FIBA

We Are Basketball

2020 OFFICIAL BASKETBALL RULES

BASKETBALL RULES & BASKETBALL EQUIPMENT

Valid as of **1st October 2020**

Rules adopted by the International Basketball Federation (FIBA)

OFFICIAL BASKETBALL RULES 2020

As approved by

FIBA Central Board

Mies, Switzerland, 27th March 2020

Valid as of 1st October 2020

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Throughout the Official Basketball Rules, all references made to a player, coach, referee, 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 referees, 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 its own basket.

1.3 Winner of a game

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

RULE TWO – PLAYING COURT AND EQUIPMENT

Art. 2 Playing 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 its 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 of the same colour and drawn in white or other contrasting 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 head coach, first assistant coach, substitutes, excluded players and accompanying delegation members 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.

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).

Diagram 1 Full size playing court

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.

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.

2.4.5 Team bench areas

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

There must be 16 seats available in each team bench area for the head coach, the assistant coaches, the substitutes, the excluded players and the accompanying delegation members. 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 areas 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
x = Substitution chairs
3 = Commissioner, if present
4 = Scorer
5 = Assistant scorer

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 shall 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,
  - 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 scoresheet before the beginning 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 head coach.
- A maximum of 8 accompanying delegation members, including a maximum of 2 assistant coaches who may sit on the team bench. In case a team has assistant coaches, the first assistant coach shall be entered on the scoresheet.

4.2.2 During playing time 5 team members 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 referee beckons the substitute to enter the playing court.
- During a time-out or an interval of play, a substitute requests the substitution to the timer.

4.3 Uniforms

4.3.1 The uniform of all team members shall consist of:

- Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted.

  All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- T-shirts, regardless of the style, are not permitted to be worn under the shirts.
- Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee.
- Socks of the same dominant colour for all team members. Socks need to be visible.

4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a 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 may only 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 schedule (home team) shall wear light-coloured shirts (preferably white).
- The second team named in the schedule (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, helmets, 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).
  - Hair accessories and jewellery.
- The following are permitted:
  - Shoulder, upper arm, thigh or lower leg protective equipment if sufficiently padded.
  - Arm and leg compression sleeves.
  - Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
  - Knee braces.
  - 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.
  - Wristbands and headbands, maximum of 10 cm wide textile material.
  - Taping of arms, shoulders, legs etc.
  - Ankle braces.

  All players on the team must have all their arm and leg compression sleeves, headgear, wristbands, headbands and tapings of the same solid colour.

4.4.3 During the game a player may wear shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted.

4.4.4 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.

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

Art. 5 Players: Injury and assistance

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

5.2 If the ball is live when an injury occurs, the referee 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 referees 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 or if a player receives any assistance from his own head coach, assistant coaches, team members and/or accompanying delegation members, he must be substituted unless the team is reduced to fewer than 5 players on the playing court.

5.4 Head coach, assistant coaches, substitutes, excluded players and accompanying delegation members may enter the playing court, only with the permission of a referee, to attend to an injured player before he is substituted.

5.5 A doctor may enter the playing court, without the permission of a referee 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 timer's signal for the substitution, that player may continue to play.

5.8 Players who have been designated by the head coach to begin 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 head coach to represent his team on the playing court. He may communicate in a courteous manner with the referees during the game to obtain information only when the ball is dead and the game clock is stopped.

6.2 The captain shall inform the crew chief no later than 15 minutes following the end of the game, if his team is protesting against the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.

Art. 7 Head coach and first assistant coach: Duties and powers

7.1 At least 40 minutes before the game is scheduled to begin, each head 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 head coach and the first 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 head coach shall confirm his agreement with the names and corresponding numbers of his team members and the names of the head coach and first assistant coach by signing the scoresheet. At the same time, the head coach shall indicate the 5 players to begin the game. The head coach of team 'A' shall be the first to provide this information.

7.3 The head coaches, assistant coaches, substitutes, excluded players and accompanying delegation members are the only persons permitted to sit on the team bench and remain within their team bench area. During playing time all substitutes, excluded players and accompanying delegation members shall remain seated.

7.4 The head coach or the first 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 The head coach may communicate in a courteous manner with the referees during the game to obtain information only when the ball is dead and the game clock is stopped.

7.6 Either the head coach or the first 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 first assistant coach shall not communicate with the referees.

7.7 If there is a first 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 head coach if, for any reason, the head coach is unable to continue.

7.8 If the captain leaves the playing court, the head coach shall inform a referee of the number of the player who shall act as captain on the playing court.

7.9 The captain shall act as player coach if there is no head coach, or if the head coach is unable to continue and there is no first 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 head coach. If he must leave following a disqualifying foul, or if he is unable to act as head coach because of injury, his substitute as captain may replace him as head coach.

7.10 The head 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 overtime

8.1 The game shall consist of 4 quarters 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 the intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half) and before each overtime.

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 quarter or overtimes.

8.6 An interval of play ends:

- At the beginning of the first quarter when the ball leaves the hand(s) of the crew chief on the toss for the jump ball.
- At the beginning of all other quarters and overtimes 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 the fourth quarter, the game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.

If the aggregated score of both games for a 2-games home and away total points series competition system is tied at the end of the second game, this game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.

8.8 If a foul is committed during an interval of play, any eventual free throw(s) shall be administered before the beginning of the following quarter or overtime.

Art. 9 Beginning and end of a quarter, overtime or the game

9.1 The first quarter begins when the ball leaves the hand(s) of the crew chief on the toss for the jump ball in the centre circle.

9.2 All other quarters or overtimes 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 schedule (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 quarter, teams are entitled to warm-up in the half of the playing court in which their opponents' basket is located.

9.6 Teams shall exchange baskets for the second half.

9.7 In all overtimes the teams shall continue to play towards the same baskets as in the fourth quarter.

9.8 A quarter, overtime or game shall end when the game clock signal sounds for the end of the quarter or overtime. When the backboard is equipped with red 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 crew chief 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.
- A referee 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 quarter or overtime.
- 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:
  - A referee blows his whistle.
  - The game clock signal sounds for the end of the quarter or overtime.
  - 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:
  - A referee blows his whistle.
  - The game clock signal sounds for the end of the quarter or overtime.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and a referee blows his whistle for any rule infraction other than by the free-throw shooter.
- The ball is in the control of a player in the act of shooting for a field goal who finishes his shot with a continuous motion which started before a foul is charged on any opponents' player or on any person permitted to sit on the opponents' team bench.

  This provision does not apply, and the goal shall not count if:
  - After a referee 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 the end of the quarter or overtime or the shot clock signal sounds.

Art. 11 Location of a player and a referee

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 a referee is determined in the same manner as that of a player. When the ball touches a referee, it is the same as touching the floor at the referee's location.

Art. 12 Jump ball and alternating possession

12.1 Jump ball definition

12.1.1 **A jump ball** occurs when a referee tosses the ball between any 2 opponents.

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 referee 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 referees are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last free throw.
- A live ball lodges between the ring and the backboard except:
  - Between free throws,
  - After the last free throw followed by a throw-in from the throw-in line in the team's frontcourt.

- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties on 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 quarters other than the first one and all overtimes 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 any 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 shall alternate possession of the ball for a throw-in from the place nearest to where the jump ball situation occurs, except directly behind the backboard.

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

12.5.3 The team entitled to the next alternating possession at the end of any quarter or overtime shall begin the next quarter or overtime with a throw-in from 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 shall 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 shall be reversed immediately, indicating that the opponents of the violating team shall 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 from the place of the original throw-in.

12.5.6 A foul by either team:

- Before the beginning of a quarter other than the first one or an overtime, 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 for a field goal is when the ball is directed with the hand(s) towards the opponents' basket.

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

A continuous movement on drives to the basket or other moving shots is an action of a player who catches the ball while he is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

15.1.2 The act of shooting on a shot:

- Begins when the player starts, in the judgement of a referee, to move the ball upwards towards the opponents' basket.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

15.1.3 The act of shooting in a continuous movement on drives to the basket or other moving shots:

- Begins when the ball has come to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player starts, in the judgment of the referee, the shooting motion preceding the release of the ball 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 and, in case of an airborne shooter, both feet have returned to the floor.

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

15.1.5 During the act of shooting the player might have his arm(s) held by an opponent, thus preventing him from scoring. In this case it is not essential that the ball leaves the player's hand(s).

15.1.6 When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting.

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 entirely.

16.1.2 The ball is considered to be within the basket when the slightest part of the ball is within the basket 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 free throw and is legally touched by any 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 entered on the scoresheet as having been scored by the captain of the opponents' 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 or the shot clock must show 0.3 (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 free throw in order to attempt a shot for a field goal. If the game clock or the shot clock show 0.2 or 0.1 the only type of a valid field goal made is by tapping or directly dunking the ball, provided that the hand(s) of the player are no longer touching the ball when the game clock or the shot clock show 0.0.

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 A referee 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 referee 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 referee.

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

17.2.3 At the beginning of all quarters other than the first one and all overtimes, the throw-in shall be administered from the centre line extended, opposite the scorer's table.

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 quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

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 game shall be resumed with a throw-in from the place nearest to the infraction.

17.2.6 Following a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul was called, unless otherwise stated in these rules.

17.2.7 Following an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt, unless otherwise stated in these rules.

17.2.8 Following a fight, the game shall be resumed as stated in Art. 39.

17.2.9 Whenever the ball enters the basket, but the field goal or the free throw is not valid, the game shall be resumed with a throw-in from the free-throw line extended.

17.2.10 Following a successful field goal or a successful last free throw:

- Any player of the non-scoring team shall take the throw-in from any place behind that team's endline. This is also applicable after a referee 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 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. However, he is 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.

17.3.3 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in, the referee shall use an illegal boundary line crossing signal as a warning while administering the throw-in.

If a defensive player:

- Moves any part of his body over the boundary line to interfere with a throw-in, or
- Is closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance,

it is a violation and shall lead to a technical foul.

An infraction of Art. 17.3 is a violation.

17.4 Penalty

The ball is awarded to the opponents for a throw-in from 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 head coach or first 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 referee has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last 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 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 when the game clock shows 2:00 minutes or less in the fourth quarter.
- 1 time-out during each overtime.

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

18.2.7 A time-out is charged on the team whose head 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 quarter and in each overtime and, following a successful field goal unless a referee has interrupted the game.

18.3 Procedure

18.3.1 Only a head coach or first assistant coach has the right to request a time-out. He shall establish visual contact with the scorer's table 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 timer's signal has sounded for such a request.

18.3.3 The time-out period:

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

18.3.4 As soon as a time-out opportunity begins, the timer shall sound his signal to notify the referees that a team has requested a time-out.

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 and fourth quarter or each overtime the players may leave the playing court and sit on the team bench and any person permitted to sit on the team bench 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 free throw, the time-out shall be granted if:

- The last free throw is successful.
- The last free throw, if not successful, is followed by a throw-in.
- A foul is called between free throws. In this case the free throw(s) shall be completed, and the time-out shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
- A foul is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last free throw. In this case the time-out shall 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 referee has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last 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 quarter and in each overtime.

19.2.3 A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first 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 quarter and in each overtime unless a referee has interrupted the game.

19.2.6 If the player receives any treatment or any assistance, he must be substituted unless the team is reduced to fewer than 5 players on the playing court.

19.3 Procedure

19.3.1 Only a substitute has the right to request a substitution. He (not the head coach or the first 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 timer's signal has sounded for such a request.

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

19.3.4 The substitute shall remain outside the boundary line until the referee 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 timer or the referee.

19.3.6 Substitutions shall be completed as quickly as possible. A player who has committed 5 fouls or has been disqualified must be substituted immediately (taking no more than 30 seconds). If, in the judgement of a referee, there is a delay of the game, a time-out

shall be charged on the offending team. If the team has no time-out remaining, a technical foul for delaying the game may be charged on the head coach, entered 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 timer before entering the game.

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

- Is injured, or
- Has committed 5 fouls, or
- 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 free throw, the substitution shall be granted if:

- The last free throw is successful.
- The last free throw, if not successful, is followed by a throw-in.
- A foul is called between free throws. In this case the free throw(s) shall be completed, and the substitution shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
- A foul is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last free throw. In this case the substitution shall 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. 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 game is scheduled to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the crew chief.

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 classification point.

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 and best of 7).

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 2 to 0 in its favour. The defaulting team shall receive 1 classification point.

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 from the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in these 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 or bounces the ball on the floor.

24.1.2 **A dribble starts** when a player, having gained control of a live ball on the playing court throws, taps, rolls or bounces it on the floor 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.
- Throwing the ball against the backboard and regaining the control of the ball.

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:

- A player who catches the ball while standing with both feet on the floor:
  - The moment one foot is lifted, the other foot becomes the pivot foot.
  - 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).
- A player who catches the ball while he is progressing, or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball:
  - If, after receiving the ball, a player shall release the ball to start his dribble before his second step.
  - The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
  - The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
  - If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously, he may pivot using either foot as his pivot foot. If he then jumps with both feet, no foot may return to the floor before the ball is released from the hand(s).

- If a player lands with one foot he may only pivot using that foot.
- If a player jumps off one foot on the first step, he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor, no foot may return to the floor before the ball is released from the hand(s).
- 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.
- A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.

25.2.2 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, or
- 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 a referee 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 shall 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 technical foul committed by that team.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties on 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 gain an immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

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 a referee:

- 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. If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset as follows:
  - If 14 seconds or more are 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 are 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 a referee for any valid reason not connected with either team and, in the judgement of a referee, 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 whenever a throw-in is awarded to the opponents' team after the game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) committed **by the team in control of the ball.**

The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to a new 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds.

29.2.3 Whenever the game is stopped by a referee for a technical foul committed by the team in control of the ball, the game shall be resumed with a throw-in from the place nearest to where the game was stopped. The shot clock shall not be reset but shall continue from the time it was stopped.

