
Fédération Internationale
de Basketball



FIBA

International Basketball
Federation

We Are Basketball

Official Basketball Rules 2006

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

RULE ONE – THE GAME

Art. 1 Definitions

1.1 Basketball game

Basketball is played by two (2) teams of five (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 officials, table officials and a commissioner.

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 the team's own basket.

1.3 Winner of a game

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

RULE TWO – COURT AND EQUIPMENT

Art. 2 Court

2.1 Playing court

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

The national federations have the authority to approve, for their competitions, existing playing courts with minimum dimensions of twenty-six (26) m in length by fourteen (14) m in width.

2.2 Lines

All lines shall be drawn in the same colour (preferably white), five (5) cm in width and clearly visible.

2.2.1 Boundary line

The playing court shall be limited by the boundary line, consisting of the endlines (on the short sides) and the sidelines (on the long sides). These lines are not part of the playing court.

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

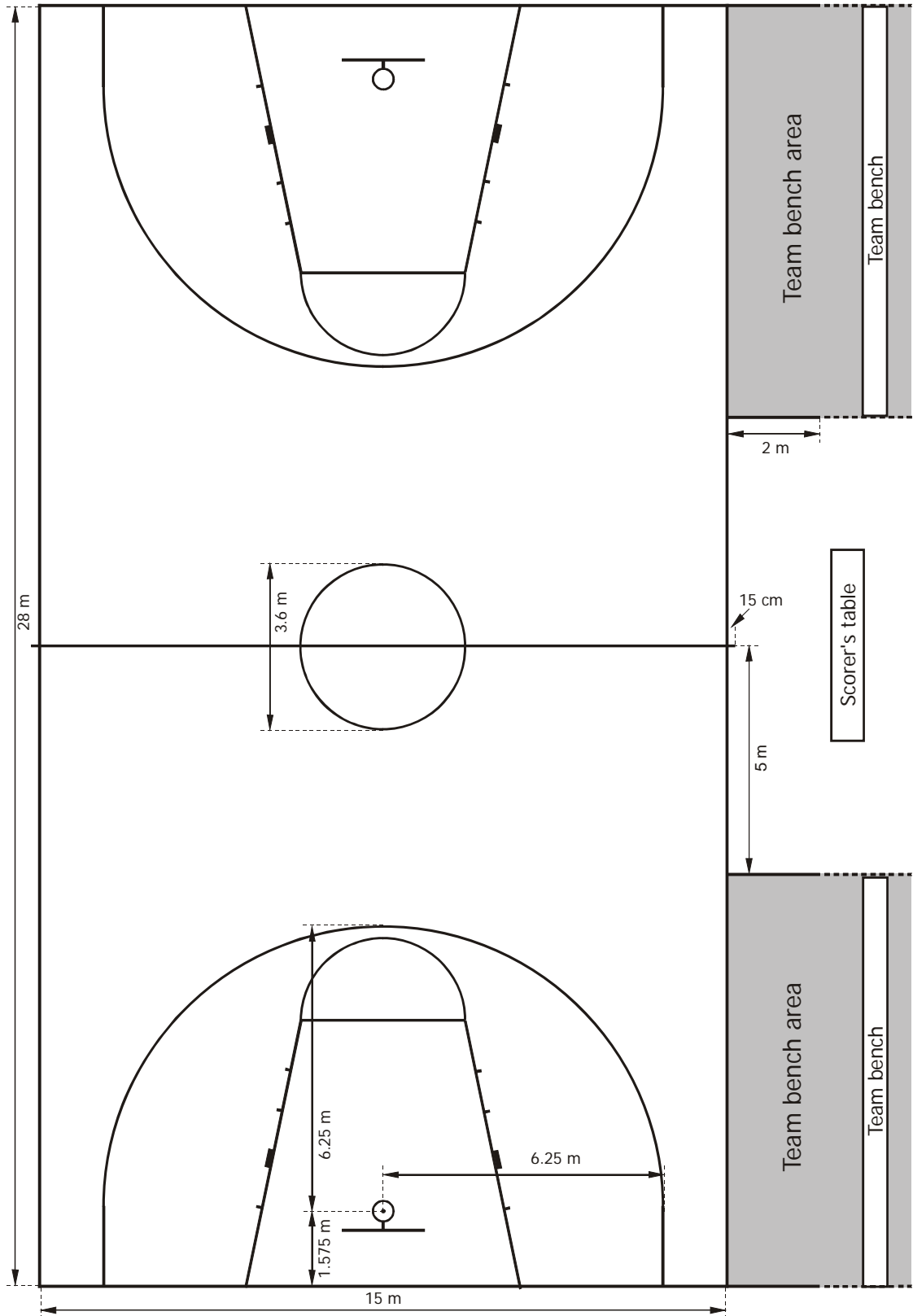


Diagram 1 Full size playing court

2.2.2 Centre line, centre circle and semicircles

The centre line shall be marked parallel to the endlines from the mid-points of the sidelines. It shall extend fifteen (15) cm beyond each sideline.

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

The semicircles 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-points of the free-throw lines (Diagram 2).

2.2.3 Free-throw lines and restricted areas

A 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-points of the two endlines.

The restricted areas shall be the floor areas marked on the playing court, limited by the endlines, the free-throw lines and the lines which originate at the endlines, their outer edges being three (3) m from the mid-points of the endlines and terminating at the outer edge of the free-throw lines. These lines, excluding the endlines, are part of the restricted area. The inside of the restricted areas may be painted but must be the same colour as the centre circle.

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

2.2.4 Three-point field goal area

A team's three-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:

- Two parallel lines extending from and perpendicular to the endline, with the furthest edges 6.25 m from the point on the floor directly perpendicular to the exact centre of the opponents' basket. The distance of this point from the inside edge of the mid-point of the endline is 1.575 m.
- A semicircle with the radius of 6.25 m measured to the outer edge of the circumference from the centre (which is the same point as defined above) which meets the parallel lines.

2.2.5 Team bench areas

Team bench areas (Diagram 1) shall be marked outside the **playing** court, on the same side as the scorer's table and the team benches.

Each area shall be limited by a line extending from the endline, at least two (2) m in length and by another line at least two (2) m in length, drawn five (5) m from the inside edge of the centre line and at right angles to the sideline.

There must be fourteen (14) seats available in the team bench area for the coaches, **the assistant coaches**, the substitutes and the team followers. Any other people shall be at least two (2) m behind the team bench.

