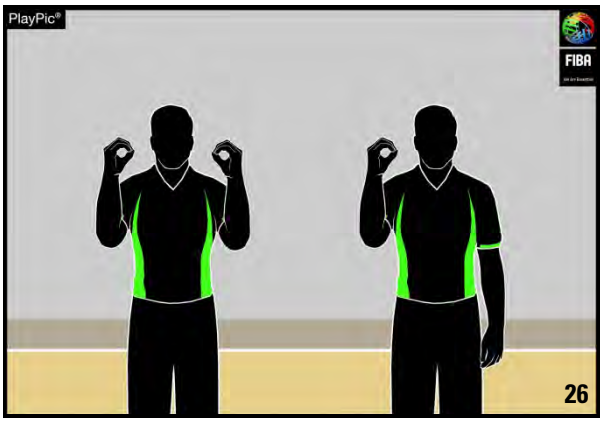
DELIBERATE FOOT BALL



Point to the foot

Number of Players

No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5

Right hand shows number 1 to 5

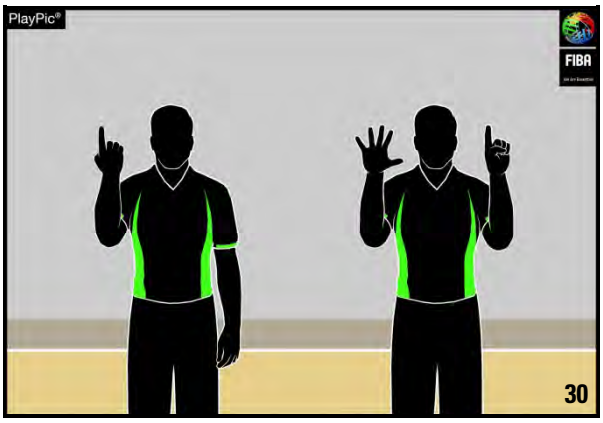
No. 6 - 10

Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15

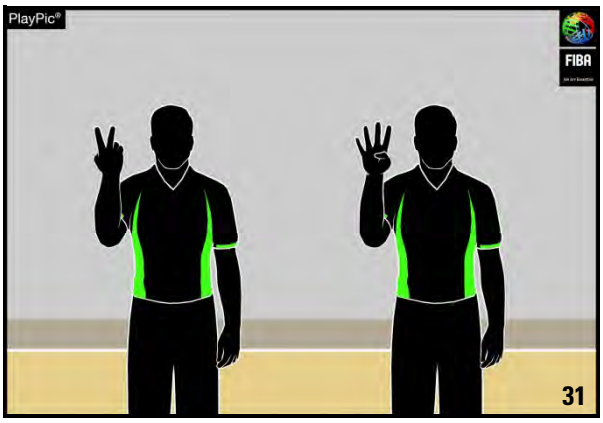
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



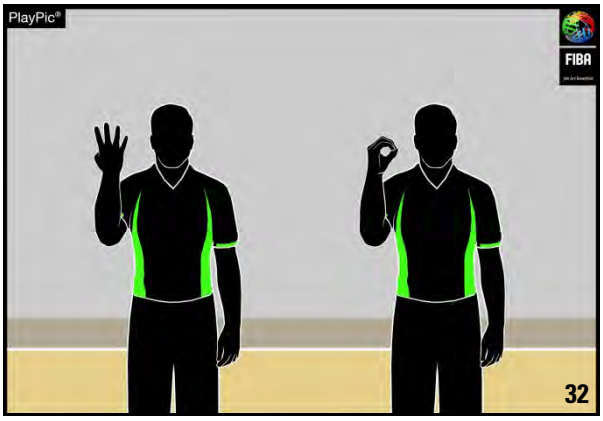
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

No. 24



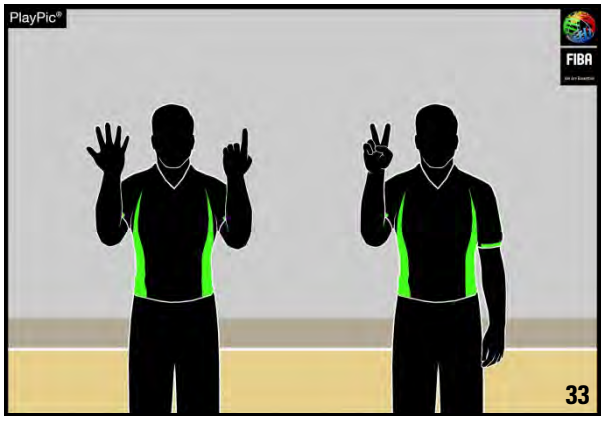
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