29.2.4 When the game clock shows 2:00 minutes or less in the fourth quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

After the time-out, the throw-in shall be administered as follows:

- If as a result of the ball having gone out-of-bounds and if from the team's:
  - Backcourt, the shot clock shall continue from the time it was stopped.
  - Frontcourt: If the shot clock shows 13 seconds or less it shall continue from the time it was stopped. If the shot clock shows 14 seconds or more, it shall be reset to 14 seconds.
- If as a result of a foul or violation (not for the ball having gone out-of-bounds) and if from the team's:
  - Backcourt, the shot clock shall be reset to 24 seconds.
  - Frontcourt, the shot clock shall be reset to 14 seconds.

- If the time-out is taken by the team which has a new control of the ball, and if from the team's:
  - Backcourt, the shot clock shall be reset to 24 seconds.
  - Frontcourt, the shot clock shall be reset to 14 seconds.

29.2.5 When the team is awarded a throw-in from the throw-in line in the team's frontcourt as part of the penalty for an unsportsmanlike or disqualifying foul, the shot clock shall be reset to 14 seconds.

29.2.6 After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to:
- 24 seconds, if the opponents' 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.

29.2.7 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 a referee, 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 its frontcourt when:
- 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 its frontcourt.

30.1.2 A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to its 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 a 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 its frontcourt may not cause the ball to be illegally returned to its backcourt.

30.3 Penalty

The ball shall be awarded to the opponents' team for a throw-in in its frontcourt from 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 the basket or passes through the basket entirely.
  - No longer has the possibility to enter 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 to enter the basket.
- The ball has touched the ring.

31.2.4 **Interference** occurs when:

- After a shot for a field goal or the last 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 a referee, the ball has been prevented from entering the basket or has been caused to enter the basket.
- A player grasps the basket and plays the ball.

31.2.5 When:

- A referee has blown his whistle while:
  - The ball was in the hands of a player in the act of shooting, or
  - The ball was in flight on a shot for a field goal or on a last free throw,
- The game clock signal has sounded for the end of the quarter or overtime,

No player shall touch the ball after it has touched the ring while it still has the possibility to enter 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 from the free-throw line extended, unless otherwise stated in these 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 free throw, 1 point shall be awarded to the offensive team, followed by a technical foul penalty charged on 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 on a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet on the offender and penalised according to these rules.

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. These dimensions, and the distance between his feet, shall vary according to the height and size of the player. It includes the space above the player and is limited to the boundaries of the cylinder of the defensive player or the offensive player without the ball which are:

- 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 and knees, with the arms bent at the elbows so that the forearms and hands are raised in the legal guarding position.

The defensive player may not enter the cylinder of the offensive player with the ball and cause an illegal contact when the offensive player is attempting a normal basketball play within his cylinder. The boundaries of the cylinder of the offensive player with the ball are:

- The front by the feet, bent knees and arms, holding the ball above the hips,
- The rear by the buttocks, and
- The sides by the outer edge of elbows and legs.

The offensive player with the ball must be allowed enough space for a normal basketball play within his cylinder. The normal basketball play includes starting a dribble, pivoting, shooting and passing.

The offensive player cannot spread his legs or arms outside of his cylinder and cause an illegal contact with the defensive player in order to gain an additional space.

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, a referee 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 unsportsmanlike 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 occurred.
- Had both feet on the floor when contact occurred.

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 wishes, 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 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 the hand(s) is, in itself, not necessarily a foul.

The referees 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 catch the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for him.

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.

33.16 Fake being fouled

Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

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 on 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 shall 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 quarter or overtime 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 shall be awarded.

Art. 35 Double foul

35.1 Definition

35.1.1 A double foul is a situation in which 2 opponents commit personal or unsportsmanlike/disqualifying fouls on each other at approximately the same time.

35.1.2 To consider 2 fouls as a double foul the following conditions must apply:

- Both fouls are player fouls.
- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.
- Both fouls are either 2 personal or any combination of unsportsmanlike and disqualifying fouls.

35.2 Penalty

A personal or unsportsmanlike/disqualifying foul shall be charged on 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 free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's 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 from 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, head coaches, assistant coaches, substitutes, excluded players and accompanying delegation members with the referees, 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 referees 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 Definition

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

- Disregarding warnings given by referees.
- Disrespectfully dealing and/or communicating with the referees, the commissioner, the table officials, the opponents or persons permitted to sit on the team benches.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent.
- Obstructing the vision of an opponent by waving/placing his hand(s) 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 or a free throw from being taken promptly.
- Fake being fouled.
- 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 a referee, is trying to prevent injury to himself or to another player.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged on the defensive player.

36.2.2 A technical foul by any person permitted to sit on the team bench is a foul for disrespectfully communicating with or touching the referees, the commissioner, the table officials or the opponents, or an infraction of a procedural or an administrative nature.

36.2.3 A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.

36.2.4 A head 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 persons permitted to sit on the team bench.

36.2.5 If a player or a head coach is disqualified under Art. 36.2.3 or Art. 36.2.4, that technical foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

36.3 Penalty

36.3.1 If a technical foul is committed:

- By a player, a technical foul shall be charged on him as a player foul and shall count as one of the team fouls.
- By any person permitted to sit on the team bench, a technical foul shall be charged on the head coach and shall not count as one of the team fouls.

36.3.2 The opponents shall be awarded 1 free throw. The game shall be resumed as follows:

- The free throw shall be administered immediately. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.
- The free throw shall also be administered immediately, regardless whether the order of any other possible penalties for any other fouls has been determined or whether the administration of the penalties has been started. After the free throw for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place where the game has been interrupted for the technical foul penalty.
- If a valid field goal, or a last free throw is scored, the game shall be resumed with a throw-in from any place behind the endline.
- If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.
- With a jump ball in the centre circle at the beginning of the first quarter.

Art. 37 Unsportsmanlike foul

37.1 Definition

37.1.1 An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting 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 or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.

- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket. This applies until the offensive player begins his act of shooting.
- Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.

37.1.2 The referee 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 on the offender.

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

- A throw-in from the throw-in line in the team's frontcourt.
- A jump ball in the centre circle at the beginning of the first quarter.

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 or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

37.2.4 If a player is disqualified under Art. 37.2.3, that 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 players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

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

38.2 Violence

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

38.2.2 Whenever acts of violence occur involving players on the playing court or in its vicinity, the referees shall take the necessary action to stop them.

38.2.3 Any of the above persons who are guilty of flagrant acts of aggression on opponents or referees shall be disqualified. The crew chief must report the incident to the organising body of the competition.

38.2.4 Public order enforcement officers may enter the playing court only if requested to do so by the referees. 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 referees.

38.2.5 All areas beyond the playing court or its vicinity, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and the public order enforcement officers.

38.2.6 Physical actions by players or any person permitted to sit on the team bench, which could lead to damaging of game equipment, must not be permitted by the referees.

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

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

38.3 Penalty

38.3.1 A disqualifying foul shall be charged on the offender.

38.3.2 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 wishes, he shall leave the building.

38.3.3 Free throw(s) shall be awarded:

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

Followed by:

- A throw-in from the throw-in line in the team's frontcourt.
- A jump ball in the centre circle at the beginning of the first quarter.