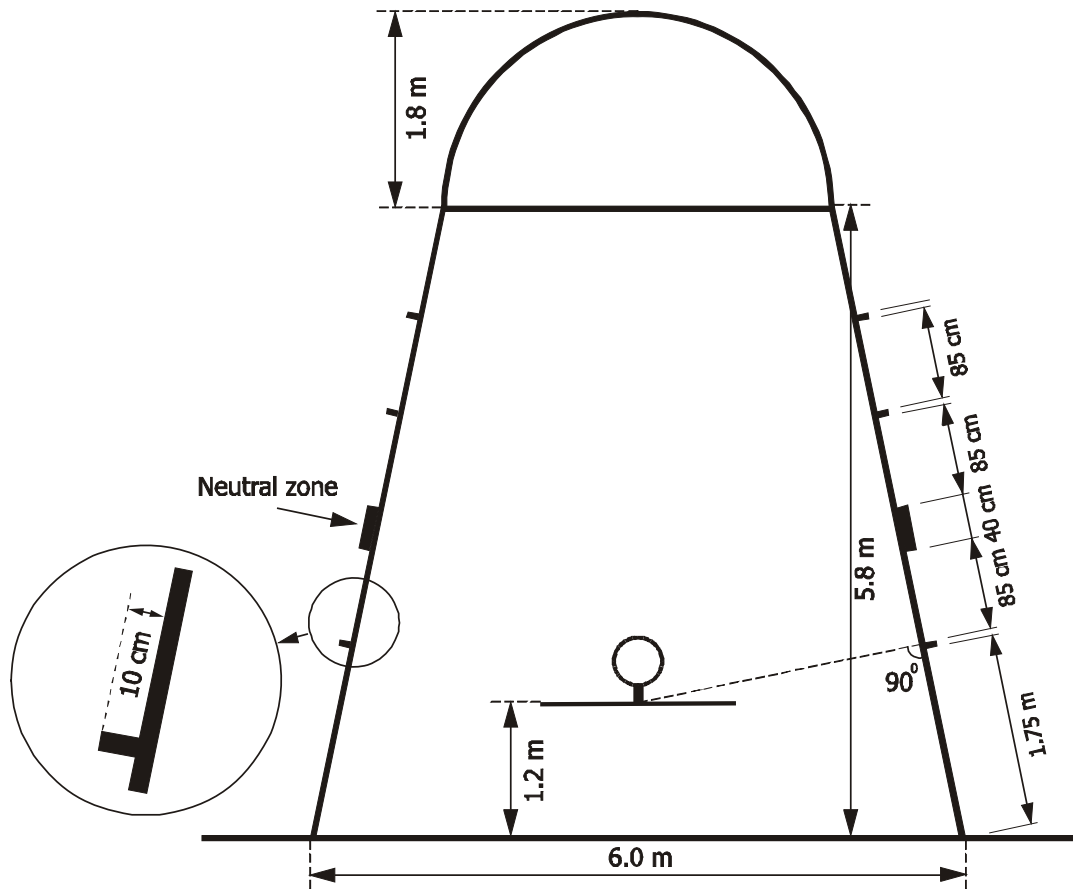


Diagram 2 Restricted area

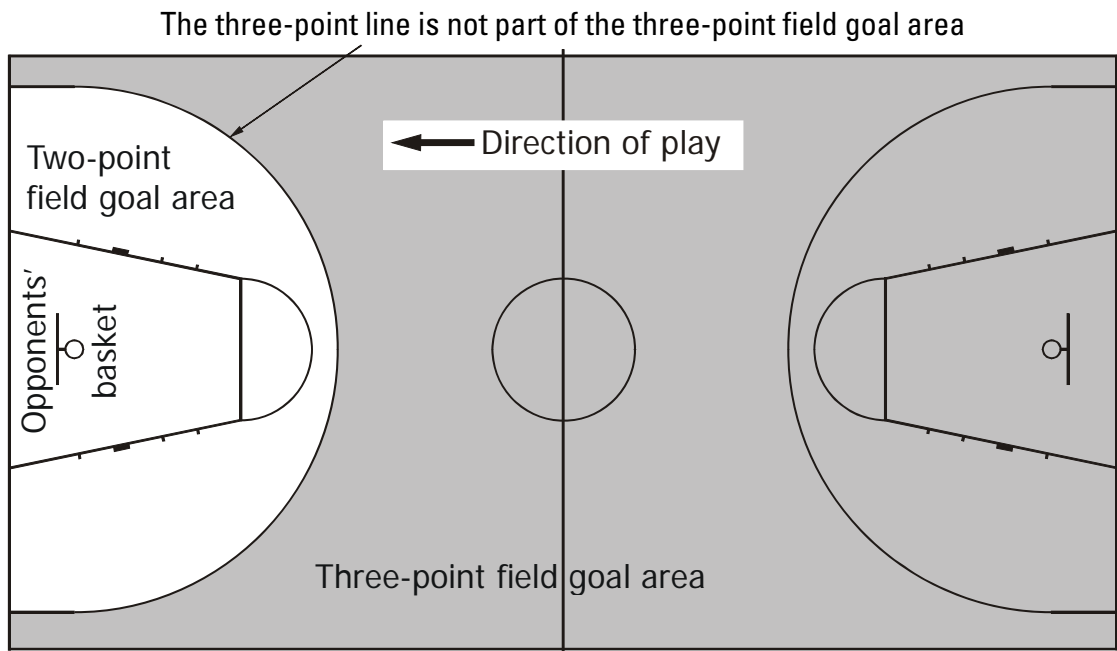


Diagram 3 Two-point/Three-point field goal area

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

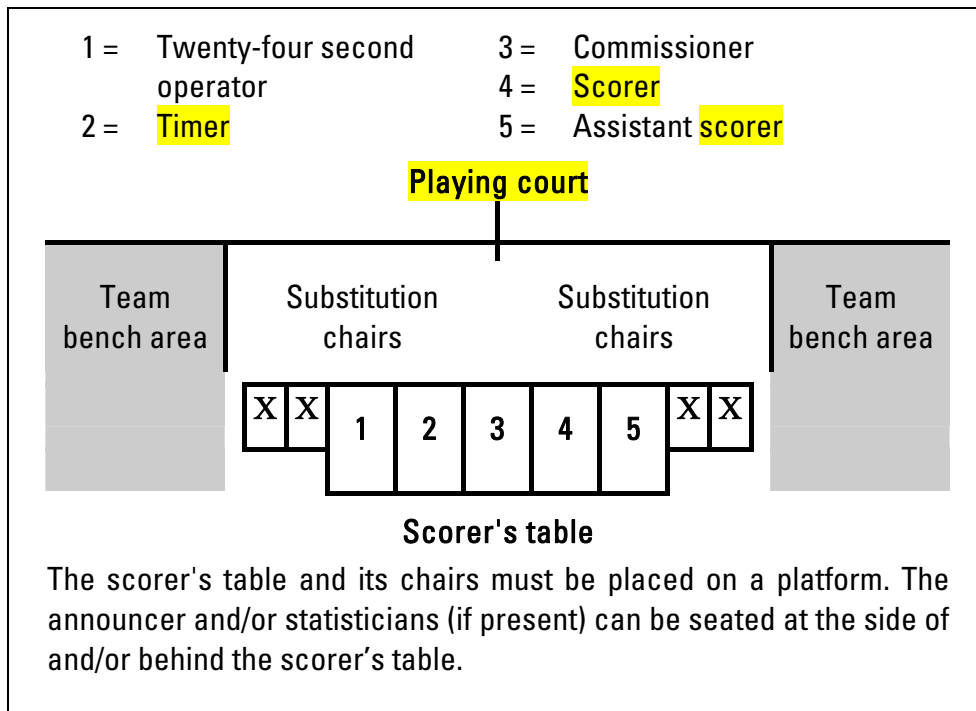


Diagram 4 Scorer's table and substitution chairs



Art. 3 Equipment

The following equipment will be required:

- Backstop units, consisting of:
 - Backboards
 - Baskets comprising (pressure release) rings and nets
 - Backboard support structures including padding
- Basketballs
- Game clock
- Scoreboard
- Twenty-four second device
- Stopwatch or suitable (visible) device (not the game clock) for timing time-outs
- Two (2) separate, distinctly different and loud sound signals
- Scoresheet
- Player foul markers
- Team foul markers
- Alternating possession indicator
- Playing floor
- Playing court
- Adequate lighting

For a more detailed description of basketball equipment, see 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 start of the game and as long as he has neither been disqualified nor committed five (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 five (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 twelve (12) team members entitled to play, including a captain.
- A coach and, if a team wishes, an assistant coach.
- A maximum of five (5) team followers who may sit on the bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter etc.

4.2.2 Five (5) players from each team shall be on the **playing** court during playing time and may be substituted.

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

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

4.3 Uniforms

4.3.1 The uniform of the team members shall consist of:

- Shirts of the same dominant colour front and back.

All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.

- T-shirts, regardless of style, may not be worn under shirts unless the player has written medical permission. If such permission has been granted, the T-shirt must be of the same dominant colour as the shirt.



- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.
- Undergarments that extend below the shorts may be worn provided they are of the same dominant colour as the shorts.

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

The numbers shall be clearly visible and:

- Those on the back shall be at least twenty (20) cm high.
- Those on the front shall be at least ten (10) cm high.
- The numbers shall be at least two (2) cm wide.
- Teams shall use numbers from four (4) to fifteen (15). National federations have the authority to approve, for their competitions, any other numbers with a maximum of two (2) digits.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least five (5) cm away from the numbers.

4.3.3 Teams must have a minimum of two sets of shirts and:

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

4.4 Other equipment

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

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

- The following **are not** permitted:
 - Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
 - Objects that could cut or cause abrasions (fingernails must be closely cut).
 - Headgear, hair accessories and jewellery.
- The following **are** permitted:
 - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - Knee braces if they are properly covered.
 - Protector for an injured nose, even if made of a hard material.
 - Spectacles, if they do not pose a danger to other players.
 - Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.

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

Art. 5 Players: Injury

- 5.1 In the event of injury to a player(s), the officials may stop the game.
- 5.2 If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may interrupt the game immediately.
- 5.3 If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted or the team must continue to play with fewer than five (5) players.
- 5.4 Coaches, assistant coaches, substitutes and team followers may enter the playing court, with the permission of an official, to attend to an injured player before he is substituted.
- 5.5 A doctor may enter the playing court, without permission of an official if, in the doctor's judgement, the injured player requires immediate medical treatment.
- 5.6 During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after bleeding has stopped and the affected area or open wound has been completely and securely covered.
- If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team before the scorer's signal for the substitution, that player may continue to play.

- 5.7 Players who have been designated by the coach to start the game 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 is a player who represents his team on the playing court. He may communicate in a courteous manner with the officials during the game to obtain information, however, only when the ball is dead and the game clock is stopped.

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

Art. 7 Coaches: Duties and powers

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



- 7.2 At least ten (10) minutes before the game, each coach shall confirm his agreement with the names and corresponding numbers of their team members and the names of the coaches by signing the scoresheet. At the same time, they shall indicate the five (5) players who are to start the game. The coach of team 'A' shall be the first to provide this information.
- 7.3 The coaches and assistant coaches (as well as the substitutes and team followers) are the only persons permitted to be and to remain within their team bench area, unless otherwise stated in these rules.
- 7.4 The coach and the assistant coach may go to the scorer's table during the game to obtain statistical information only when the ball is dead and the game clock is stopped.
- 7.5 Only the coach is permitted to remain standing during the game. He may address the players verbally during the game provided he remains within his team bench area.
- 7.6 If there is an assistant coach his name must be entered on the scoresheet before the beginning of the game (his signature is not necessary). He shall assume all duties and powers of the coach if, for any reason, the coach is unable to continue.
- 7.7 When the captain leaves the playing court the coach shall inform an official of the number of the player who will act as captain on the playing court.
- 7.8 The captain shall act as coach if there is no coach, or if the coach is unable to continue and there is no assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the playing court, he may continue to act as coach however, if he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.
- 7.9 The coach shall designate the free-throw shooter of his team in all cases where the free-throw shooter is not determined by the rules.

RULE FOUR - PLAYING REGULATIONS

Art. 8 Playing time, tied score and extra periods

- 8.1 The game shall consist of four (4) periods of ten (10) minutes.
- 8.2 There shall be intervals of play of two (2) minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period.
- 8.3 There shall be a half-time interval of play of fifteen (15) minutes.
- 8.4 There shall be an interval of play of twenty (20) minutes before the game is scheduled to begin.
- 8.5 An interval of play begins:
- Twenty (20) minutes before the game is scheduled to begin.
 - When the game-clock signal sounds for the end of a period.
- 8.6 An interval of play ends:
- At the beginning of the first period when the ball is legally tapped by a jumper on the jump ball.
 - At the beginning of all other periods when the ball touches or is legally touched by a player on the **playing** court **after** the throw-in.
- 8.7 If the score is tied at the end of playing time for the fourth period, the game shall continue with as many extra periods of five (5) minutes as is necessary to break the tie.
- 8.8 If a foul is committed when or just before the game clock signal sounds for the end of playing time, any eventual free throw(s) shall be taken after the end of playing time.
- 8.9 If an extra period is required as a result of this free throw(s) then all fouls that are committed after the end of playing time shall be considered to have occurred during an interval of play and the free throw(s) shall be administered before the beginning of the extra period.

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

- 9.1 The first period begins when the ball is legally tapped by a jumper on the jump ball.
- 9.2 All other periods begin when the ball touches or is legally touched by a player on the **playing** court after the throw-in.
- 9.3 The game cannot begin if one of the teams is not on the **playing** court with five (5) players ready to play.



- 9.4 For all games, the first team named in the programme (home team) shall have the team bench and its **team's** own basket on the left side of the scorer's table, facing the playing court.
However, if the two **teams agree**, they may interchange the team benches and/or baskets.
- 9.5 Before the first and third periods, teams are entitled to warm-up in the half of the **playing** court in which their opponents' basket is situated.
- 9.6 Teams shall exchange baskets for the second half.
- 9.7 In all extra periods the teams shall continue to play towards the same baskets as in the fourth period.
- 9.8 A period, extra period or game shall end when the game clock signal sounds for the end of playing time.

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 is legally tapped by a jumper.
 - 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 a player for the throw-in.
- 10.3 The ball becomes **dead** when:
- Any field goal or free throw is made.
 - An official blows his whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 - Another free throw(s).
 - A further penalty (free throw(s) and/or throw-in).
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds while a team is in control of the ball.
 - The ball which is in flight on a shot for a field goal is touched by a player from either team after:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds.
- 10.4 The ball does **not** become **dead** and the goal counts if made when:
- The ball is in flight on a shot for a field goal and:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds.
 - The ball is in flight on a free throw when an official blows his whistle for any rule infraction other than by the free-throw shooter.

- A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for field goal and who finishes his shot with a continuous motion which started before the foul occurred.

This provision does not apply and the goal shall not count if, after an official blows his **whistle an** entirely new act of shooting is made.

This provision does not apply and the goal shall not count, if during the continuous motion of a player in the act of shooting the game clock sounds for an end of period or the twenty-four second device signal sounds.

Art. 11 Location of a player and an official

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

While he is in the air from a jump, he retains the same status he had when he last touched the floor. This includes the boundary line, the centre line, the three-point line, the free-throw line and the lines delimiting the restricted area.

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

Art. 12 Jump ball and alternating possession

12.1 Definition

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

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

12.2 Procedure

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

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

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

12.2.4 The ball must be tapped with the hand(s) of one or both 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 retaken.