No. 40



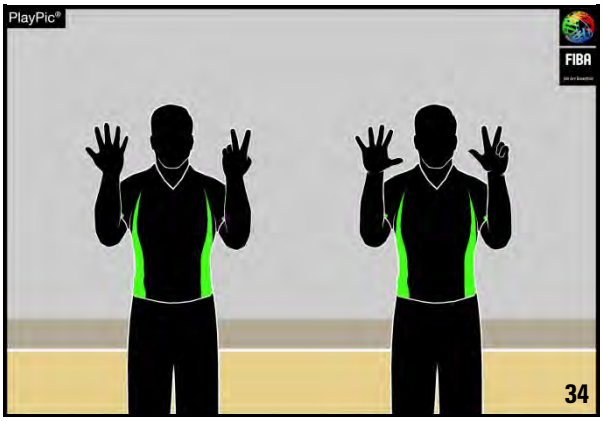
First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



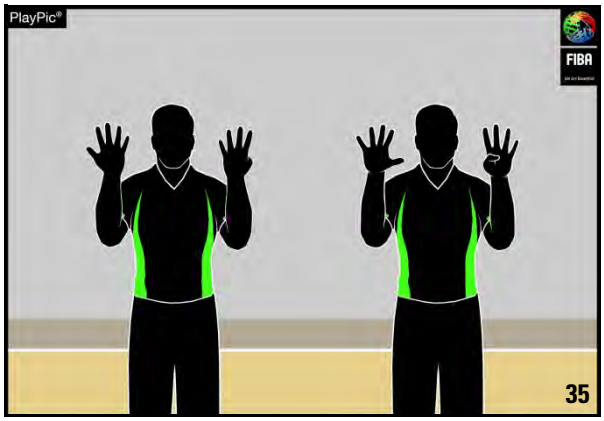
First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

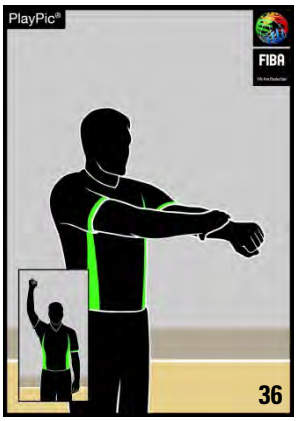
No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit

Type of Fouls

HOLDING

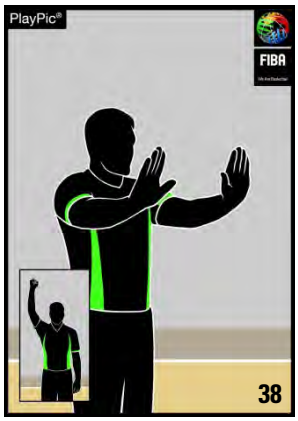


Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)

Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

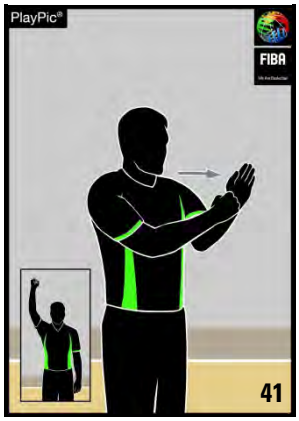
HANDCHECKING

Grab palm and forward motion

ILLEGAL USE OF HANDS

Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND

Strike the palm towards the other forearm

EXCESSIVE SWINGING OF ELBOW

Swing elbow backwards

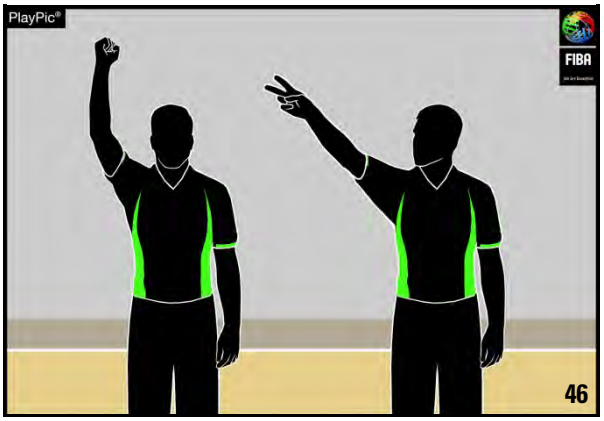
HIT TO THE HEAD

Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL

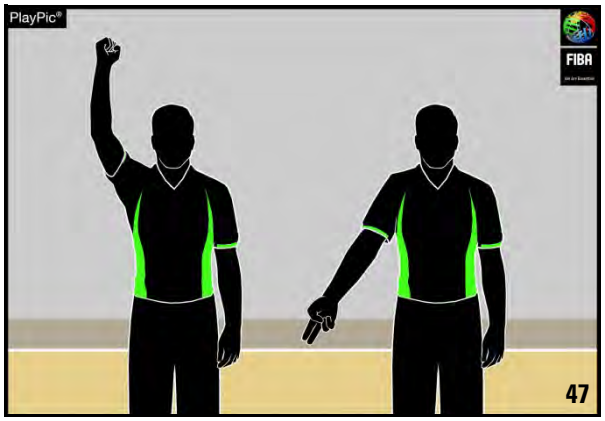
Point clenched fist towards basket of offending team