38.3.4 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.
- If the foul is a disqualification of a head coach: 2 free throws.
- If the foul is a disqualification of a first assistant coach, substitute, excluded player or an accompanying delegation member, this foul is charged on the head coach as a technical foul: 2 free throws.
  In addition, if a disqualification of a first assistant coach, substitute, excluded player or an accompanying delegation member after leaving the team bench area is for their active participation during any fight:
  - For each single disqualifying foul of a first assistant coach, substitute and excluded player: 2 free throws. All disqualifying fouls shall be charged on each offender.

- For each single disqualifying foul of any accompanying delegation member: 2 free throws. All disqualifying fouls shall be charged on the head coach.

All free-throw penalties shall be executed, unless there are equal penalties on the opponent's team to be cancelled.

Art. 39 Fighting

39.1 Definition

Fighting is physical interaction between 2 or more opponents (players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members).

This article only applies to the substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members 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 accompanying delegation members 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 a head coach and/or first 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 referees to maintain or to restore order. In this situation, they shall not be disqualified.

39.2.3 If a head coach and/or first assistant coach leave the team bench area and neither assist nor attempt to assist the referees to maintain or to restore order, they shall be disqualified.

39.3 Penalty

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

39.3.2 If persons of both teams are 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 when the game was stopped because of the fighting:

- A valid field goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to that team for a throw-in from the place nearest to where the ball was located when the fight has begun.
- 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 entered on the scoresheet as described in B.8.3 and shall not count as team fouls.

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

39.3.5 All possible disqualification foul penalties on first assistant coach, substitute, excluded player or an accompanying delegation member involved actively in a fight or any situation which leads to a fight, shall be penalised in accordance with Art. 38.3.4, sixth bullet.

RULE SEVEN – GENERAL PROVISIONS

Art. 40 5 fouls by a player

40.1 A player who has committed 5 fouls shall be informed by a referee and must leave the game immediately. He shall 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 on the head 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 after it has committed 4 team fouls in a quarter.

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

41.1.3 All team fouls committed in each overtime shall be considered as being committed in the fourth quarter.

41.2 Rule

41.2.1 When a team is in the team foul penalty situation, all following 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 on whom the foul was committed shall attempt the free throws.

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 infraction(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 on the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been entered on the scoresheet and cancelled they are considered as never having occurred.

42.2.4 If a technical foul is called, that penalty shall be administered first, regardless whether the order of the penalties has been determined or whether the administration of the penalties has been started.

If the technical foul is called on the head coach for a disqualification of a first assistant coach, substitute, excluded player and accompanying delegation member, that penalty shall not be administered first. It shall be administered in the order in which all fouls and violations have occurred, unless they were cancelled.

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

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

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

42.2.8 If, after the cancellation of equal penalties on both 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 or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's 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 from 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 following possession of the ball resulting from a single foul penalty.

43.2 Rule

43.2.1 When a personal, an unsportsmanlike or a disqualifying contact foul is called, the free throw(s) shall be awarded as follows:

- The player on 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 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 head coach shall attempt the free throw(s).

43.2.2 When a technical or a disqualifying non-contact foul is called, any member of the opponents' team as designated by his head coach shall attempt the free throw(s).

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 referee.
- 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 shall not count.

The ball shall be awarded to the opponents for a throw-in from 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 shall count.
- The violation(s) shall be disregarded.

In case of the last free throw, the ball shall be awarded to the opponents for a throw-in from any place behind that team's 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 free throw, the ball shall be awarded to the opponents for a throw-in from 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 free throw, a jump ball situation occurs.

Art. 44 Correctable errors

44.1 Definition

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

- Awarding an unmerited free throw(s).
- Failing 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 referees, 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 A referee 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 and 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 from the place 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:

- 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.
- The player was substituted due to his injury or assistance, 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 crew chief has signed the scoresheet.

44.2.7 An error in scorekeeping, timekeeping or shot clock operations involving the score, number of fouls, number of time-outs, game clock and shot clock time consumed or omitted, may be corrected by the referees at any time before the crew chief has signed 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 from the free-throw line extended to the team whose free throws had been cancelled.
- 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 the error occurred.
- 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 Failing 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 last 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 from the free-throw line extended, unless the game has continued and was stopped for the correction of the error or penalties for further infractions are to be administered, in which case the game shall be resumed from the place it was stopped to correct the error.

RULE EIGHT – REFEREES, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS

Art. 45 Referees, table officials and commissioner

45.1 The **referees** shall be a crew chief 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 crew chief and umpire(s) in the smooth functioning of the game.

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

45.5 **The referees, 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 referees' uniform shall consist of an referees' shirt, long black trousers, black socks and black basketball shoes.

45.7 The referees and table officials shall be uniformly dressed.

Art. 46 Crew chief: Duties and powers

The crew chief 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 at the beginning of the first quarter and an alternating possession throw-in at the beginning of all other quarters and overtimes.

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 referees' administration and **connection** with the game. The referees' **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 game as approved by the referees.

46.10 Enter on the reverse side of the scoresheet, in the dressing room before signing the scoresheet:

- Any forfeit or disqualifying foul,
- Any unsportsmanlike behaviour by team members, head coaches, assistant coaches and accompanying delegation members that occurs prior to the 20 minutes before the game is scheduled to begin, or between the end of the game and the approval and signing of the scoresheet.

In such a case, the crew chief (or 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 referees disagree. To make a final decision he may consult the umpire(s), the commissioner, if present, and/or the table officials.

46.12 For games where the Instant Replay System is used please refer to Appendix F.

46.13 After being notified by the timer, shall blow his whistle before the first and third quarter when 3 minutes and 1.5 minutes remain until the beginning of the quarter. The crew chief shall also blow his whistle before the second and fourth quarter and each overtime when 30 seconds remain until the beginning of the quarter and overtime.

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

Art. 47 Referees: Duties and powers

47.1 The referees 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 referees shall blow their whistles when an infraction of the rules occurs, a quarter or overtime ends or the referees find it necessary to stop the game. The referees 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 referees 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 referees 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 crew chief (or commissioner, if present) shall, upon receipt of the protest reasons, report in writing the incident to the organising body of the competition.

47.5 If a referee 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 referee(s) shall officiate for the remainder of the game alone unless there is the possibility of replacing the injured referee with a qualified substitute referee. After consulting with the commissioner, if present, the remaining referee(s) shall 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 referee 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 referee.**

47.8 **The implementation and interpretation of the Official Basketball Rules by the referees, regardless if an explicit decision was made or not, is final and cannot be contested or disregarded, except in cases where a protest is allowed (see Annex C).**

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 begin the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the 5 players to begin the game, substitutions or numbers of players, he shall notify the nearest referee as soon as possible.
- Running summary of points scored, by entering the field goals and the free throws made.
- Fouls charged on each player. The scorer must notify a referee immediately when 5 fouls are charged on any player. He shall enter the fouls charged on each head coach and must notify a referee immediately when a head coach should be disqualified. Similarly, he must notify a referee immediately that a player should be disqualified, if he has committed 2 technical fouls, or 2 unsportsmanlike fouls, or 1 technical and 1 unsportsmanlike foul.
- Time-outs. He must notify the referees of the time-out opportunity when a team has requested a time-out and notify the head coach through a referee when the head coach has no more time-out(s) left in a half or overtime.
- 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 **assistant scorer** shall operate the scoreboard and assist the scorer and timer. In 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.