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

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



12.3 Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last or only free throw.
- A live ball lodges on the basket support (except between free throws).
- The ball becomes dead when neither team had control of the ball nor was entitled to the ball.
- After the cancellation of equal penalties against both teams, there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
- All periods other than the first period are to begin.

12.4 Alternating possession

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

12.4.3 The team that does not gain control of the live ball on the playing court after the jump ball which began the first period will start the alternating possession.

12.4.4 The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended, opposite the scorer's table.

12.4.5 Alternating possession:

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

12.4.6 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 arrow is reversed immediately when the alternating possession throw-in ends.

12.4.7 A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in as normally following a violation (i.e. not an alternating possession throw-in).

- 12.4.8 A foul by either team:
- Before the beginning of a period other than the first period, or
 - During the alternating possession throw-in,
- Does** not cause the throw-in team to lose that alternating possession throw-in.
- Should such a foul occur during the initial throw-in to start a period, after the ball has been placed at the disposal of the thrower-in but before it has touched a player on the **playing** court, then it is considered to have happened during playing time and is penalised accordingly.

Art. 13 How the ball is played

13.1 Definition

- 13.1.1 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

- 13.2.1 To run with the ball, **deliberately** kick or block it with any part of the leg or strike it with the fist is a violation.

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

- 13.2.2 To reach through the basket from below and touch the ball on a pass or rebound is a violation.

An infraction of Art. 13.2 is a violation.

Art. 14 Control of the ball

- 14.1 Team control **starts** when a player of that team is in control of a live ball because he is holding or dribbling it or has a live ball at his disposal.

- 14.2 Team control **continues** when:

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

- 14.3 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 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 through the air towards the opponents' basket.

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

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

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



15.2 The **act of shooting**:

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

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

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

15.3 A **continuous movement** in the act of shooting:

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

Art. 16 Goal: When made and its value

16.1 **Definition**

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

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

16.2 **Rule**

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

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

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

16.2.3 If a player **deliberately** scores a field goal in his **team's own 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.

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.

17.2 Procedure

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

- The official is no more than four (4) metres from the player who is to take the throw-in.
- The player who is to take the throw-in is at the correct place as designated by the official.

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

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

- At the beginning of all periods other than the first period
- Following a free throw(s) resulting from a technical, unsportsmanlike or disqualifying foul
- During the last two (2) minutes of the fourth (4th) period and during the last two (2) minutes of each extra period, following a time-out granted to the team that has been entitled to the possession of the ball from its backcourt.

The player shall have one foot on either side of the centre line extended and shall be entitled to pass the ball to a team-mate at any place on the playing court.

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

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

17.2.6 Following a successful field goal or a successful last or only free throw:

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



17.3 Rule

17.3.1 A player taking a throw-in shall **not**:

- Take more than five (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 a **total distance from the designated throw-in place, laterally in one or in both directions, not to exceed a total of one (1) metre** before or while releasing the ball. He is, however, permitted to move directly backwards from the line as far as circumstances allow.

17.3.2 Other player(s) shall **not**:

- Have any part of their bodies over the boundary line before the ball has been thrown across the boundary line.
- Be closer than one (1) metre to the player taking the throw-in when the out-of-bounds area, free **from** obstruction at the throw-in place, is less than two (2) metres to the boundary line.

An infraction of Art. 17.3 is a violation.

17.4 Penalty

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

Art. 18 **Time-out**

18.1 Definition

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

18.2 Rule

18.2.1 **Each time-out** shall last one (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:**

- The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- **The ball becomes dead following a last or only successful 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 a first or only free throw.**

18.2.5 **Two (2) time-outs** may be granted to each team at any time during the first half; three (3) at any time during the second half and one (1) during each extra period.

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

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

18.3 Procedure

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

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

18.3.3 The time-out:

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

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

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

18.3.5 During the time-out and during an interval of play before the beginning of the second (2nd), fourth (4th) or each extra period the players may leave the playing court and sit on the team bench and the persons permitted to be in the team bench area may enter the playing court provided that the team members remain within the vicinity of their team bench area.

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

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

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

18.3.7 A time-out shall not be permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period unless:

- An official has interrupted the game.
- The non-scoring team has been granted a time-out or substitution.



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:

- The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- The ball becomes dead following a last or only successful free throw.
- For the non-scoring team, a field goal is scored in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period.

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

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

- The team is reduced to fewer than five (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.

19.3 Procedure

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

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

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

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

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

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

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

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

- Is injured.
- Has committed his fifth foul.
- Has been disqualified.

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

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

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

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

19.3.10 A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful field goal in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period unless:

- An official has interrupted the game.
- The non-scoring team has been granted a time-out or substitution.

Art. 20 Game lost by forfeit

20.1 Rule

A team shall lose the game by forfeit if:

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

20.2 Penalty

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

20.2.2 For a two-game (home and away) total points series and for Play-Offs (best of three), 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 five).



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 two (2) players on the playing court ready to play.

21.2 Penalty

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

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

RULE FIVE - VIOLATIONS

Art. 22 Violations

22.1 Definition

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

22.2 Penalty

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

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

23.1 Definition

23.1.1 A **player** is out-of-bounds when any part of his body is in contact with the floor or any object other than a player, on, above 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 on, above 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 starts** when a player, having gained control of a live ball on the **playing** court, throws, taps, rolls or dribbles 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.

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



24.1.3 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 before touching the floor, provided that no travelling violation is committed.

24.2 **Rule**

A player shall not dribble a second time after his first dribble has ended unless between the two 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 then touched or been touched by another player.

Art. 25 Travelling

25.1 **Definition**

25.1.1 **Travelling** is the illegal movement of one 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 for a player who catches a live ball on the **playing** court:**

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

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

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

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

25.2.3 Player falling, lying or sitting on the floor:

- It is **legal** when a player falls 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 slides, rolls, or attempts to stand up while holding the ball.

Art. 26 Three seconds

26.1 Rule

26.1.1 A player shall **not** remain in the opponents' restricted area for more than three (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 three (3) 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 guarding position at a distance of no more than one (1) metre.

27.2 Rule

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



Art. 28 Eight seconds

28.1 Definition

28.1.1 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 the team's own basket, the sidelines and the centre line.

28.1.2 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 inside edge of the centre line nearest to the opponents' basket.

28.1.3 The ball **goes** into a team's **frontcourt** when:

- It touches the frontcourt.
- It touches a player or an official who has part of his body in contact with the frontcourt.

28.2 Rule

28.2.1 Whenever a player gains control of a **live** ball in his **backcourt**, his team must cause the ball to go into its frontcourt within eight (8) seconds.

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

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

Art. 29 Twenty-four seconds

29.1 Rule

29.1.1 Whenever a player gains control of a **live** ball on the **playing** court, his team must attempt a shot for a field goal within twenty-four (24) seconds.

To constitute a shot for a field goal within twenty-four (24) seconds:

- The ball must leave the player's hand(s) before the twenty-four second device 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 twenty-four second period** and the 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 hits the backboard (not the ring) or misses the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball, in which case the signal shall be disregarded and the game shall continue.

All restrictions related to goal tending and interference shall **apply**.

29.2 Procedure

- 29.2.1 If the game is **stopped** by an official for any valid reason not connected with either team (twenty-four second device reset in error, etc.) or connected with the opponents of the team in control of the ball possession of the ball shall be awarded to the team that previously had control of the ball **with a new 24 seconds**.

However, if in the judgement of the officials, the opponents would be placed at a disadvantage, the twenty-four second device shall continue from the time it was **interrupted**.

- 29.2.2 If the twenty-four second device 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 the officials, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the twenty-four second device shall be corrected and the ball shall be awarded to that team.

29.3 Penalty

The ball shall be awarded to the opponents for a throw-in at the place nearest to where the game was stopped by the official, except directly behind the backboard.

Art. 30 Ball returned to the backcourt

30.1 Definition

- 30.1.1 The ball **goes** into a team's **backcourt** when:

- It touches the backcourt.
- It touches a player or an official who has part of his body in contact with the backcourt.

- 30.1.2 The ball has been illegally returned to the backcourt when a player of the team in control of the live ball is:

- The last to touch the ball in his frontcourt, after which that player or a team-mate is the first to touch the ball in the backcourt.
- The **last** to touch the ball in his backcourt, after which the ball touches the frontcourt and then is first touched by that player or team-mate in the backcourt.

This restriction applies to **all** situations in a team's frontcourt, including throw-ins.

30.2 Rule

A player **whose team** is in control of a live ball may not cause the ball to be illegally returned to his backcourt.



Art. 31 Goal tending and Interference

31.1 Definition

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

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

31.2 Rule

31.2.1 **Goal tending** 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.
- After it has hit the backboard.

31.2.2 **Goal tending** 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 goal tending restrictions apply until:

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

31.2.4 **Interference** occurs during a **shot for a field goal** when:

- A player touches the basket or the backboard while the ball is in contact with the ring.
- 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 and it prevents the ball from passing through the basket.
- A defensive player causes the backboard or the ring to vibrate in such a way that, in the judgement of the official, the ball has been prevented from entering the basket.
- An offensive player causes the backboard or the ring to vibrate in such a way that, in the judgement of the official, the ball has been caused to enter the basket.

31.2.5 **Interference** occurs during a **shot for a free throw** when:

- A player, **during a free throw to be followed by a further free throw(s)**, touches the ball, the basket or the backboard while the ball has the possibility of entering the basket.
- **A player, during a last or only free throw, touches the basket or the backboard while the ball is in contact with the ring.**
- A player reaches through the basket from below and touches the ball.
- A defensive player, during a last or only free throw, while the ball has the possibility of entering the basket and after the ball has touched the ring, causes

the backboard or ring to vibrate in such a way that, in the judgement of the official, the ball has been prevented from entering the basket.

- An offensive player, during a last or only free throw, while the ball has the possibility of entering the basket and after the ball has touched the ring, causes the backboard or ring to vibrate in such a way that, in the judgement of the official, the ball has been caused to enter the basket.

31.2.6 While the ball is in flight on a shot for a field goal and after:

- An official blows his whistle,
- The game clock signal sounds for the end of a period,

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

All restrictions related to goal tending and interference shall **apply**.

31.3 Penalty

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

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

- One (1) point when the ball was released for a free throw.
- Two (2) points when the ball was released from the two-point field goal area.
- Three (3) points when the ball was released from the three-point field goal area.

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

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

RULE SIX - FOULS

Art. 32 Fouls

32.1 Definition

32.1.1 During a game in which ten (10) players are moving at speed in a limited space, **personal contact** cannot be avoided.