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the numbers of free throws

FOUL NOT ON THE ACT OF SHOOTING



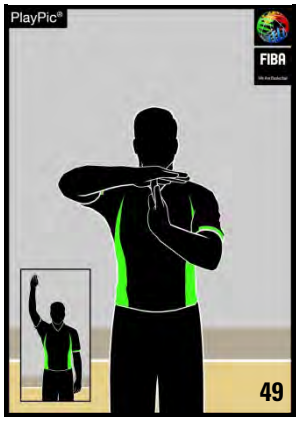
One arm with clenched fist, followed by pointing to the floor

Special Fouls

DOUBLE FOUL

Wave clenched fists on both hands

TECHNICAL FOUL



Form T, showing palms

UNSPORTSMANLIKE FOUL

Grasp wrist upward

DISQUALIFYING FOUL

Clenched fists on both hands

Foul Penalty Administration

Reporting to Table

AFTER FOUL WITHOUT FREE THROW(S)

Point in direction of play, arm parallel to sidelines

AFTER FOUL BY TEAM IN CONTROL OF THE BALL

Clenched fist in direction of play, arm parallel to sidelines

1 FREE THROW

Hold up 1 finger

2 FREE THROWS

Hold up 2 fingers

3 FREE THROWS

Hold up 3 fingers

Administrating Free Throws – Active Official (Lead)

1 FREE THROW

1 finger horizontal

2 FREE THROWS

2 fingers horizontal

3 FREE THROWS

3 fingers horizontal

Administrating Free Throws – Passive Official (Trail & Centre)

1 FREE THROW

Index finger

2 FREE THROWS

Fingers together
on both hands

3 FREE THROWS

3 fingers extended
on both hands

Diagram 7 Officials' signals

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION

SCORESHEET

Team A _____ Team B _____

Competition _____ Date _____ Time _____ Referee _____
Game No. _____ Place _____ Umpire 1 _____ Umpire 2 _____

Team A _____

Time-outs: ☐☐ ☐☐☐ ☐☐☐

Team fouls — Period ① 1 2 3 4 ② 1 2 3 4 — Period ③ 1 2 3 4 ④ 1 2 3 4 — Extra periods

Licence no.	Players	No.	Player in	Fouls 1	2	3	4	5
Coach								
Assistant Coach								

Team B _____

Time-outs: ☐☐ ☐☐☐ ☐☐☐

Team fouls — Period ① 1 2 3 4 ② 1 2 3 4 — Period ③ 1 2 3 4 ④ 1 2 3 4 — Extra periods

Licence no.	Players	No.	Player in	Fouls 1	2	3	4	5
Coach								
Assistant Coach								

Scorer _____
Assistant scorer _____
Timer _____
Shot clock operator _____

Referee _____
Umpire 1 _____ Umpire 2 _____
Captain's signature in case of protest _____

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	41	41	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	10	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

Scores
Period ① A ____ B ____
Period ② A ____ B ____
Period ③ A ____ B ____
Period ④ A ____ B ____
Extra periods A ____ B ____

Final Score Team A ____ Team B ____

Name of winning team _____

Diagram 8 Scoresheet

B.1 The scoresheet shown in Diagram 8 is the one approved by the FIBA Technical Commission.

B.2 It consists of 1 original and 3 copies, each of a different colour of paper. The original, on white paper, is for FIBA. The first copy, on blue paper, is for the organising body of the competition, the second copy, on pink paper, is for the winning team, and the last copy, on yellow paper, is for the losing team.

Note: 1. It is recommended that the scorer uses 2 different colours of pen, one for the first and third period and one for the second and fourth period.

2. The scoresheet may be prepared and completed electronically.

B.3 **At least 20 minutes before the game is scheduled to begin,** the scorer shall prepare the scoresheet in the following manner:

B.3.1 He shall enter the names of the 2 teams in the space at the top of the scoresheet. The **team 'A'** shall always be the local (home) team or for tournaments or games on a neutral playing court, the first team named in the programme. The other team shall be **team 'B'.**

B.3.2 He shall then enter:

- The name of the competition.
- The number of the game.
- The date, the time and the place of the game.
- The names of the referee and the umpire(s).

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A HOOPERS Team B POINTERS

Competition WCM Date 20. 11. 2014 Time 20:00 Referee WALTON, M.
Game No. 5 Place GENEVA Umpire 1 CHANG, Y. Umpire 2 BARTOK, K.