48.3 If a scorekeeping error is recognised on the scoresheet:

- During the game, the timer 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 crew chief, the error shall be corrected, even if this correction influences the final result of the game.

- After the scoresheet has been signed by the crew chief, the error may no longer be corrected. The crew chief or the commissioner, if present, shall 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 a quarter or overtime.
- Use any means possible to notify the referees immediately if his signal fails to sound or is not heard.
- Indicate the number of fouls committed by each player by raising, in a manner visible to both head 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 after the fourth team foul in a quarter.
- 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.

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 free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
  - During a throw-in, the ball touches or is legally touched by any player on the playing court.
- Stopping the game clock when:
  - Time expires at the end of a quarter and overtime, if not stopped automatically by the game clock itself.
  - A referee 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 quarter and in each overtime.
  - 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 referee 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 quarter or overtime has ended.
- Notifying the referees before the first and third quarter when 3 minutes and 1.5 minutes remain until the beginning of the quarter.

- Sounding his signal before the second and fourth quarter and each overtime when 30 seconds remain until the beginning of the quarter or overtime.
- 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**, with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as the result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A technical foul committed by that team.
- A jump ball situation (not when the ball lodges between the ring and the backboard).
- A double foul.
- A cancellation of equal penalties on both teams.

Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation.

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 opponents' basket 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 (not for the ball having gone out-of-bounds).
  - As the result of a jump ball situation for the team that previously did not have the control of the ball.
  - The game is stopped because of an action not connected with the team in control of the ball.
  - The game is 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).

50.4 **Stopped and reset to 14 seconds**, with 14 seconds visible, 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 (not for the ball having gone out-of-bounds).

- 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 that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:
  - Personal foul or violation (including for the ball having gone out-of-bounds),
  - Jump ball situation.
- A team shall be awarded a throw-in from the throw-in line in its frontcourt as a result of an unsportsmanlike or disqualifying foul.
- After the ball has touched the ring on an unsuccessful shot for a field goal (including when the ball lodges between the ring and the backboard), an unsuccessful last 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.
- The game clock shows 2:00 minutes or less in the fourth quarter or in each over-time following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the head coach decides that the game shall be resumed with a throw-in for his team from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.

50.5 **Switched off**, after the ball becomes dead and the game clock has been stopped in any quarter or overtime 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 neither stops the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

A – REFEREES' SIGNALS

A.1 The hand signals illustrated in these rules are the only valid referees' 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 KICK OR BLOCK OF THE 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

HOOKING

Move lower arm backwards

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 number 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

FAKE A FOUL

Raise the lower arm twice

ILLEGAL BOUNDARY LINE CROSSING ON A THROW-IN

Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)

IRS REVIEW

Rotate hand with horizontal extended index finger

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 Referee (Lead)

1 FREE THROW

1 finger horizontal

2 FREE THROWS

2 fingers horizontal

3 FREE THROWS

3 fingers horizontal

Administrating Free Throws – Passive Referee (Trail in 2PO & Centre in 3PO)

1 FREE THROW

Index finger

2 FREE THROWS

Fingers together
on both hands

3 FREE THROWS

3 fingers extended
on both hands

Diagram 7 Referees' signals

B – THE SCORESHEET

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION

SCORESHEET

Team A _____ Team B _____

Competition _____ Date _____ Time _____ Crew chief _____
Game No. _____ Place _____ Umpire 1 _____ Umpire 2 _____

Team A _____

Time-outs

Team fouls

Quarter ① 1 2 3 4 ② 1 2 3 4
Quarter ③ 1 2 3 4 ④ 1 2 3 4
Overtimes

Licence no.	Players	No.	Player in	Fouls 1	2	3	4	5
Head coach								
First assistant coach								

Team B _____

Time-outs

Team fouls

Quarter ① 1 2 3 4 ② 1 2 3 4
Quarter ③ 1 2 3 4 ④ 1 2 3 4
Overtimes

Licence no.	Players	No.	Player in	Fouls 1	2	3	4	5
Head coach								
First assistant coach								

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

Scorer _____
Assistant scorer _____
Timer _____
Shot clock operator _____

Scores Quarter ① A ____ B ____
Quarter ② A ____ B ____
Quarter ③ A ____ B ____
Quarter ④ A ____ B ____
Overtimes A ____ B ____

Crew Chief _____
Umpire 1 _____ Umpire 2 _____

Final Score Team A ____ Team B ____
Name of winning team _____

Captain's signature in case of protest _____

Game ended at (hh:mm) _____

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 to be of different coloured 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. The scorer shall use 2 different coloured pens, RED for the first and third quarter and BLUE or BLACK for the second and fourth quarter. For all overtimes, all entries shall be made in BLUE or BLACK (same colour as for the second and fourth quarter).
2. The scoresheet may be prepared and completed electronically.

B.3 **At least 40 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 schedule. 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 crew chief and the umpire(s) and their nationality (IOC code).

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A HOOPERS Team B POINTERS

Competition WCM Date 21. 11. 2020 Time 20:00 Crew chief WALTON, M. (USA)
Game No. 5 Place GENEVA Umpire 1 CHANG, Y. (CHN) Umpire 2 BARTOK, K. (HUN)

Diagram 9 Top of the scoresheet

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

B.3.3.1 In the first column, the scorer shall enter the licence number (last 3 digits) of each player, head coach and first assistant coach. For tournaments, the number of the licences shall only be entered for the first game played by the teams.

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 head coach or his representative. The captain of the team shall be entered with a (CAP) immediately after his name.

B.3.3.3 If a team presents fewer than 12 players, the scorer shall draw a line through the spaces for the player's licence number, name, number, player in, in the line below the last entered player. If there are less than 11 players, the horizontal line shall be drawn horizontally until reaching the player fouls section and continue diagonally down to the bottom.

Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
001	MAYER,	F.	5						
002	JONES,	M.	8						
003	SMITH,	E.	9						
004	FRANK,	Y.	12						
010	NANCE,	L.	18						
012	KING,	H. (CAP)	22						
014	WONG,	P.	24						
015	RUSH,	S.	25						
021	MARTINEZ,	M.	33						
022	SANCHES,	N.	42						
Head coach	788	LOOR,	A.						
First assistant coach	555	MONTA,	B.						

Diagram 10 Teams on the scoresheet (before the game)

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 head coach and first assistant coach.

B.3.5 At the bottom of the scoresheet the scorer shall enter (in BLOCK CAPITAL letters) the names of himself, assistant scorer, timer and shot clock operator.

B.4 At least 10 minutes before the game is scheduled to begin each head coach shall:

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

B.4.2 Confirm the names of the head coach and first assistant coach. If there is no head coach and no first assistant coach, the captain shall act as player coach and shall be entered with a (CAP) behind his name.