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

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

Art. 33 Contact: General principles

33.1 Cylinder principle

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

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

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

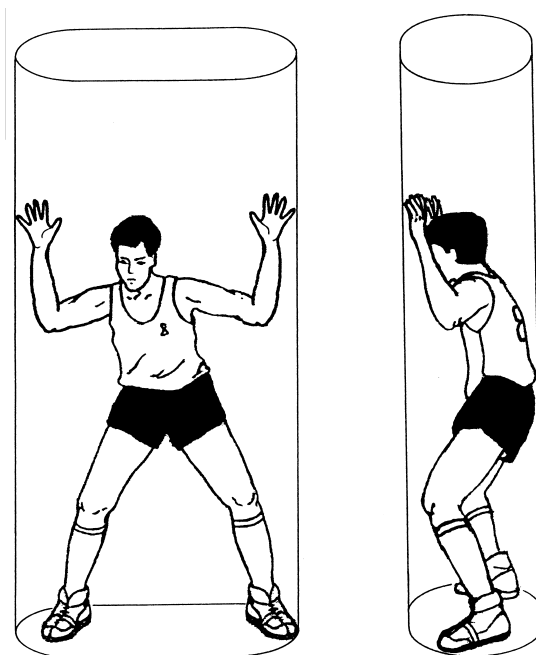


Diagram 5 **Cylinder principle**

33.2 Principle of verticality

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

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

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

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

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

- Using his arms to create additional space for himself (clear-out).
- 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 (is 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 and by doing so cause contact to prevent the dribbler from passing by him.

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

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or move backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one 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 cushion any blow or to avoid injury.

In the event of 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, never less than one (1) and never more than two (2) normal steps.

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 or place his arm(s) in front of and close to his body, 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 places 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:

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

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

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

If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him as he desires, providing 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 one (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 one (1) and never more than two (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 go by. If the arm(s) or elbow(s) are outside his cylinder and contact occurs, it is blocking or holding.

33.10 **Contacting an opponent with the hand(s) and/or arm(s)**

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

The officials shall decide whether the player who caused the contact has gained an unfair 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 unfair advantage.
- 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space between himself and the defensive player.
- Use an extended forearm or hand, while dribbling, to prevent an opponent **from** gaining control of the ball.

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

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

33.11 **Post play**

The principle of verticality (cylinder principle) applies 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 elbows, arms, knees or other parts of the body.

33.12 **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.

33.13 **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.

33.14 **Pushing**

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

Art. 34 Personal foul

34.1 **Definition**

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

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

34.2 Penalty

A personal foul shall be charged against the offender.

34.2.1 If the foul is committed on a player who is 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 a team foul penalty situation, then Art. 41 (Team fouls: Penalty) will apply.

34.2.2 If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throw(s) as follows:

- If the shot from the field goal area is successful, the goal shall count and one (1) additional free throw awarded.
- If the shot from the two-point field goal area is unsuccessful, two (2) free throws will be awarded.
- If the shot from the three-point field goal area is unsuccessful, three (3) free throws will be awarded.
- If the player is fouled as, or just before, the game clock signal sounds for the end of the period or as, or just before, the twenty-four second device 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 two (2) or three (3) free throws will be awarded.

Art. 35 Double foul

35.1 Definition

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

35.2 Penalty

35.2.1 A personal foul shall be charged against each offender. No free throws shall be awarded.

35.2.2 The game shall be resumed as follows if at approximately the same time as the double foul:

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

Art. 36 Unsportsmanlike foul

36.1 Definition

36.1.1 An **unsportsmanlike foul** is a player contact foul which, in the judgement of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules.

36.1.2 Unsportsmanlike fouls must be interpreted consistently throughout the whole game.

36.1.3 The official must judge only the action.

36.1.4 To judge whether a foul is unsportsmanlike, the officials should apply the following principles:

- If a player is making no effort to play the ball and contact occurs, it is an unsportsmanlike foul.
- If a player, in an effort to play the ball, causes excessive contact (hard foul), then the contact shall be judged to be unsportsmanlike.
- If a player commits a foul while making a legitimate effort to play the ball (normal play), it is **not** an unsportsmanlike foul.

36.2 Penalty

36.2.1 An unsportsmanlike foul shall be charged against the offender.

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

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

The number of free throws shall be as follows:

- If the foul is committed on a player not in the act of shooting: two (2) free throws will be awarded.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, one (1) free throw will be awarded.
- If the foul is committed on a player in the act of shooting who fails to score: two (2) or three (3) free throws will be awarded.

Art. 37 Disqualifying foul

37.1 Definition

37.1.1 A **disqualifying foul** is any flagrantly unsportsmanlike **action of** a player, substitute, **excluded player**, coach, assistant coach or team follower.

37.1.2 A player shall also be disqualified when he is charged with two (2) unsportsmanlike fouls.

37.1.3 A coach shall be also disqualified when:

- He is charged with two (2) technical fouls ('C') as a result of his personal unsportsmanlike behaviour.
- He is charged with three (3) technical fouls accumulated as a result of unsportsmanlike behaviour from the team bench ('B') (assistant coach, substitute or team follower) or a combination of three (3) technical fouls, one of which has been charged against the coach ('C').

37.1.4 If a player or coach is disqualified under Art. 37.1.2 or Art. 37.1.3, that unsportsmanlike or technical foul shall be the only foul to be penalised and **no additional** penalty for the disqualification shall be administered.

37.1.5 A coach who has been disqualified shall be replaced by the assistant coach as entered on the scoresheet. If no assistant coach is entered on the scoresheet, he shall be replaced by the captain.

37.2 Penalty

37.2.1 A disqualifying foul shall be charged against the offender.

37.2.2 He shall be disqualified and shall go to, and remain in, his team's dressing room for the duration of the game or, if he so chooses, he shall leave the building.

37.2.3 Free throw(s) shall be awarded:

- To any opponent in the case of a non-contact foul.
- To the player who was fouled in the case of a contact foul.

Followed by:

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

37.2.4 The number of free throws shall be as follows:

- If the foul is committed on a player not in the act of shooting or if it is a technical foul: two (2) free throws will be awarded.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition one (1) free throw will be awarded.
- If the foul is committed on a player in the act of shooting who fails to score: two (2) or three (3) free throws will be awarded.

Art. 38 Technical foul

38.1 Rules of conduct

38.1.1 The proper conduct of the game demands the full and loyal cooperation of the members of both teams (players, substitutes, coaches, assistant coaches and team followers) with the officials, table officials and commissioner.

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

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

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

38.1.5 If a technical infraction is discovered after the ball is 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 was charged. Whatever occurred during the interval between the technical infraction and the game being stopped shall be valid.



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 officials and, if necessary, by public order enforcement officers.

38.2.2 Whenever acts of violence occur between players, substitutes, coaches, assistant coaches or team followers, on the playing court or in its vicinity, the officials shall take the necessary action to stop them.

38.2.3 Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified. The officials 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 officials. However, should spectators enter the **playing** court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and officials.

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

38.2.6 Physical actions by players, substitutes, coaches, assistant coaches and team followers which could lead to damaging of game equipment, must not be permitted by the officials.

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

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

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

38.3 Definition

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

- Disregarding warnings by officials.
- Disrespectfully touching the officials, the commissioner, the table officials or the team bench personnel.
- Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting an opponent or obstructing his vision by waving his hands near his eyes.
- Delaying the game by deliberately touching the ball after it passes through the **basket or** by preventing a throw-in from being taken promptly.
- Falling down to fake a foul.
- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in

the judgement of the official, is trying to prevent injury to himself or to another player.

- Goal tending or interfering during a last or only free throw by a defensive player. One (1) point shall be awarded to the offensive team, followed by the technical foul penalty charged against the defensive player.

38.3.2 A technical foul by a coach, assistant coach, substitute or team follower is a foul for disrespectfully communicating with or touching the officials, the commissioner, the table officials or the opponents, or an infraction of a procedural or an administrative nature.

38.4 Penalty

38.4.1 If a technical foul is committed:

- By a player, a technical foul shall be charged against him as a player foul and shall count as one of the team fouls.
- By a coach ('C'), assistant coach ('B'), substitute ('B') or team follower ('B'), a technical foul shall be charged against the coach and shall **not** count as one of the team fouls.

38.4.2 Two (2) free throws shall be awarded to the opponents, followed by:

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

Art. 39 Fighting

39.1 Definition

Fighting is physical interaction between two or more opponents (players, substitutes, coaches, assistant coaches and team followers).

This article only applies to substitutes, coaches, assistant coaches and team followers 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 or team followers who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

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

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



39.3 Penalty

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

39.3.2 If members 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 as the game was stopped because of the fighting:

- **A** valid field goal is scored, the ball shall be awarded to the non-scoring team for a throw-in at any place at the endline.
- **A** team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the centre line extended, opposite the scorer's table.
- **N**either team has control of the ball nor was entitled to the ball, a jump ball situation occurs.

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

39.3.4 All foul penalties occurring before the fighting situation shall be dealt with in accordance with Art. 42 (Special situations).

RULE SEVEN - GENERAL PROVISIONS

Art. 40 Five fouls by a player

40.1 A player who has committed five (5) fouls, personal and/or technical, shall be informed thereof by the referee and must leave the game immediately. He must be substituted within thirty (30) seconds.

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

Art. 41 Team fouls: Penalty**41.1 Definition**

41.1.1 A team is in a team foul penalty situation when it has committed four (4) team fouls in a period.

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

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

41.2 Rule

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

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**

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

42.2 Procedure

42.2.1 All fouls shall be charged and all penalties identified.

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

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

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



- 42.2.5 Once the ball has become live on the first or only free throw or on a throw-in, that penalty can no longer be used for cancelling another penalty.
- 42.2.6 All remaining penalties shall be administered in the order in which they were called.
- 42.2.7 If, after the cancellation of equal penalties against the teams, there are no other penalties remaining for administration, the game shall be resumed as follows.

If at approximately the same time as the first infraction:

- **A** valid field goal is scored, the ball shall be awarded to the non-scoring team for a throw-in **at any place at** the endline.
- **A** team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the place nearest to the first infraction.
- **N**either 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 one (1) point, uncontested, from a position behind the free-throw line and inside the semicircle.
- 43.1.2 A set of free throws is defined as all free throws and/or subsequent possession of the ball resulting from a single foul penalty.

43.2 Rule

- 43.2.1 When a personal foul is called and the penalty is the awarding of a free throw(s):
- The player against whom the foul was committed shall attempt the free throw(s).
 - If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
 - If he must leave the game due to injury, having committed his fifth foul or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate shall attempt the free throw(s).
- 43.2.2 When a technical foul is called, any member of the opponent's team 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 semicircle.
 - 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 five (5) seconds of the time when it is placed at his disposal by the official.
 - Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
 - Not fake a free throw.