Diagram 9 Top of the scoresheet

B.3.3 Team 'A' shall occupy the upper part of the scoresheet, and team 'B' the lower part.

B.3.3.1 In the first column, the scorer shall enter the number (last 3 digits) of each player's licence. For tournaments, the number of the player's licence shall only be indicated for the first game played by his team.

B.3.3.2 In the second column, the scorer shall enter each player's name and initials in the order of the shirt numbers, all in BLOCK CAPITAL letters, using the list of team members as provided by the coach or his representative. The captain of the team shall be indicated by entering (CAP) immediately after his name.

B.3.3.3 If a team presents fewer than 12 players, the scorer shall draw line(s) through the last blank entry(ies).

B.3.4 At the bottom of each team's section, the scorer shall enter (in BLOCK CAPITAL letters) the names of the team's coach and assistant coach.

B.4 **At least 10 minutes before the game is scheduled to begin** both coaches shall:

B.4.1 Confirm their agreement with the names and the corresponding numbers of their team members.

B.4.2 Confirm the names of the coach and assistant coach.

B.4.3 Indicate the 5 players to start the game by marking a small 'x' beside the player's number in the 'Player in' column.

B.4.4 Sign the scoresheet.

The coach of team 'A' shall be the first to provide the above information.

B.5 **At the beginning of the game,** the scorer shall circle the small 'x' of the 5 players in each team to start the game.

B.6 **During the game,** the scorer shall draw a small 'x' (not circled) in the 'Player in' column when the substitute enters the game for the first time as a player.

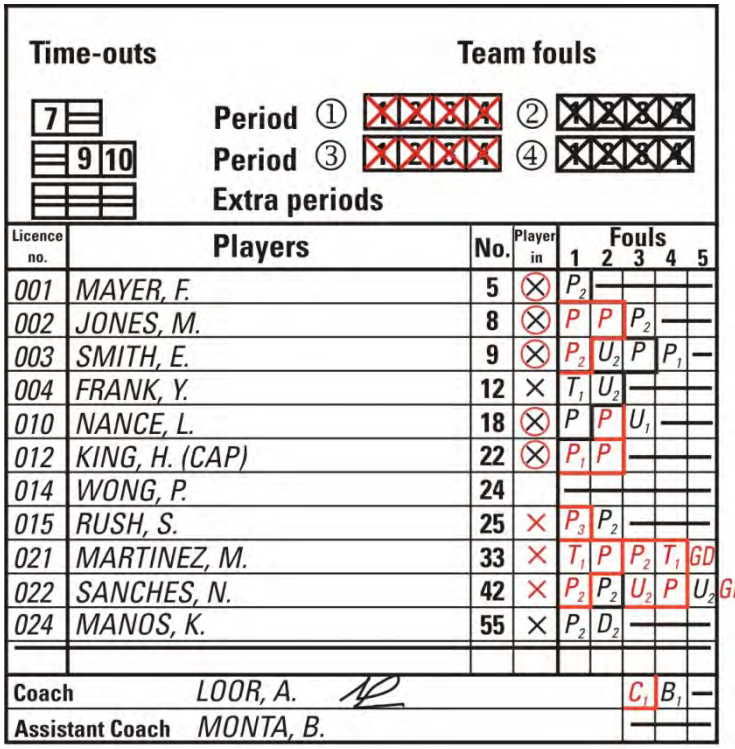


Diagram 10 Teams on the scoresheet

B.7 Time-outs

B.7.1 Time-outs granted shall be recorded on the scoresheet by entering the minute of the playing time of the period or extra period in the appropriate boxes below the team's name.

B.7.2 At the end of each half and extra period, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the last 2 minutes of the second half, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

B.8 Fouls

B.8.1 Player fouls may be personal, technical, unsportsmanlike or disqualifying and shall be recorded against the player.

B.8.2 Fouls committed by team bench personnel may be technical or disqualifying and shall be recorded against the coach.

B.8.3 All fouls shall be recorded as follows:

B.8.3.1 A personal foul shall be indicated by entering a 'P'.

B.8.3.2 A technical foul against a player shall be indicated by entering a 'T'. A second technical foul shall also be indicated by entering a 'T', followed by a 'GD' for the game disqualification in the following space.

B.8.3.3 A technical foul against the coach for his personal unsportsmanlike behaviour shall be indicated by entering a 'C'. A second similar technical foul shall also be indicated by entering a 'C', followed by a 'GD' in the following space.

B.8.3.4 A technical foul against the coach for any other reason shall be indicated by entering a 'B'. A third technical foul (one of them could be a 'C') shall be indicated by entering a 'B' or 'C', followed by a 'GD' in the following space.

B.8.3.5 An unsportsmanlike foul against a player shall be indicated by entering a 'U'. A second unsportsmanlike foul shall also be indicated by entering a 'U', followed by a 'GD' in the next following space.