Head coach	607	KING,	H. (CAP)		
First assistant coach					

B.4.3 Enter a small 'x' beside the player's number in the 'Player in' column for the 5 players to begin the game.

B.4.4 Sign the scoresheet.

The head 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 the 'Player in' column in each team to begin the game.

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

B.7 Time-outs

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

B.7.2 At the end of each half and overtime, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the game clock shows 2:00 minutes in the fourth quarter, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

Time-outs: 7; 9, 10

Team fouls: Quarter ① 1 2 3 4 ② 1 2 3 4; Quarter ③ 1 2 3 4 ④ 1 2 3 4; Overtimes

Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5	
001	MAYER,	F.	5	⊗	P_2					
002	JONES,	M.	8	⊗	P	P_2				
003	SMITH,	E.	9	⊗	P_2	U_2	P	P_1		
004	FRANK,	Y.	12	×	T_1	U_2	GD			
010	NANCE,	L.	18	⊗	P	U_1				
012	KING,	H. (CAP)	22	⊗	P_1					
014	WONG,	P.	24							
015	RUSH,	S.	25	×	P_3	P_2				
021	MARTINEZ,	M.	33	×	T_1	P_2	T_1	GD		
022	SANCHES,	N.	42	×	P_2	P_2	U_2	P	U_2	GD
024	MANOS,	K.	55	×	P_2	D_2				

Head coach	788	LOOR,	A.	C_1	B_1
First assistant coach	555	MONTA,	B.		

Diagram 11 Teams on the scoresheet (after the game)

B.8 Fouls

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

B.8.2 Fouls committed by head coach, first assistant coach, substitutes, excluded players and accompanying delegation members may be technical or disqualifying and shall be entered to the head coach. In addition, disqualifying fouls committed by persons entered on the scoresheet in a fight shall be entered to these persons.

B.8.3 All fouls shall be entered as follows:

B.8.3.1 A personal foul shall be entered with a 'P'.

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

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

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

B.8.3.5 An unsportsmanlike foul on a player shall be entered with an 'U'. A second unsportsmanlike foul shall also be entered with an 'U', followed by a 'GD' in the next following space.

B.8.3.6 A technical foul on a player with an earlier unsportsmanlike foul or an unsportsmanlike foul on a player with an earlier technical foul shall also be entered with an 'U' or 'T' followed by a 'GD' in the next following space.

B.8.3.7 A disqualifying foul shall be entered with a 'D'.

B.8.3.8 Any foul involving a free throw(s) shall be entered with adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'T', 'C', 'B', 'U' or 'D'.

B.8.3.9 All fouls on both teams involving equal penalties shall be cancelled according to Art. 42 and entered by adding a small 'c' beside the 'P', 'T', 'C', 'B', 'U' or 'D'.

B.8.3.10 A disqualifying foul on an first assistant coach, substitute, excluded player or an accompanying delegation member, including for leaving the team bench area in a fight, shall be entered as a technical foul on the head coach by entering a 'B_2'.

B.8.3.11 An 'F' shall be entered, after the 'D_2' or 'D', in all remaining spaces of the disqualified head coach, first assistant coach, substitute or excluded player in a fight.

B.8.3.12 **Examples of disqualifying fouls on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

A disqualifying foul on a head coach shall be entered as follows:

Head coach	*788*	*LOOR, A.*	D_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on a first assistant coach shall be entered as follows:

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*	*D*		

A disqualifying foul on a substitute shall be entered as follows:

001	*MAYER, F.*	**5**	⊗	*D*					

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on an excluded player after his fifth foul shall be entered as follows:

015	*RUSH, S.*	**25**	×	T_1	P_3	P_2	P_1	P_2	*D*

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on an accompanying delegation member shall be entered as follows:

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

B.8.3.13 **Examples of disqualifying fouls for leaving the team bench area in the fight on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

Irrespective of the number of persons disqualified for leaving the team bench area, a single technical foul 'B_2' or 'D_2' shall be charged on the head coach.

A disqualifying foul on a **head coach** and a **first assistant coach** shall be entered as follows:

If only the head coach is disqualified:

Head coach	*788*	*LOOR, A.*	D_2	*F*	*F*
First assistant coach	*555*	*MONTA, B.*			

If only the first assistant coach is disqualified:

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*	*D*	*F*	*F*

If both the head coach and the first assistant coach are disqualified:

Head coach	*788*	*LOOR, A.*	D_2	F	F
First assistant coach	*555*	*MONTA, B.*	D	F	F

A disqualifying foul on a **substitute** shall be entered as follows:

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

003	*SMITH, E.*	**9**	⊗	P_2	P_2	D	F	F

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

If it is the substitute's fifth foul, then a 'D' shall be entered, followed by an 'F' in the column behind the last foul space:

002	*JONES, M.*	**8**	⊗	T_1	P_3	P_1	P_2	D	F

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on an **excluded player** shall be entered as follows:

As an excluded player has no more foul spaces, then a 'D' shall be entered, followed by an 'F', both in the column behind the last foul:

015	*RUSH, S.*	**25**	×	T_1	P_3	P_2	P_1	P_2	D	F

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on an **accompanying delegation member** shall be charged on the head coach and entered as follows:

Head coach	*788*	*LOOR, A.*	B_2	(B)	
First assistant coach	*555*	*MONTA, B.*			

Each disqualification of an accompanying delegation member shall be charged on the head coach, entered as (B), but shall not count to the three technical fouls for his game disqualification.

B.8.3.14 **Examples of disqualifying fouls for his active involvement in the fight on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

Irrespective of the number of persons disqualified for leaving the team bench area, a single technical foul 'B_2' or 'D_2' shall be charged on the head coach.

If the head coach is actively involved in the fight, he shall be charged with one 'D_2' foul only.

A disqualifying foul on a **head coach** and a **first assistant coach** shall be entered as follows:

If only the head coach is disqualified:

Head coach	*788*	*LOOR, A.*	D_2	F	F
First assistant coach	*555*	*MONTA, B.*			

If only the first assistant coach is disqualified:

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*	D_2	F	F

If both the head coach and the first assistant coach are disqualified:

Head coach	*788*	*LOOR, A.*	D_2	F	F
First assistant coach	*555*	*MONTA, B.*	D_2	F	F

A disqualifying foul on a **substitute** shall be entered as follows:
If the substitute has fewer than 4 fouls, then a 'D_2' shall be entered, followed by an 'F' in all remaining foul spaces:

001	*MAYER, F.*	**5**	⊗	P_2	P_2	D_2	F	F

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

If it is the substitute's fifth foul, then a 'D_2' shall be entered, followed by an 'F' in the column behind the last foul space:

002	*JONES, M.*	**8**	⊗	T_1	P_3	P_1	P_2	D_2	F

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on an **excluded player** be entered as follows:
As an excluded player has no more foul spaces, then a 'D_2' shall be entered, followed by an 'F', both in the column behind the last foul:

015	*RUSH, S.*	**25**	×	T_1	P_3	P_2	P_1	P_2	D_2	F

and

Head coach	*788*	*LOOR, A.*	B_2		
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on an **accompanying delegation member** shall be charged on the head coach and entered as follows:

Head coach	*788*	*LOOR, A.*	B_2	B_2	
First assistant coach	*555*	*MONTA, B.*			

A disqualifying foul on two **accompanying delegation members** shall be charged on the head coach and entered as follows:

Head coach	*788*	*LOOR, A.*	B_2	B_2	B_2
First assistant coach	*555*	*MONTA, B.*			

Each disqualification of an accompanying delegation member shall be charged on the head coach, entered as B_2, but shall not count to the three technical fouls for his game disqualification.