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

These players shall not:

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

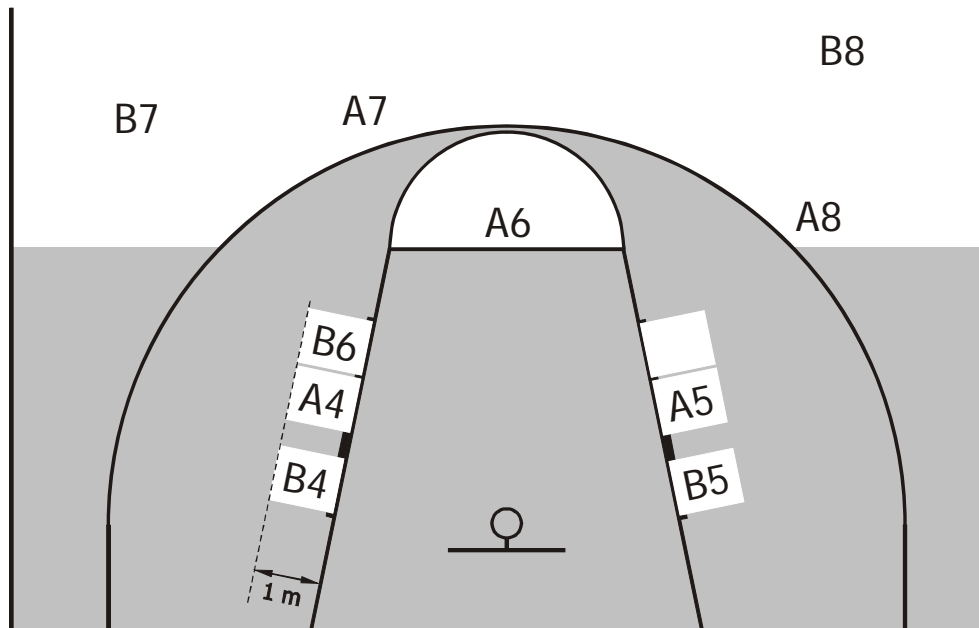


Diagram 6 Players' positions during free throws

43.2.5 Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the three-point field goal line until the ball touches the ring or the free throw ends.

43.2.6 During a free throw(s) which is to be followed by another set(s) of free throws or by a throw-in, all players shall be behind the free-throw line extended and behind the three-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 violation is committed by a free-throw shooter:

- Point, if made, shall not count.
- Any other player's violation, which occurs immediately before, at approximately the same time as, or after the violation committed by the free-throw shooter, shall be disregarded.

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



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

- Point(s), if made, shall count.
- Violation(s) shall be disregarded.

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

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

- A **team-mate** of the free-throw shooter on the last or only free throw, the ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless that team is entitled to further possession.
- An **opponent** of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
- **Both teams**, on the last or only free throw, **a jump ball situation occurs**.

Art. 44 Correctable errors

44.1 Definition

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

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

44.2 Procedure

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

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

44.2.3 Any fouls committed, points scored, time used, additional activity which may have occurred after the error has occurred and before **its recognition**, shall not be **nullified**.

44.2.4 If the error constitutes 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 after the error, the ball shall be awarded for a throw-in to the team whose free throws had been cancelled.
- If the **game** clock has started after the error and:
 - The team in control of the ball (or entitled to the ball) at the time the error is discovered 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 discovered, the ball shall be awarded to the team entitled to **the ball** at the time of the error.

- If the game clock has started and, at the time the error is discovered, 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 discovered, 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.

44.2.5 If the error constitutes a failure to award a merited free throw(s):

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

44.2.6 After the correction of **an erroneous awarding or canceling a score**, the game shall be **restarted** at the point at which it was **interrupted** to correct the error, **by the team entitled to the ball at the time the game was stopped for the correction**.

44.2.7 If the error constitutes the wrong player attempting a free throw(s), the free throw(s) attempted as a result of the error shall be cancelled and the ball shall be awarded to the opponents for a throw-in at the free throw line extended.

44.2.8 Once an error that is still correctable has been discovered:

- If the player involved in the correction of the error is on the team bench after having been legally substituted (**not** for having been disqualified or having committed his fifth foul), he must **re-enter** the playing court to participate in the correction of the error (at this point he becomes a player).
Upon completion of the correction, he may remain in the game **unless** a legal substitution has been requested again, in which case the player may leave the playing court.
- If the player was substituted because he had committed his fifth foul or was disqualified, his substitute must participate in the correction of the error.

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

44.2.10 Any errors in scorekeeping by the scorer or time-keeping by the timer involving the score, number of fouls, number of time-outs or time consumed or omitted, may be corrected by the officials at any time before the referee signs the scoresheet.



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

Art. 45 Officials, table officials and commissioner

- 45.1 The **officials** shall be a referee and one or two umpire(s). They shall be assisted by the table officials and by a commissioner.
- 45.2 The **table officials** shall be a **scorer**, an assistant **scorer**, a **timer** and a twenty-four second operator.
- 45.3 A **commissioner** shall sit between the **scorer** and the **timer**. His primary duty during the game is to supervise the work of the table officials and to assist the referee and umpire(s) in the smooth functioning of the game.
- 45.4 The officials of a given game should not be connected in any way with either team on the **playing** court.
- 45.5 **The officials, the table officials and the commissioner shall conduct the game in accordance with these rules and have no authority to change them.**
- 45.6 The officials' uniform shall consist of an officials' shirt, long black trousers, black socks and black basketball shoes.
- 45.7 The officials and table officials shall be uniformly dressed.

Art. 46 Referee: Duties and powers

The referee shall:

- 46.1 Inspect and approve all equipment to be used during the game.
- 46.2 Designate the official game clock, twenty-four second device, stopwatch and recognise the table officials.
- 46.3 Select a game ball from at least two (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 which may cause injury to other players.
- 46.5 Administer a jump ball to start the first period and a throw-in to start all other periods.
- 46.6 Have the power to stop a game when conditions warrant it.
- 46.7 Have the power to determine that a team shall forfeit the game.
- 46.8 Carefully examine the scoresheet at the end of playing time or at any time he feels is necessary.
- 46.9 Approve and sign the scoresheet at the end of playing time, **terminating** the officials' administration and **connection** with the game. The officials' **power** shall **begin** when they arrive on the **playing** court twenty (20) minutes before the game is scheduled to begin, and **end** with the end of the playing time as approved by the officials.
- 46.10 Record, on the reverse side of the scoresheet, before signing it, any forfeit or unsportsmanlike behaviour by players, coaches, assistant coaches or team followers that occurs prior to the twenty (20) minutes before the game is scheduled to begin, or between the end of playing time and the approval and signing of the scoresheet. In such a case, the referee (commissioner, if present) must send a detailed report to the organising body of the competition.

- 46.11 Make the final decision whenever necessary or when the officials disagree. To make a final decision he may consult the umpire, the commissioner and/or the table officials.
- 46.12 Be authorised to use the technical equipment to decide, before he signs the score-sheet, if a last shot at the end of each period or any extra period was released during playing time.
- 46.13 Have the power to make decisions on any point not specifically covered by these rules.

Art. 47 Officials: Duties and powers

- 47.1 The officials shall have the power to make decisions on infractions of the rules committed either within or outside the boundary line including the scorer's table, the team benches and the areas immediately behind the lines.
- 47.2 The officials blow their whistles when an infraction of the rules occurs, a period ends or the officials find it necessary to interrupt the game. The officials shall not blow their whistles after a successful field goal, a successful free throw or when the ball becomes live.
- 47.3 When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh the following fundamental principles:
- The spirit and intent of the rules and the need to uphold the integrity of the game.
 - Consistency in the application of the concept of 'advantage/disadvantage', whereby the officials should not seek to interrupt the flow of the game unnecessarily in order to penalise personal contact that is incidental and which does not give the player responsible an advantage nor place his opponent at a disadvantage.
 - Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
 - Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.
- 47.4 Should a protest be filed by one of the teams, the referee (commissioner, if present) shall, within the hour following the end of playing time, report the protest to the organising body of the competition.
- 47.5 If an official is injured or for any other reason cannot continue to perform his duties within five (5) minutes of the incident, the game shall be resumed. The other official will officiate alone until the end of the game, unless there is the possibility of replacing the injured official with a qualified substitute official. After consulting with the commissioner, the other official will decide upon the possible replacement.
- 47.6 For all international games, if verbal communication is necessary to make a decision clear, it shall be conducted in English.
- 47.7 **Each official has the power to make decisions within the limits of his duties, but has no authority to disregard or question decisions made by the other official(s).**



Art. 48 Scorer and assistant scorer: Duties

- 48.1 The **scorer** shall be provided with a scoresheet and shall keep a record of:
- Teams, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the five (5) players to start the game, substitutions or numbers of players, he shall notify the nearest official as soon as possible.
 - Running summary of points scored, by entering the field goals and the free throws made.
 - Fouls charged against each player. The **scorer** must notify an official immediately when a fifth foul is charged against any player. He shall record the fouls charged against each coach and must notify an official immediately when a coach should be disqualified. Similarly, he must notify an official immediately **when** a player has committed two (2) unsportsmanlike fouls and should be disqualified.
 - **Time-outs**. He must notify the officials of the next time-out opportunity when a team has requested **a time-out** and notify the coach through an official when the coach has no more time-out(s) left in a half or extra period.
 - The next alternating possession, by operating the alternating possession arrow. The **scorer** shall adjust the direction of the alternating possession arrow immediately after the end of the first half as the team shall exchange baskets for the second half.
- 48.2 The **scorer** shall also:
- Indicate the number of fouls committed by each player by raising, in a manner visible to both coaches, the marker with the number of fouls committed by that player.
 - Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in **a team foul penalty situation**, when the ball becomes live following the fourth team foul in a period.
 - Effect substitutions.
 - Sound his signal **only** when the ball is dead and before the ball becomes live again. The sound of his signal does **not** stop the game clock or the game nor cause the ball to become dead.
- 48.3 The **assistant scorer** shall operate the scoreboard and assist the **scorer**. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
- 48.4 If a scorekeeping error is discovered:
- During the game, the **scorer** must wait for the first dead ball before sounding his signal.
 - After the end of the playing time and before the scoresheet has been signed by the referee, the error shall be corrected, even if this correction influences the final result of the game.
 - After the scoresheet has been signed by the referee, the error may no longer be corrected. The referee must send a detailed report to the organising body of the competition.

Art. 49 Timer: Duties

- 49.1 The **timer** shall be provided with a game clock and a stopwatch and shall:
- Measure playing time, time-outs and intervals of play.
 - Ensure that a signal sounds very loudly and automatically at the end of playing time in a period.
 - Use any means possible to notify the officials immediately if his signal fails to sound or is not heard.
 - Notify the teams and the officials at least three (3) minutes before the third period is to start.
- 49.2 The **timer** shall measure **playing time** as follows:
- Starting the game clock when:
 - During a jump ball, the ball is legally tapped by a jumper.
 - After a last or only free throw is unsuccessful and the ball continues to be live, the ball touches or is touched by a player on the **playing** court.
 - During a throw-in, the ball touches or is touched by a player on the **playing** court.
 - Stopping the game clock when:
 - Time expires at the end of playing time for a period.
 - An official blows his whistle while the ball is live.
 - A field goal is scored against a team which has requested **a time-out**.
 - A field goal is scored in the last two (2) minutes of the fourth period and in the last two (2) minutes of any extra period.
 - The twenty-four second device signal sounds while a team is in control of the ball.
- 49.3 The **timer** shall measure a **time-out** as follows:
- Starting the timing device immediately **when** the official gives **the time-out** signal.
 - Sounding his signal when fifty (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 timing device immediately **when** a previous period has ended.
 - Sounding his signal before the first and third period when three (3) minutes, one (1) minute and thirty (30) seconds remain until the beginning of the period.
 - Sounding his signal before the second, fourth and each extra period when thirty (30) seconds remain until the beginning of the period.
 - **Sounding his signal and simultaneously stopping the timing device immediately when an interval of play has ended**



Art. 50 Twenty-four second operator: Duties

The twenty-four second operator shall be provided with a twenty-four second device and operate it so that it shall be:

50.1 **Started or restarted** whenever a team gains control of a live ball on the **playing** court.