B.8.3.6 A disqualifying foul shall be indicated by entering a 'D'.

B.8.3.7 Any foul involving a free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'T', 'C', 'B', 'U' or 'D'.

B.8.3.8 All fouls against both teams involving penalties of the same severity and cancelled according to Art. 42 shall be indicated by adding a small 'c' beside the 'P', 'T', 'C', 'B', 'U' or 'D'.

B.8.3.9 At the end of each period, the scorer shall draw a thick line between the spaces that have been used and those that have not been used.

At the end of the playing time, the scorer shall obliterate the remaining spaces with a thick horizontal line.

B.8.3.10 **Examples for disqualifying fouls on team bench personnel:**

A disqualifying foul against a substitute shall be recorded as follows:

001	MAYER, F.	5	⊗	D				

And

Coach	LOOR, A.	B1		
Assistant Coach	MONTA, B.			

A disqualifying foul against an assistant coach shall be recorded as follows:

Coach	LOOR, A.	B1		
Assistant Coach	MONTA, B.	D		

A disqualifying foul against an excluded player after his fifth foul shall be recorded as follows:

015	RUSH, S.	25	X	T_1	P_3	P_2	P_1	P_2	D

And

Coach	LOOR, A.	B_1		
Assistant Coach	MONTA, B.			

B.8.3.11 **Examples for disqualifying fouls (Fighting):**

Disqualifying fouls against team bench personnel for leaving the team bench area (Art. 39) shall be recorded as shown below. In all remaining foul spaces of the disqualified person an 'F' shall be entered.

If only the coach is disqualified:

Coach	LOOR, A.	D_2	F	F
Assistant Coach	MONTA, B.			

If only the assistant coach is disqualified:

Coach	LOOR, A.	B_1		
Assistant Coach	MONTA, B.	F	F	F

If both the coach and the assistant coach are disqualified:

Coach	LOOR, A.	D_2	F	F
Assistant Coach	MONTA, B.	F	F	F

If the substitute has fewer than 4 fouls, then an 'F' shall be entered in all remaining foul spaces:

003	SMITH, E.	9	⊗	P_2	P_2	F	F	F	

If it is the substitute's fifth foul, then an 'F' shall be entered inside the last foul space:

002	JONES, M.	8	⊗	T_1	P_3	P_1	P_2	F	

If the excluded player has already committed 5 fouls (fouled out), then an 'F' shall be entered in the column after the last foul:

015	RUSH, S.	25	X	T_1	P_3	P_2	P_1	P_2	F

In addition to the above examples of the players Smith, Jones and Rush, or if a team follower is disqualified, a technical foul shall be entered:

Coach	LOOR, A.	B_1		
Assistant Coach	MONTA, B.			

Note: Technical or disqualifying fouls according to Art. 39 shall not count as team fouls.

B.9 Team fouls

B.9.1 For each period, 4 spaces are provided on the scoresheet (immediately below the team's name and above the players' names) to enter the team fouls.

B.9.2 Whenever a player commits a personal, technical, unsportsmanlike or disqualifying foul, the scorer shall record the foul against the team of that player by marking a large 'X' in the designated spaces in turn.

B.10 The running score

B.10.1 The scorer shall keep a chronological running summary of the points scored by each team.

B.10.2 There are 4 columns on the scoresheet for running score.

B.10.3 Each column is divided again into 4 columns. The 2 on the left are for team 'A' and the 2 on the right for team 'B'. The centre columns are for the running score (160 points) for each team.

The scorer shall:

- **First,** draw a diagonal line (/) for any valid field goal scored and a filled circle (●) for any valid free throw scored, over the **new total** number of points as accumulated by the team that has just scored.
- **Then**, in the blank space on the same side of the new total number of points (beside the new / or ●), enter the number of the player who scored the field goal or the free throw.

B.11 The running score: Additional instructions

B.11.1 A 3-point field goal scored by a player shall be recorded by drawing a circle around the player's number.

B.11.2 A field goal accidentally scored by a player in his own basket shall be recorded as having been scored by the captain of the opposing team on the playing court.

B.11.3 Points scored when the ball does not enter the basket (Art. 31) shall be recorded as having been scored by the player who attempted the shot.

B.11.4 At the end of each period, the scorer shall draw a thick circle (**O**) around the latest number of points scored by each team, followed by a thick horizontal line under those points and under the number of each player who scored those last points.

B.11.5 At the beginning of each period the scorer shall continue to keep a chronological running summary of the points scored from the point of interruption.

B.11.6 Whenever possible, the scorer should check his running score with the visual scoreboard. If there is a discrepancy, and his score is correct, he shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, he shall inform the referee as soon as the ball becomes dead and the game clock is stopped.