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

B.8.4 At the end of the second quarter and at the end of the game, 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 game, the scorer shall obliterate the remaining spaces with a thick horizontal line.

B.9 Team fouls

B.9.1 For each quarter, 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 enter the foul on the team of that player by marking a large 'X' in the designated spaces in turn.

B.9.3 At the end of each quarter, the scorer shall obliterate the remaining spaces with 2 horizontal parallel lines.

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 main columns on the scoresheet for running score.

B.10.3 Each main column is divided 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 right-handed or \ for left-handed) 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 \ 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 entered 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 entered as having been scored by the captain of the opponents' team on the playing court.

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

B.11.4 At the end of each quarter or overtimes, 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 quarter or overtimes 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 crew chief as soon as the ball becomes dead and the game clock is stopped.

B.11.7 The referees may correct any error in scorekeeping involving the score, number of fouls or number of time-outs under the provisions of the rules. The crew chief shall sign the corrections. Extensive corrections shall be documented on the reverse side of the scoresheet.

Diagram 12
Running score

B.12 The running score: Summing up

B.12.1 At the end of each quarter and last overtime, the scorer shall enter the score of that quarter and of all overtimes in the proper section in the lower part of the scoresheet.

B.12.2 Immediately at the end of the game, the scorer shall enter the time in the 'Game ended at (hh:mm)' column.

B.12.3 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.12.4 At the end of the game, the scorer shall enter the final score and the name of the winning team.

B.12.5 All table officials shall then sign the scoresheet next to their names.

B.12.6 The crew chief, after signed by the umpire(s), shall be the last to approve and sign the scoresheet. This act terminates the referees' administration and connection with the game.

Diagram 13
Summing up

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

Scorer	MAIER, N. NM	**Scores**	**Quarter** ①	**A** 15	**B** 18		
Assistant scorer	SABAY, O. OS		**Quarter** ②	**A** 19	**B** 10		
Timer	LEBLANC, R. RL		**Quarter** ③	**A** 26	**B** 19		
Shot clock operator	AUSTIN, K. KA		**Quarter** ④	**A** 16	**B** 25		
			Overtimes	**A** /	**B** /		
Crew chief	M. Walton	**Final Score**	**Team A** 76	**Team B** 72			
Umpire 1	Y. Chang **Umpire 2** K. Bartok	**Name of winning team**	HOOPERS				
Captain's signature in case of protest	—	**Game ended at (hh:mm)**	21:50				

Diagram 14 Bottom of the scoresheet

C – PROTEST PROCEDURE

C.1 A team may file a protest if its interests have been adversely affected by:

a) An error in scorekeeping, timekeeping or shot clock operations, which was not corrected by the referees.

b) A decision to forfeit, cancel, postpone, not resume or not play the game.

c) A violation of the applicable eligibility rules.

C.2 In order to be admissible, a protest shall comply with the following procedure:

a) The captain (CAP) of that team shall, no later than 15 minutes following the end of the game, inform the crew chief that his team is protesting against the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.

b) The team shall submit the protest reasons to the crew chief in writing no later than 1 hour following the end of the game.

c) A fee of CHF 1,500 shall be applied to each protest and shall be paid in case the protest is rejected.

C.3 The crew chief (or commissioner, if present) shall, following receipt of the protest reasons, report in writing the incident which leads to the protest, to the FIBA representative or to the competent body.

C.4 The competent body shall issue any procedural requests which it deems appropriate and shall decide on the protest as soon as possible, and in any event no later than 24 hours following the end of the game. The competent body shall use any reliable evidence and can take any appropriate decision, including without limitation partial or full replay of the game. The competent body may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.

C.5 The decision of the competent body is also considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, decisions on eligibility may be appealed as provided for in the applicable regulations.

C.6 Special rules for FIBA competitions or competitions which do not provide otherwise in their regulations:

a) In case the competition is in tournament format, the competent body for all protests shall be the Technical Committee (see FIBA Internal Regulations, Book 2).

b) In case of home and away games, the competent body for protests relating to eligibility issues shall be the FIBA Disciplinary Panel. For all other issues giving rise to a protest, the competent body shall be FIBA acting through one or more persons with expertise on the implementation and interpretation of the Official Basketball Rules (see FIBA Internal Regulations, Book 2).

D – CLASSIFICATION OF TEAMS

D.1 Procedure

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

D.1.2 The procedure is to be applied for all competitions with a round-robin system.

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 these 2 or more teams have the same win-loss record of the games between them, further criteria shall be applied in the following order:

- Higher game points difference of the games between them.
- Higher number of game points scored in the games between them.
- Higher game points difference of all games in the group.
- Higher number of game points scored in all games in the group.

If still tied before all games have been played in the group, tied teams shall share the same ranking. If these criteria still cannot decide at the end of the group phase, a draw shall decide on the final classification.

D.1.4 If at any level of these criteria one or more team(s) are already 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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	Classification points	Game points	Game points 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 Forfeit

D.3.1 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 0 classification point.

D.3.2 If the team forfeits for a second time, the results of all games played by this team shall be nullified.

D.3.3 If the team forfeits for a second time in a competition played in groups, and the best placed team(s) from each group shall qualify for the next round of the competition, the results of all games played by the last placed team in the cross-over group shall also be nullified.

Example

Team 4A in group A forfeits twice, therefore all its games shall be nullified.

Final standings:

Group A	Wins	Losses	Classification points
Team 1A	4	0	8
Team 2A	2	2	6
Team 3A	0	4	4
Team 4A			

Group B	Wins	Losses	Classification points
Team 1B	6	0	12
Team 2B	4	2	10
Team 3B	1	5	7
Team 4B	1	5	7

Results of the games played between teams 3B and 4B:

3B vs 4B 88 – 71
4B vs 3B 76 – 75

Therefore: 3rd 3B 4th 4B

Revised final standings in Group B:

Group B	Wins	Losses	Classification points
Team 1B	4	0	8
Team 2B	2	2	6
Team 3B	0	4	4

D.3.4 If the team forfeits for a second time in a competition played in groups, and for the final group classification all the teams in all groups must have the same number of games played, the results of all games played by the last placed teams in all groups shall also be nullified.

Example

Team 6B in group B forfeits twice, therefore all its games shall be nullified.