50.2 **Stopped and reset** to twenty-four (24) seconds, with no display visible, as soon as:

- An official blows his whistle for a foul or violation.
- A ball on a shot for a field goal or on a pass enters the basket.
- A shot for a field goal touches the ring **unless the ball lodges on the basket support.**
- The game is stopped because of an action connected with the team not 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.

50.3 **Reset** to twenty-four (24) seconds with the display visible and restarted as soon as a team gains control of a live ball on the **playing** court.

The mere touching of the ball by an opponent does not start a new twenty-four second period if the other team remains in control of the ball.

50.4 **Stopped, but not reset** to twenty-four (24) seconds, when the same team that previously had control of the ball is awarded a throw-in as a result of:

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

50.5 **Stopped and switched off** when a team gains control of a live ball on the **playing** court, and there are fewer than twenty-four (24) seconds remaining on the game clock in any period.






The twenty-four second device signal does not stop the game clock or the game, nor cause the ball to become dead, unless a team is in a control of the ball.

A - OFFICIALS' SIGNALS


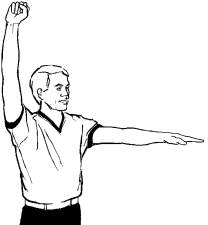
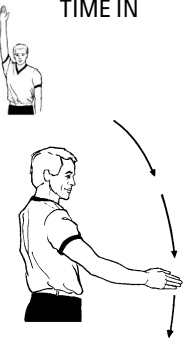

A.1 The hand signals illustrated in these rules are the only official signals. They must be used by all officials in all games.

A.2 It is important that the table officials are also familiar with these signals.


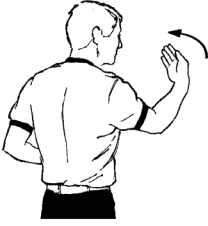


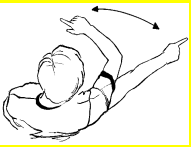
I. SCORING

<p>1 ONE POINT</p>  <p>One finger, 'flag' from wrist</p>	<p>2 TWO POINTS</p>  <p>Two fingers, 'flag' from wrist</p>	<p>3 THREE-POINTS ATTEMPT</p>  <p>Three fingers (extended)</p>	<p>4 THREE-POINTS SUCCESSFUL SHOT</p>  <p>Three fingers (extended) on each hand</p>	<p>5 CANCEL SCORE OR CANCEL PLAY</p>  <p>Scissor-like action with arms, once across chest</p>
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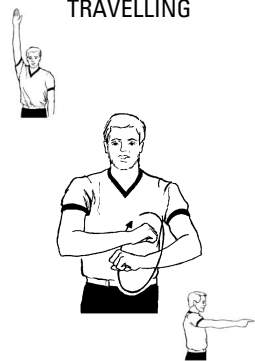
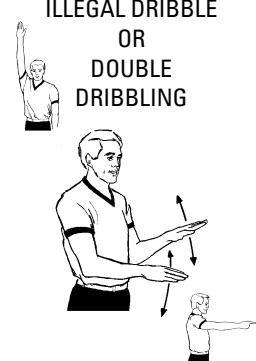
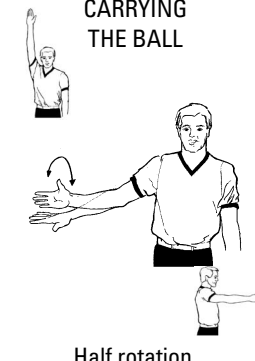
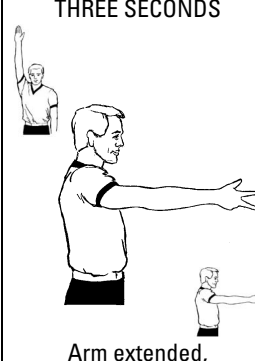
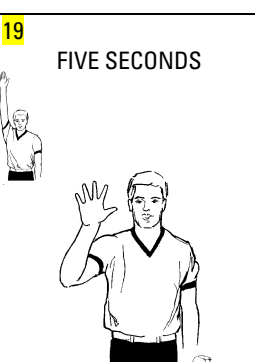
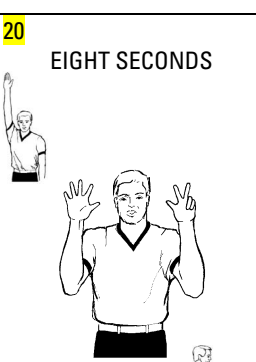
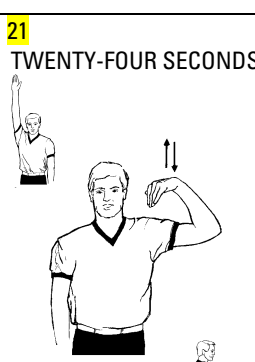
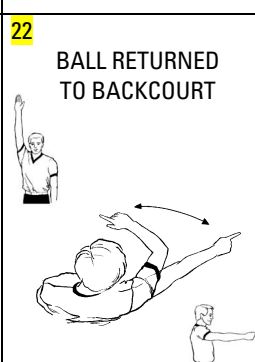
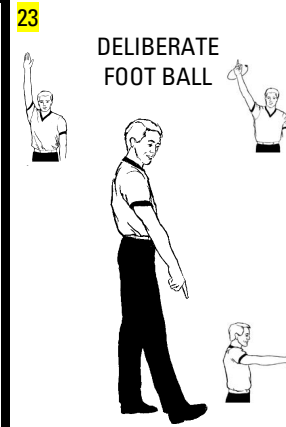
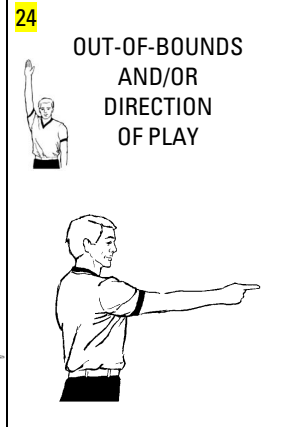
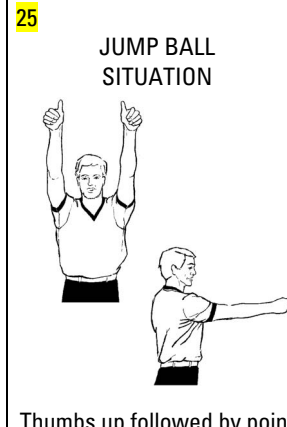
II. CLOCK-RELATED

<p>6 STOP CLOCK (blowing whistle simultaneously) OR DO NOT START CLOCK</p>  <p>Open palm</p>	<p>7 STOP CLOCK FOR FOUL (blowing whistle simultaneously)</p>  <p>One clenched fist, other palm down pointing to offender's waist</p>	<p>8 TIME IN</p>  <p>Chop with hand</p>	<p>9 TWENTY-FOUR SECOND RESET</p>  <p>Rotate hand, index finger extended</p>
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III. ADMINISTRATIVE

<p>10 SUBSTITUTION (blowing the whistle simultaneously)</p>  <p>Cross forearms</p>	<p>11 BECKONING-IN</p>  <p>Open palm, wave towards the body</p>	<p>12 CHARGED TIME-OUT (blowing whistle simultaneously)</p>  <p>Form T, index finger showing</p>	<p>13 COMMUNICATION BETWEEN OFFICIALS AND TABLE OFFICIALS</p>  <p>Thumb up</p>	<p>14 VISIBLE COUNT (Five and eight seconds)</p>  <p>Fingers showing counting</p>
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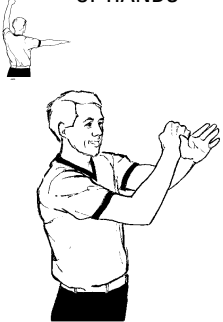
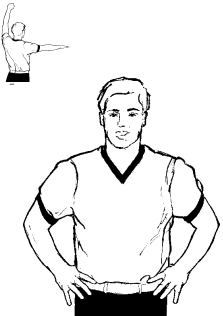
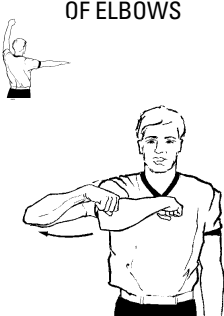
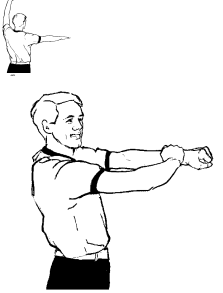
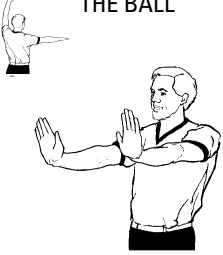

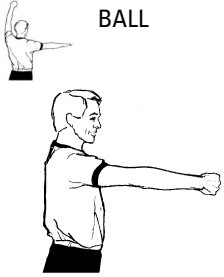




IV. TYPE OF VIOLATIONS

<p>15</p> <p>TRAVELLING</p>  <p>Rotate fists</p>	<p>16</p> <p>ILLEGAL DRIBBLE OR DOUBLE DRIBBLING</p>  <p>Patting motion</p>	<p>17</p> <p>CARRYING THE BALL</p>  <p>Half rotation, forward direction</p>	<p>18</p> <p>THREE SECONDS</p>  <p>Arm extended, show 3 fingers</p>
<p>19</p> <p>FIVE SECONDS</p>  <p>Show 5 fingers</p>	<p>20</p> <p>EIGHT SECONDS</p>  <p>Show 8 fingers</p>	<p>21</p> <p>TWENTY-FOUR SECONDS</p>  <p>Fingers touch shoulder</p>	<p>22</p> <p>BALL RETURNED TO BACKCOURT</p>  <p>Wave arm, index finger pointing</p>
<p>23</p> <p>DELIBERATE FOOT BALL</p>  <p>Point finger to the foot</p>	<p>24</p> <p>OUT-OF-BOUNDS AND/OR DIRECTION OF PLAY</p>  <p>Point finger parallel to sidelines</p>	<p>25</p> <p>JUMP BALL SITUATION</p>  <p>Thumbs up followed by point finger in direction of possession arrow</p>	




V. REPORTING A FOUL TO THE SCORER'S TABLE (3 Steps)**STEP 1 - NUMBER OF PLAYER**

26 No. 4 	27 No. 5 	28 No. 6 	29 No. 7 
30 No. 8 	31 No. 9 	32 No. 10 	33 No. 11 
34 No. 12 	35 No. 13 	36 No. 14 	37 No. 15 

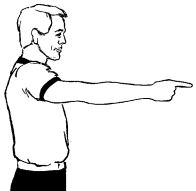
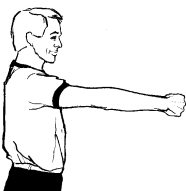
STEP 2 - TYPE OF FOUL