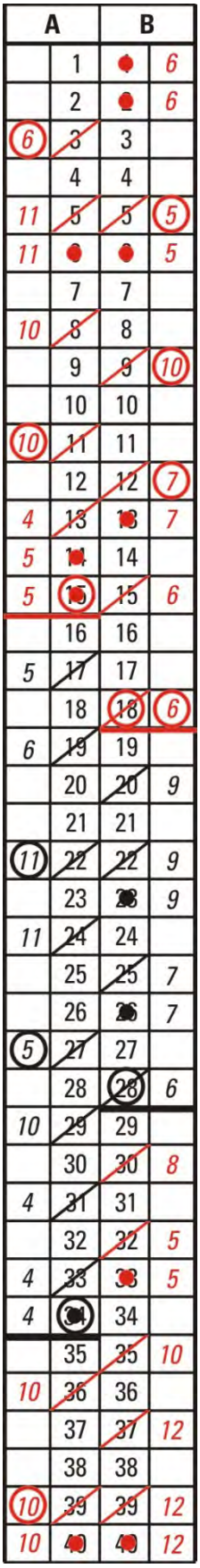


Diagram 11
Running score

B.12 The running score: Summing up

B.12.1 At the end of each period, the scorer shall enter the score of that period in the proper section in the lower part of the scoresheet.

B.12.2 At the end of the game, the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. He shall also draw a diagonal line to the bottom of the column in order to obliterate the remaining numbers (running score) for each team.

B.12.3 At the end of the game, the scorer shall enter the final score and the name of the winning team.

B.12.4 The scorer shall then enter his surname, in block capital letters, on the scoresheet, after this has been done by the assistant scorer, timer and the shot clock operator.

B.12.5 Once signed by the umpire(s), the referee shall be the last to approve and sign the scoresheet. This act terminates the officials' administration and connection with the game.

7	[illegible]	[illegible]	6
7	[illegible]	71	
7	[illegible]	72	6
	73	73	
9	[illegible]	74	
	75	75	
11	[illegible]	76	
	[illegible]	77	
	78	78	
	79	79	
	80	80	

Diagram 12
Summing up

Note: Should one of the captains (CAP) sign the scoresheet under protest (using the space marked 'Captain's signature in case of protest'), the table officials and the umpire(s) shall remain at the disposal of the referee until he gives them the permission to leave.

Scorer	N. MAIER	**Scores**	**Period ①**	**A** 15	**B** 18
Assistant scorer	O. SABAY		**Period ②**	**A** 19	**B** 10
Timer	R. LEBLANC		**Period ③**	**A** 26	**B** 19
Shot clock operator	K. AUSTIN		**Period ④**	**A** 16	**B** 25
			Extra periods	**A** /	**B** /
Referee	M. Walton	**Final Score**		**Team A** 76	**Team B** 72
Umpire 1	Y. Chang	**Umpire 2**	K. Bartok		
Captain's signature in case of protest		**Name of winning team**		HOOPERS	

Diagram 13 Bottom of the scoresheet

C - PROTEST PROCEDURE

If, during a FIBA official competition, a team believes its interests have been adversely affected by a decision of an official [referee or umpire(s)] or by any event that took place during a game, it must proceed in the following manner:

C.1 The captain (CAP) of that team shall, immediately at the end of the game, inform the referee that his team is protesting against the result of the game and sign the scoresheet in the space marked 'Captain's signature in case of protest'.

To make this protest valid, it is necessary for the official representative of the national federation or the club to give confirmation of this protest in writing. This must be made within 20 minutes following the end of the game.

Detailed explanations are not necessary. It is sufficient to write: 'The national federation (or club) X protests against the result of the game between the teams X and Y'. Then he shall deposit with the FIBA representative or with the President of the Technical Committee, a sum equivalent to CHF 1,500, as security.

The national federation of the team or the club in question must submit to the FIBA representative or to the President of the Technical Committee the text of its protest within 1 hour following the end of the game.

If the decision of the Technical Committee is in favour of the protesting team, the deposit will be refunded.

C.2 The referee shall, within 1 hour following the end of the game, report the incident which leads to the protest, to the FIBA representative or to the President of the Technical Committee.

C.3 Should the national federation of the team or the club in question, or that of the opposing team or club, not be in agreement with the decision of the Technical Committee, it may then address an appeal to the Jury of Appeal.

To make this appeal valid, it must be made, in writing, within 20 minutes following the delivery of the decision of the Technical Committee and be accompanied by a deposit equivalent to CHF 3,000, as security.

If the decision of the Jury of Appeal is in favour of the appealing team, the deposit will be refunded.

C.4 Videos, films, pictures or any equipment, visual, electronic, digital, or otherwise, may be used to determine responsibility in matters of discipline or for educational (training) purposes only after the game has ended.