Final standings:

Group A	Wins	Losses	Classification points
Team 1A	10	0	20
Team 2A	8	2	18
Team 3A	6	4	16
Team 4A	4	6	14
Team 5A	2	8	12
Team 6A	0	10	10

Group B	Wins	Losses	Classification points
Team 1B	8	0	16
Team 2B	6	2	14
Team 3B	4	4	12
Team 4B	2	6	10
Team 5B	0	8	8
Team 6B			

Group C	Wins	Losses	Classification points
Team 1C	10	0	20
Team 2C	8	2	18
Team 3C	5	5	15
Team 4C	5	5	15
Team 5C	2	8	12
Team 6C	0	10	10

Group D	Wins	Losses	Classification points
Team 1D	9	1	19
Team 2D	9	1	19
Team 3D	6	4	16
Team 4D	4	6	14
Team 5D	1	9	11
Team 6D	1	9	11

Results of the games played between teams 5D and 6D:

5D vs 6D 83 – 81
6D vs 5D 92 – 91

Therefore: 5th 5D 6th 6D

Revised final standings in Groups A, C and D:

Group A	Wins	Losses	Classification points
Team 1A	8	0	16
Team 2A	6	2	14
Team 3A	4	4	12
Team 4A	2	6	10
Team 5A	0	8	8

Group C	Wins	Losses	Classification points
Team 1C	8	0	16
Team 2C	6	2	14
Team 3C	3	5	11
Team 4C	3	5	11
Team 5C	0	8	8

Group D	Wins	Losses	Classification points
Team 1D	7	1	15
Team 2D	7	1	15
Team 3D	4	4	12
Team 4D	2	6	10
Team 5D	0	8	8

Note:

Should the comparative ranking need to be established between the teams placed on the same position in the groups, one group of all teams in questions shall be established. The criteria shall be applied in the following order:

- Better win-loss record of all games played in their revised final group standings.
- Higher game points difference of all games in their revised final group standings.
- Higher number of the game points scored in all games in their revised final group standings.
- If these criteria still cannot decide, a draw shall decide on the final classification.

Example for the teams placed second in the revised final group standings.

Group X	Wins	Losses	Game points	Classification points	Game points difference
Team 2D	7	1	628 – 521	15	
Team 2B	6	2	551 – 488	14	+ 63
Team 2A	6	2	531 – 506	14	+ 25
Team 2C	6	2	525 – 500	14	+ 25

Therefore

1st Team 2D	Best win-loss record
2nd Team 2B	Higher game points difference as teams 2A and 2C
3rd Team 2A	Same game points difference as team 2C but higher number of game points scored
4th Team 2C	Same game points difference as team 2A but lower number of game points scored

D.4 Home and away games (aggregate score)

D.4.1 For a 2-games home and away total points series (aggregated score) competition system, the 2 games shall be considered as 1 game of 80 minutes duration.

D.4.2 If the score is tied at the end of the first game, no overtime shall be played.

D.4.3 If the aggregated score of both games is tied, the second game shall continue with as many overtimes of 5 minutes as necessary to break the tie.

D.4.4 The winner of the series shall be the team that:

- Is the winner of both games.
- Has scored the greater number of the aggregated game points at the end of the second game, if both teams have won 1 game.

D.5 Examples

D.5.1 Example 1

A vs B 80 – 75
B vs A 72 – 73

Team A is the winner of series (winner of both games)

D.5.2 Example 2

A vs B 80 – 75
B vs A 73 – 72

Team A is the winner of series (aggregate score A 152 – B 148)

D.5.3 Example 3

A vs B 80 – 80
B vs A 92 – 85

Team B is the winner of series (aggregate score A 165 – B 172). No overtime for the first game.

D.5.4 Example 4

A vs B 80 – 85
B vs A 75 – 75

Team B is the winner of series (aggregate score A 155 – B 160). No overtime for the second game.

D.5.5 Example 5

A vs B 83 – 81
B vs A 79 – 77

Aggregate score A 160 – B 160. After overtime(s) of the second game:

B vs A 95 – 88

Team B is the winner of series (aggregate score A 171 – B 176).

D.5.6 Example 6

A vs B 76 – 76
B vs A 84 – 84

Aggregate score A 160 – B 160. After overtime(s) of the second game:

B vs A 94 – 91

Team B is the winner of series (aggregate score A 167 – B 170).

E – MEDIA TIME-OUTS

E.1 Definition

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

E.2 Rule

E.2.1 In each quarter 1 Media time-out is permitted, in addition to the regular team time-outs. Media time-outs in an overtime are not permitted.

E.2.2 The first time-out in each quarter (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 quarter 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 quarter, 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 shall be taken before the 5:00 minutes remaining in the quarter. However, there is no guarantee that this shall be the case.

E.3.2 If neither team has requested a time-out before the 5:00 minutes remaining in the quarter then a Media time-out shall be granted at the first opportunity when the ball is dead and the game clock is stopped. This time-out shall not be charged on either team.

E.3.3 If either team is granted a time-out before the 5:00 minutes remaining in the quarter, that time-out shall be used as a Media time-out.

This time-out shall count as both a Media time-out and a team 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 quarter and a maximum of 6 time-outs in the first half and a maximum of 8 time-outs in the second half.

F – INSTANT REPLAY SYSTEM

F.1 Definition

The Instant Replay System (IRS) review is the working method used by the referees to verify their decisions by watching the game situations on the screen of the approved video technology.

F.2 Procedure

F.2.1 The referees are authorised to use the IRS until they sign the scoresheet after the game, within the limits provided in this Appendix.

F.2.2 For the use of the IRS the following procedure shall apply:

- The crew chief shall approve the IRS equipment before the game, if available.
- The crew chief makes the decision whether the IRS review shall be used or not.
- If a decision of the referees is subject to the IRS review, the initial decision must be shown by the referees on the playing court.
- After gathering all information from other referees, table officials, commissioner, the review shall start as fast as possible.
- The crew chief and minimum 1 umpire (who made the call) shall take part at the review. If the crew chief made the call, he shall choose one of the umpire to accompany him for the review.
- During the IRS review the crew chief shall ensure that no unauthorised persons have access to the IRS monitor.
- The review shall take place before time-outs or substitutions are administered and before the game is resumed.
- After the review the referee who made the call shall report the final decision and the game shall be resumed accordingly.
- The initial decision of the referee(s) can be corrected only if the IRS review provides the referees with clear and conclusive visual evidence for the correction.
- After the crew chief has signed the scoresheet, an IRS review can no longer be performed.

F.3 Rule

The following game situations may be reviewed:

F.3.1 At the end of the quarter or overtime,

- whether a shot for a successful field goal was released before the game clock signal sounded for the end of the quarter or overtime.
- 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 committed before the end of the quarter or overtime.

F.3.2 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,

- whether a shot for a successful field goal was released before the shot clock signal sounded.
- whether a foul away from a shooting situation was committed. In this case
  - whether the game or shot clock has expired,
  - whether the act of shooting has started,
  - whether the ball was still in the hand(s) of the shooter.
- whether a goaltending or basket interference violation was called correctly.
- to identify the player who has caused the ball to go out-of-bounds.

F.3.3 During any time of the game,

- whether the successful field goal shall count for 2 or 3 points.
- whether 2 or 3 free throws shall be awarded, after a foul was called on a shooter for an unsuccessful field goal.
- whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- 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, head coaches, first assistant coaches and accompanying delegation members during any act of violence.

END OF RULES
AND
GAME PROCEDURES

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