<p>38</p> <p>ILLEGAL USE OF HANDS</p>  <p>Strike wrist</p>	<p>39</p> <p>BLOCKING (offence or defence)</p>  <p>Both hands on hips</p>	<p>40</p> <p>EXCESSIVE SWINGING OF ELBOWS</p>  <p>Swing elbow backwards</p>	<p>41</p> <p>HOLDING</p>  <p>Grasp wrist downward</p>
<p>42</p> <p>PUSHING OR CHARGING WITHOUT THE BALL</p>  <p>Imitate push</p>	<p>43</p> <p>CHARGING WITH THE BALL</p>  <p>Clenched fist, strike open palm</p>	<p>44</p> <p>BY TEAM IN CONTROL OF THE BALL</p>  <p>Point clenched fist towards basket of offending team</p>	<p>45</p> <p>DOUBLE</p>  <p>Wave clenched fists</p>
<p>46</p> <p>TECHNICAL</p>  <p>Form T, palm showing</p>	<p>47</p> <p>UNSPORTSMANLIKE</p>  <p>Grasp wrist upward</p>	<p>48</p> <p>DISQUALIFYING</p>  <p>Clenched fists</p>	

STEP 3 - NUMBER OF FREE THROW(S) AWARDED

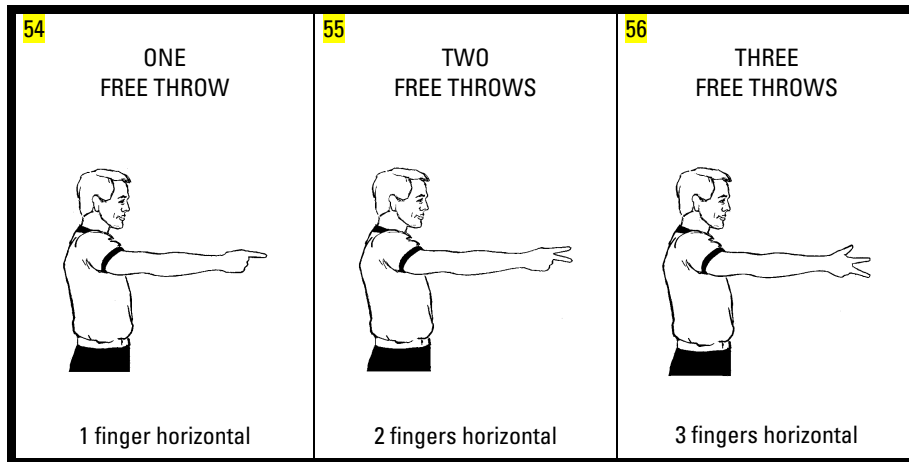
<p>49</p> <p>ONE FREE THROW</p>  <p>Hold up 1 finger</p>	<p>50</p> <p>TWO FREE THROWS</p>  <p>Hold up 2 fingers</p>	<p>51</p> <p>THREE FREE THROWS</p>  <p>Hold up 3 fingers</p>
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OR
- DIRECTION OF PLAY

<p>52</p>  <p>Point finger, arm parallel to sidelines</p>	<p>53</p> <p>AFTER FOUL BY TEAM IN CONTROL OF THE BALL</p>  <p>Clenched fist, arm parallel to sidelines</p>
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VI. FREE-THROW ADMINISTRATION (2 Steps)

STEP 1 - INSIDE THE RESTRICTED AREA



STEP 2 - OUTSIDE THE RESTRICTED AREA

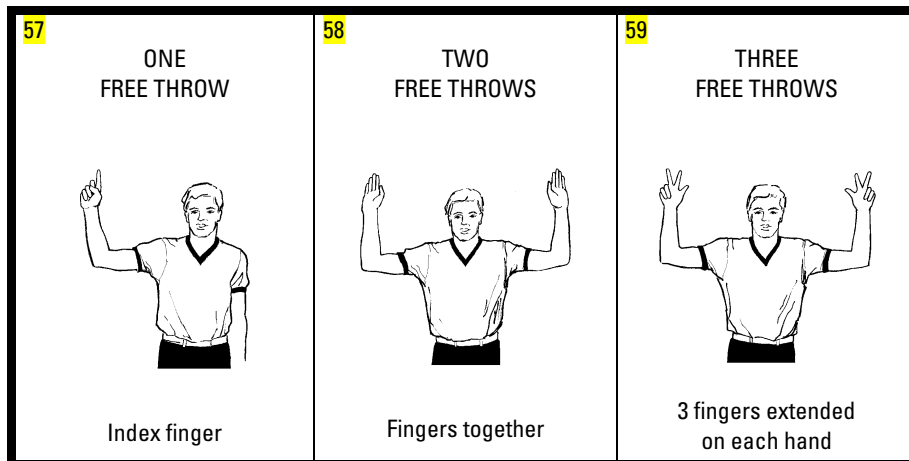


Diagram 7 Officials' signals



B - THE SCORESHEET



FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A _____ Team B _____

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

Team A

Time-outs _____

Team fouls

Period ① 1 2 3 4 ② 1 2 3 4

Period ③ 1 2 3 4 ④ 1 2 3 4

Extra periods _____

Licence no.	Players	No.	Player in	Fouls				
				1	2	3	4	5
		4						
		5						
		6						
		7						
		8						
		9						
		10						
		11						
		12						
		13						
		14						
		15						

Coach _____

Assistant Coach _____

Team B

Time-outs _____

Team fouls

Period ① 1 2 3 4 ② 1 2 3 4

Period ③ 1 2 3 4 ④ 1 2 3 4

Extra periods _____

Licence no.	Players	No.	Player in	Fouls				
				1	2	3	4	5
		4						
		5						
		6						
		7						
		8						
		9						
		10						
		11						
		12						
		13						
		14						
		15						

Coach _____

Assistant Coach _____

Scorekeeper _____

Assistant scorekeeper _____

Timekeeper _____

24" operator _____

Referee _____

Umpire 1 _____ Umpire 2 _____

Captain's signature in case of protest _____

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

Scores Period ① A _____ B _____

Period ② A _____ B _____

Period ③ A _____ B _____

Period ④ A _____ B _____

Extra periods A _____ B _____

Final Score Team A _____ Team B _____

Name of winning team _____

Diagram 8 Scoresheet



- B.1 The scoresheet shown in Diagram 8 is the one approved by the FIBA Technical Commission.
- B.2 It consists of one original and three copies, each of a different colour of paper. The original, on white paper, is for FIBA. The first copy, on blue paper, is for the organising body of the competition, the second copy, on pink paper, is for the winning team, and the last copy, on yellow paper, is for the losing team.
- Note: 1. It is recommended that the **scorer** uses two different colours of pen, one for the first and third periods and one for the second and fourth periods.
2. The scoresheet may be prepared and completed electronically.
- B.3 At least twenty (20) minutes before the beginning of the game, the **scorer** shall prepare the scoresheet in the following manner:**
- B.3.1 He shall enter the names of the two teams in the space at the top of the scoresheet. The first team shall always be the local (home) team.
For tournaments or games on a neutral **playing** court, the first team shall be the one mentioned first in the programme.
The first team shall be **team 'A'** and the second team shall be **team 'B'**.
- B.3.2 He shall then enter:
- The name of the competition.
 - The number of the game.
 - The date, the time and the place of the game.
 - The names of the referee and the umpire(s).



FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A HOOPERS		Team B POINTERS	
Competition	<u>WCM</u>	Date	<u>20.11.2004</u> Time <u>20:00</u>
Game No.	<u>5</u>	Place	<u>GENEVA</u>
		Referee	<u>WALTON, M.</u>
		Umpire 1	<u>CHANG, Y.</u>
		Umpire 2	<u>BARTOK, K.</u>

Diagram 9 Top of the scoresheet

- B.3.3 He shall then enter the names of the members of each team, using the list of team members as provided by the coach or his representative. Team 'A' shall occupy the upper part of the scoresheet, and team 'B' the lower part.
- B.3.3.1 In the first column, the **scorer** shall enter the number (last three digits) of each player's licence. For tournaments, the number of the player's licence shall only be indicated for the first game played by his team.
- B.3.3.2 In the second column, the **scorer** shall enter each player's name and initials, all in BLOCK CAPITAL letters, beside the number corresponding to that which the player will be wearing during the game. The captain of the team shall be indicated by entering (CAP) immediately after his name.
- B.3.3.3 If a team presents fewer than twelve (12) players, the **scorer** shall draw a line through the spaces for the licence number, name, number, etc. of the player(s) who is not participating.
- B.3.4 At the bottom of each team's section, the **scorer** shall enter (in BLOCK CAPITAL letters) the names of the team's coach and assistant coach.

- B.4 At least ten (10) minutes before the game** the both coaches shall:
- B.4.1 Confirm their agreement with the names and the corresponding numbers of their team members.
 - B.4.2 Confirm the names of the coach and assistant coach.
 - B.4.3 Indicate the five (5) players who are to start the game by marking a small 'x' beside the player's number in the 'Player in' column.
 - B.4.4 Sign the scoresheet.
The coach of team 'A' shall be the first to provide the above information.
- B.5 At the beginning of the game**, the **scorer** shall circle the small 'x' of the five (5) players in each team who are to start the game.
- B.6 During the game**, the **scorer** shall draw a small 'x' (not circled) in the 'Player in' column, beside the number of a player when he enters the game for the first time as a substitute.

Time-outs		Team fouls							
Time-outs		Team fouls							
7	Period ①	①	②						
8 4 10	Period ③	③	④						
	Extra periods								
Licence no.	Players	No.	Player in	Fouls					
001	MAYER, F.	4	X	P ₂					
002	JONES, M.	5	X	P ₂	P ₂	P ₂			
003	SMITH, E.	6	X	P ₂	U ₂	P ₁	P ₁		
004	FRANK, Y.	7	X	T ₂	P ₂				
010	NANCE, L.	8	X	P ₁	P ₁	U ₁			
012	KING, H. (CAP)	9	X	P ₁	P ₁				
014	WONG, P.	10							
015	RUSH, S.	11	X	P ₃	P ₂				
		12							
021	MARTINEZ, M.	13	X	P ₂	P ₂	P ₂	T ₆		
022	SANCHES, N.	14	X	P ₂	P ₂	P ₂	P ₁	U ₂	
024	MANOS, K.	15	X	P ₂	D ₂				
Coach		LOOR, A.				C ₂	B ₂		
Assistant Coach		MONTA, B.							

Diagram 10 Teams on the scoresheet

- B.7 Time-outs**
- B.7.1 Time-outs granted shall be recorded on the scoresheet by entering the minute of the playing time of the period or extra period in the appropriate boxes below the team's name.
 - B.7.2 At the end of each half and extra period, unused boxes shall be marked with two horizontal parallel lines as appropriate.