D - CLASSIFICATION OF TEAMS

D.1 Procedure

D.1.1 Teams shall be classified according to their win-loss record, namely 2 points for each game won, 1 point for each game lost (including lost by default) and 0 points for a game lost by forfeit.

D.1.2 The procedure is to be applied for each team having played only 1 game against each opponent in the group (single tournament) as well as for each team having played 2 or more games against each opponent (league with home and away games or more tournaments).

D.1.3 If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If the 2 or more teams have the same win-loss record of the games between them, further criteria will be applied in the following order:

- Higher goal difference of the games between them
- Higher number of goals scored in the games between them
- Higher goal difference of all games in the group
- Higher number of goals scored in all games in the group

If these criteria still cannot decide, a draw shall decide on the classification.

D.1.4 If at any level of these criteria one or more team(s) can be classified, the procedure of D.1.3 shall be repeated from the beginning for all the remaining teams not classified yet.

D.2 Examples

D.2.1 Example 1

A vs. B	100 – 55	B vs. C	100 – 95
A vs. C	90 – 85	B vs. D	80 – 75
A vs. D	75 – 80	C vs. D	60 – 55

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	3	2	1	5	265 : 220	+ 45
B	3	2	1	5	235 : 270	- 35
C	3	1	2	4	240 : 245	- 5
D	3	1	2	4	210 : 215	- 5

Therefore: 1st A – winner against B 3rd C - winner against D
2nd B 4th D

D.2.2 Example 2

A vs. B	100 – 55	B vs. C	100 – 85
A vs. C	90 – 85	B vs. D	75 – 80
A vs. D	120 – 75	C vs. D	65 – 55

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	3	3	0	6	310 : 215	+ 95
B	3	1	2	4	230 : 265	- 35
C	3	1	2	4	235 : 245	- 10
D	3	1	2	4	210 : 260	- 50

Therefore 1st A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
B	2	1	1	3	175 : 165	+ 10
C	2	1	1	3	150 : 155	- 5
D	2	1	1	3	135 : 140	- 5

Therefore 2nd B, 3rd C - winner against D, 4th D

D.2.3 Example 3

A vs. B	85 – 90	B vs. C	100 – 95
A vs. C	55 – 100	B vs. D	75 – 85
A vs. D	75 – 120	C vs. D	65 – 55

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	3	0	3	3	215 : 310	- 95
B	3	2	1	5	265 : 265	0
C	3	2	1	5	260 : 210	+ 50
D	3	2	1	5	260 : 215	+ 45

Therefore 4th A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
B	2	1	1	3	175 : 180	- 5
C	2	1	1	3	160 : 155	+ 5
D	2	1	1	3	140 : 140	0

Therefore 1st C 2nd D 3rd B

D.2.4 Example 4

A vs. B	85 – 90	B vs. C	100 – 90
A vs. C	55 – 100	B vs. D	75 – 85
A vs. D	75 – 120	C vs. D	65 – 55

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	3	0	3	3	215 : 310	- 95
B	3	2	1	5	265 : 260	+ 5
C	3	2	1	5	255 : 210	+ 45
D	3	2	1	5	260 : 215	+ 45

Therefore 4th A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
B	2	1	1	3	175 : 175	0
C	2	1	1	3	155 : 155	0
D	2	1	1	3	140 : 140	0

Therefore 1st B 2nd C 3rd D

D.2.5 Example 5

A vs. B	100 – 55	B vs. F	110 - 90
A vs. C	85 – 90	C vs. D	55 - 60
A vs. D	120 – 75	C vs. E	90 - 75
A vs. E	80 – 100	C vs. F	105 - 75
A vs. F	85 – 80	D vs. E	70 - 45
B vs. C	100 – 95	D vs. F	65 – 60
B vs. D	80 – 75	E vs. F	75 – 80
B vs. E	75 – 80		

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	5	3	2	8	470 : 400	+ 70
B	5	3	2	8	420 : 440	- 20
C	5	3	2	8	435 : 395	+ 40
D	5	3	2	8	345 : 360	- 15
E	5	2	3	7	375 : 395	- 20
F	5	1	4	6	385 : 440	- 55

Therefore 5th E 6th F

Classification of the games between A, B, C, D:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	3	2	1	5	305 : 220	+ 85
B	3	2	1	5	235 : 270	- 35
C	3	1	2	4	240 : 245	- 5
D	3	1	2	4	210 : 255	- 45

Therefore: 1st A – winner against B 3rd D - winner against C
2nd B 4th C

D.2.6 Example 6

A vs. B	71 – 65	B vs. F	95 - 90
A vs. C	85 – 86	C vs. D	95 - 100
A vs. D	77 – 75	C vs. E	82 - 75
A vs. E	80 – 86	C vs. F	105 - 75
A vs. F	85 – 80	D vs. E	68 - 67
B vs. C	88 – 87	D vs. F	65 – 60
B vs. D	80 – 75	E vs. F	80 – 75
B vs. E	75 – 76		

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	5	3	2	8	398 : 392	+ 6
B	5	3	2	8	403 : 399	+ 4
C	5	3	2	8	455 : 423	+ 32
D	5	3	2	8	383 : 379	+ 4
E	5	3	2	8	384 : 380	+ 4
F	5	0	5	5	380 : 430	- 50

Therefore 6th F

Classification of the games between A, B, C, D, E:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	4	2	2	6	313 : 312	+ 1
B	4	2	2	6	308 : 309	- 1
C	4	2	2	6	350 : 348	+ 2
D	4	2	2	6	318 : 319	- 1
E	4	2	2	6	304 : 305	- 1

Therefore: 1st C 2nd A

Classification of the games between B, D, E:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
B	2	1	1	3	155 : 151	+ 4
D	2	1	1	3	143 : 147	- 4
E	2	1	1	3	143 : 143	0

Therefore: 3rd B 4th E 5th D

D.2.7 Example 7

A vs. B	73 – 71	B vs. F	95 - 90
A vs. C	85 – 86	C vs. D	95 - 96
A vs. D	77 – 75	C vs. E	82 - 75
A vs. E	90 – 96	C vs. F	105 - 75
A vs. F	85 – 80	D vs. E	68 - 67
B vs. C	88 – 87	D vs. F	80 – 75

B vs. D 80 – 79 E vs. F 80 – 75
B vs. E 79 – 80

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	5	3	2	8	410 : 408	+ 2
B	5	3	2	8	413 : 409	+ 4
C	5	3	2	8	455 : 419	+ 36
D	5	3	2	8	398 : 394	+ 4
E	5	3	2	8	398 : 394	+ 4
F	5	0	5	5	395 : 445	- 50

Therefore 6th F

Classification of the games between A, B, C, D, E:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
A	4	2	2	6	325 : 328	- 3
B	4	2	2	6	318 : 319	- 1
C	4	2	2	6	350 : 344	+ 6
D	4	2	2	6	318 : 319	- 1
E	4	2	2	6	318 : 319	- 1

Therefore: 1st C 5th A

Classification of the games between B, D, E:

Team	Games played	Wins	Losses	Points	Goals	Goal difference
B	2	1	1	3	159 : 159	0
D	2	1	1	3	147 : 147	0
E	2	1	1	3	147 : 147	0

Therefore 2nd B, 3rd D - winner against E, 4th E

D.3 Additional procedure

D.3.1 Art. D.1 and D.2 are valid after all the teams have played all their games in the group.

D.3.2 If all teams did not play all their games yet and if 2 or more teams have the same win-loss record the higher goal difference of all games of these teams played so far shall decide on the classification.

D.4 Forfeit

D.4.1 A team which, without valid reason, fails to show up for a scheduled game or withdraws from the playing court before the end of the game, shall lose the game by forfeit and receive zero (0) points in the classification.

D.4.2 If the team forfeits for the second time, the results of all games played by this team shall be nullified.

E - MEDIA TIME-OUTS

E.1 Definition

The organising body of the competition may decide for itself whether Media time-outs shall be applied and, if so, of what duration (60, 75, 90 or 100 seconds).

E.2 Rule

E.2.1 In each period 1 Media time-out is permitted, in addition to the regular time-outs. Media time-outs in extra periods are not permitted.

E.2.2 The first time-out in each period (team or Media) shall be 60, 75, 90 or 100 seconds in duration.

E.2.3 The duration of all other time-outs in a period shall be 60 seconds.

E.2.4 Both teams shall be entitled to 2 time-outs during the first half and 3 time-outs during the second half.

These time-outs may be requested at any time during the game and their duration may be:

- If considered to be a Media time-out 60, 75, 90 or 100 seconds, i.e. the first in a period, or
- If not considered to be a Media time-out 60 seconds, i.e. requested by either team, after the Media time-out has been granted.

E.3 Procedure

E.3.1 Ideally, the Media time-out should be taken with 5 minutes remaining in the period. However, there is no guarantee that this will be the case.

E.3.2 If neither team has requested a time-out before the last 5 minutes remaining in the period then a Media time-out shall be granted at the first opportunity when the ball becomes dead and the game clock is stopped. This time-out will not be charged against either team.

E.3.3 If either team is granted a time-out before the last 5 minutes remaining in the period, that time-out shall be used as a Media time-out.

This time-out shall count as both a Media time-out and a time-out for the team requesting it.

E.3.4 According to this procedure, there would be a minimum of 1 time-out in each period and a maximum of 6 time-outs in the first half and a maximum of 8 time-outs in the second half.

END OF RULES
AND
GAME PROCEDURES

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