B.8 Fouls

- B.8.1 Player fouls may be personal, technical, unsportsmanlike or disqualifying and shall be recorded against the player.
- B.8.2 Coach, assistant coach, substitute and team follower fouls may be technical or disqualifying and shall be recorded against the coach.
- B.8.3 All fouls shall be recorded as follows:
 - B.8.3.1 A personal foul shall be indicated by entering a 'P'.
 - B.8.3.2 A technical foul against a player shall be indicated by entering a 'T'.
 - B.8.3.3 A technical foul against the coach for his personal unsportsmanlike behaviour shall be indicated by entering a 'C'. A second similar technical foul shall also be indicated by entering a 'C', followed by a 'D' in the remaining space.
 - B.8.3.4 A technical foul against the coach for any other reason shall be indicated by entering a 'B'.
 - B.8.3.5 An unsportsmanlike foul shall be indicated by entering a 'U'. A second unsportsmanlike foul shall also be indicated by entering a 'U', followed by a 'D' in the remaining spaces.
 - B.8.3.6 A disqualifying foul shall be indicated by entering a 'D'.
 - B.8.3.7 Any foul involving a free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'T', 'C', 'B', 'U' or 'D'.
 - B.8.3.8 All fouls against both teams involving penalties of the same severity and cancelled according to Art. 42 (Special situations) shall be indicated by adding a small 'c' beside the 'P', 'T', 'C', 'B', 'U' or 'D'.
 - B.8.3.9 At the end of each period, the **scorer** shall draw a thick line between the spaces that have been used and those that have not been used.
At the end of the playing time, the **scorer** shall obliterate the remaining spaces with a thick horizontal line.

B.8.3.10 Examples for disqualifying fouls:

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

If only the coach is disqualified:

Coach	LOOR, A.	D ₂	F	F
Assistant Coach	MONTA, B.			

If only the assistant coach is disqualified:

Coach	LOOR, A.	B ₂		
Assistant Coach	MONTA, B.	F	F	F

If both the coach and the assistant coach are disqualified:

Coach	LOOR, A.	D ₂	F	F
Assistant Coach	MONTA, B.	F	F	F

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

003	SMITH, E.	6	X	P ₂	P ₂	F	F	F
-----	-----------	---	--------------	----------------	----------------	---	---	---

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

002	JONES, M.	5	X	T ₂	P ₃	P ₁	P ₂	F
-----	-----------	---	--------------	----------------	----------------	----------------	----------------	---

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

015	RUSH, S.	11	X	T ₂	P ₃	P ₂	P ₁	P ₂	F
-----	----------	----	---	----------------	----------------	----------------	----------------	----------------	---

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

Coach	LOOR, A.	B ₂		
Assistant Coach	MONTA, B.			

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

B.8.3.11 A disqualifying foul against a substitute (not including Art. 39) shall be recorded as follows:

001	MAYER, F.	4	X	D				
-----	-----------	---	--------------	---	--	--	--	--

And

Coach	LOOR, A.	B ₂		
Assistant Coach	MONTA, B.			

B.8.3.12 A disqualifying foul against an assistant coach (not including Art. 39) shall be recorded as follows:

Coach	LOOR, A.	B ₂		
Assistant Coach	MONTA, B.	D		

B.8.3.13 A disqualifying foul against an excluded player after his fifth foul (not including Art. 39) shall be recorded as follows:

015	RUSH, S.	11	X	T ₂	P ₃	P ₂	P ₁	P ₂	D
-----	----------	----	---	----------------	----------------	----------------	----------------	----------------	---

And

Coach	LOOR, A.	B ₂		
Assistant Coach	MONTA, B.			

B.9 Team fouls

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

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

B.10 The running score

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

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

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

The **scorer** shall:

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

B.11 The running score: Additional instructions

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

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

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

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

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

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

A		B	
	1	●	6
	2	●	6
6	3	3	
	4	4	
11	5	5	5
11	●	●	5
	7	7	
10	8	8	
	9	9	10
	10	10	
10	11	11	
	12	12	7
4	13	13	7
5	14	14	
5	15	15	6
	16	16	
5	17	17	
	18	18	6
6	19	19	
	20	20	9
	21	21	
11	22	22	9
	23	23	9
11	24	24	
	25	25	7
	26	26	7
5	27	27	
	28	28	6
10	29	29	
	30	30	8
4	31	31	
	32	32	5
4	33	33	5
4	34	34	
	35	35	10
10	36	36	
	37	37	12
	38	38	
10	39	39	12
10	40	40	12

Diagram 11
Running score

B.12 The running score: Summing up

B.12.1 At the end of the game, the **scorer** shall draw two 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.12.2 At the end of each period, the **scorer** shall enter the score of that period in the proper section in the lower part of the scoresheet.

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

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

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

7	70	70	6
7	71	71	
7	72	72	6
	73	73	
9	74	74	
	75	75	
11	76	76	
	77	77	
	78	78	
	79	79	
	80	80	

**Diagram 12
Summing up**

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

Scorekeeper	<u>N. MAIER</u>	Scores	Period ①	A <u>15</u>	B <u>18</u>
Assistant scorekeeper	<u>O. SABAY</u>		Period ②	A <u>19</u>	B <u>10</u>
Timekeeper	<u>R. LEBLANC</u>		Period ③	A <u>26</u>	B <u>19</u>
24" operator	<u>K. AUSTIN</u>		Period ④	A <u>16</u>	B <u>25</u>
			Extra periods	A <u>/</u>	B <u>/</u>
Referee	<u>M. Walter</u>	Final Score	Team A	<u>76</u>	Team B <u>72</u>
Umpire 1	<u>V. Galy</u>	Name of winning team	<u>HOOPERS</u>		
Umpire 2	<u>A. Galy</u>				
Captain's signature in case of protest					

Diagram 13 Bottom of the scoresheet



C - PROTEST PROCEDURE

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

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

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

Detailed explanations are not necessary. It is sufficient to write: 'The national federation (or club) X protests against the result of the game between the teams X and Y'. Then he shall deposit with the FIBA representative or with the President of the Technical Committee, a sum equivalent to US\$ 250 as security.

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

If the protest is accepted, the security will be refunded.

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

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

To make this appeal valid, it must be made, in writing, within twenty (20) minutes following the delivery of the decision of the Technical Committee and be accompanied by a deposit equivalent to US\$ 500, as security.

The Jury of Appeal shall judge the appeal in the last instance, and its decision shall be final.

C.4 Videos, film, pictures or any equipment, visual, electronic, digital, or otherwise, may be used only to:

- Decide if a last shot at the end of each period or any extra period was released during playing time.
- Determine responsibility in matters of discipline or for educational (training) purposes after the game has ended.

D - CLASSIFICATION OF TEAMS

D.1 Procedure

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

- D.1.1 If there are two teams in the classification with equal points, the result(s) of the game(s) between the two teams involved will be used to determine the placings.
- D.1.2 If the points and the goal average in the games between the two teams are still the same, the classification will be determined by the goal average of all the games played in the group by each team.
- D.1.3 If more than two teams are equal in the placing, a second classification will be established, taking into account only the results of the games between the teams that are tied.
- D.1.4 If there are still teams tied after the second classification, then goal average will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- D.1.5 If there are still teams tied, the placing will be determined using the goal average from the results of all their games played in the group.
- D.1.6 If, at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedure in D.1.1 and D.1.2 above will be applied.
- D.1.7 If, at any stage, it is reduced to a tie still involving more than two teams, the procedure, beginning with D.1.3 above, is repeated.
- D.1.8 Goal average will always be calculated by division.

D.2 Exception:

If only three teams take part in a competition and the situation cannot be resolved following the steps outlined above (the goal average by division is identical), then the points scored will determine the placing.

Example:

Results between A, B, C:

A vs. B	82 - 75
A vs. C	64 - 71
B vs. C	91 - 84

Team	Games played	Wins	Losses	Points	Goal difference	Goal average
A	2	1	1	3	146 : 146	1.000
B	2	1	1	3	166 : 166	1.000
C	2	1	1	3	155 : 155	1.000

Therefore:

1 st	B - 166 points scored
2 nd	C - 155 points scored
3 rd	A - 146 points scored

If the teams are still tied after all the above steps have been followed, a draw will be used for the final placing. The method for the draw will be determined by the commissioner or by the competent local authority.



D.3 Further examples of the classification rule:

D.3.1 Two teams - equal points and only one game played between them.

Team	Games played	Wins	Losses	Points
A	5	4	1	9
B	5	4	1	9
C	5	3	2	8
D	5	2	3	7
E	5	2	3	7
F	5	0	5	5

The winner of the game between A and B will be classified first and the winner of D and E will be classified fourth.

D.3.2 Two teams - equal points and two games played between them.

Team	Games played	Wins	Losses	Points
A	10	7	3	17
B	10	7	3	17
C	10	6	4	16
D	10	5	5	15
E	10	3	7	13
F	10	2	8	12

Results between A, B:

D.3.2.1 A won both games:

Therefore

1 st	A
2 nd	B

D.3.2.2 Each team won one game:

A vs. B	90 - 82
B vs. A	69 - 62

Goal difference:	A	152 - 151
	B	151 - 152

Goal average:	A	1.0066
	B	0.9934

Therefore

1 st	A
2 nd	B

D.3.2.3 Each team won one game:

A vs. B	90 - 82
B vs. A	70 - 62

The two teams have the same goal difference (152 - 152) and the same goal average by division (1.000).

The placing will be determined using the goal average from the results of all their games played in the group.

D.3.3 More than two teams - equal points:

Team	Games played	Wins	Losses	Points
A	5	4	1	9
B	5	4	1	9
C	5	4	1	9
D	5	2	3	7
E	5	1	4	6
F	5	0	5	5

Results between A, B, C:
 A vs. B 82 - 75
 A vs. C 77 - 80
 B vs. C 88 - 77

Team	Games played	Wins	Losses	Points	Goal difference	Goal average
A	2	1	1	3	159 - 155	1.0258
B	2	1	1	3	163 - 159	1.0251
C	2	1	1	3	157 - 165	0.9515

Therefore
 1st A
 2nd B
 3rd C

If the goal average is the same for the three teams, the final placing will be determined from the results of all their games played in the group.

D.3.4 More than two teams - equal points:

Team	Games played	Wins	Losses	Points
A	5	3	2	8
B	5	3	2	8
C	5	3	2	8
D	5	3	2	8
E	5	2	3	7
F	5	1	4	6

The second classification will be established, taking into account only the results of the games between the teams that are tied.



There are two possibilities:

Team	I.		II.	
	Wins	Losses	Wins	Losses
A	3	0	2	1
B	1	2	2	1
C	1	2	1	2
D	1	2	1	2

In case I: 1st A
B, C, D will be determined as in example D.3.3 above.

In case II: The classification of A and B and C and D will be determined as in example D.3.2 above.

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

In addition, the Technical Committee may decide to relegate the team to last place in the placing. This happens automatically if violations are committed repeatedly by the same team. Nevertheless, the results of the games played by this team shall remain valid for the purpose of the general classification of the competition.

E - TELEVISION (TV) TIME-OUTS

E.1 Definition

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

E.2 Rule

E.2.1 One (1) TV time-out in each period is permissible, in addition to the regular time-outs. TV time-outs in extra periods are not permissible.

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

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

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

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

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

E.3 Procedure

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

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

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

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

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

**END OF RULES
AND
GAME PROCEDURES**



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