

**FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION**

F I B A

Official Basketball Rules

For Men and Women



As adopted by the **CENTRAL BOARD of FIBA**
Munich, Germany, on 5th May 2000



**TABLE OF CONTENTS**

RULE ONE - THE GAME	7
Art. 1 Definitions.....	7
RULE TWO - DIMENSIONS AND EQUIPMENT	7
Art. 2 Court and line dimensions.....	7
Art. 3 Equipment.....	12
RULE THREE – OFFICIALS, TABLE OFFICIALS AND COMMISSIONER AND THEIR DUTIES	21
Art. 4 Officials, table officials and commissioner.....	21
Art. 5 Referee: Duties and powers.....	21
Art. 6 Officials: Time and place for decisions.....	22
Art. 7 Officials: Duties when an infraction is committed.....	22
Art. 8 Officials: Injury.....	23
Art. 9 Scorer and assistant scorer: Duties.....	23
Art. 10 Timekeeper: Duties.....	24
Art. 11 24-second operator: Duties.....	25
RULE FOUR - TEAMS	26
Art. 12 Teams.....	26
Art. 13 Players and substitutes.....	26
Art. 14 Players: Injury.....	28
Art. 15 Captain: Duties and powers.....	29
Art. 16 Coaches: Duties and powers.....	29
RULE FIVE - PLAYING REGULATIONS	31
Art. 17 Playing time, tied score and extra periods.....	31
Art. 18 Beginning of the game.....	31
Art. 19 Status of the ball.....	31
Art. 20 Location of a player and an official.....	32
Art. 21 Jump ball.....	32
Art. 22 How the ball is played.....	33
Art. 23 Control of the ball.....	33
Art. 24 Player in the act of shooting.....	34
Art. 25 Goal: When made and its value.....	34
Art. 26 Throw-in.....	35
Art. 27 Charged time-out.....	36
Art. 28 Substitutions.....	38
Art. 29 When a period or a game has ended.....	40
Art. 30 Game lost by forfeit.....	40
Art. 31 Game lost by default.....	40
RULE SIX - VIOLATIONS	41
Art. 32 Violations.....	41
Art. 33 Player out-of-bounds and ball out-of-bounds.....	41
Art. 34 Dribbling.....	42
Art. 35 Travelling.....	42



Art. 36 Three seconds43
Art. 37 Closely guarded player44
Art. 38 Eight seconds44
Art. 39 Twenty-four seconds.....44
Art. 40 Ball returned to the backcourt.....45
Art. 41 Goal tending and Interference with the ball46
RULE SEVEN - FOULS 48
Art. 42 Fouls48
Art. 43 Contact48
Art. 44 Personal foul.....48
Art. 45 Double foul.....54
Art. 46 Unsportsmanlike foul.....54
Art. 47 Disqualifying foul55
Art. 48 Rules of conduct55
Art. 49 Technical foul by a player57
Art. 50 Technical foul by coaches, assistant coaches, substitutes or team
followers57
Art. 51 Technical foul during an interval of play58
Art. 52 Fighting59
RULE EIGHT - GENERAL PROVISIONS 60
Art. 53 Basic principle.....60
Art. 54 Five fouls by a player60
Art. 55 Team fouls: Penalty60
Art. 56 Special situations60
Art. 57 Free throws61
Art. 58 Correctable errors64
A - OFFICIALS' SIGNALS 66
B - THE SCORESHEET..... 72
C - PROTEST PROCEDURE 79
D - CLASSIFICATION OF TEAMS..... 80
E - TELEVISION (TV) TIME-OUTS 84
INDEX TO THE RULES 85

**TABLE OF DIAGRAMS**

Diagram 1	Full size regulation court.....	8
Diagram 2	Regulation free-throw lane	10
Diagram 3	Two-point/Three-point field goal area.....	10
Diagram 4	Scorer's table and substitute benches/chairs.....	11
Diagram 5	Regulation backboard markings	12
Diagram 6	Regulation backboard support.....	13
Diagram 7	Backboard padding.....	13
Diagram 8	Regulation ring	15
Diagram 9	Location of the 24-second device display units.....	16
Diagram 10	Playing court for main official competitions of FIBA	18
Diagram 11	Scoreboard for main official competitions of FIBA.....	19
Diagram 12	Game clock and 24-second device for main official competitions of FIBA	20
Diagram 13	Cylinder principle	50
Diagram 14	Players' line-up during free throws	63
Diagram 15	Officials' signals	71
Diagram 16	Scoresheet	72
Diagram 17	Top of the scoresheet.....	73
Diagram 18	Teams on the scoresheet.....	74
Diagram 19	Running score.....	77
Diagram 20	Summing up	78
Diagram 21	Bottom of the scoresheet	78





Throughout the 'Official Basketball Rules', all reference made to a coach, player, official, etc. in the male gender also applies to the female gender. It must be understood that this is done for the sake of practicality 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 into the opponents' basket and to prevent the other team from gaining control of the ball or scoring.

1.2 Basket: own/opponents'

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 Ball movement

The ball may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of the relevant articles of the rules.

1.4 Winner of a game

The team that has scored the greater number of points at the end of playing time of the fourth period or, if necessary, any extra period, shall be the winner of the game.

RULE TWO - DIMENSIONS AND EQUIPMENT

Art. 2 Court and line dimensions

2.1 Playing court

The playing court shall be a rectangular, flat, hard surface free from obstructions (Diagram 1).

For the main official competitions of FIBA, as well as for all newly constructed playing courts, the dimensions shall be 28 m in length by 15 m in width, measured from the inside edge of the boundary line.

For all other events, the appropriate entity of FIBA, such as the Zone Commission or the national federation, has the authority to approve existing playing courts with the minimum dimensions of 26 m in length and 14 m in width.

2.2 Ceiling

The height of the ceiling or the lowest obstruction shall be at least 7 m.



2.3 Lighting

The playing surface shall be uniformly and adequately lit. The lights shall be positioned so they do not hinder the players' and officials' vision.

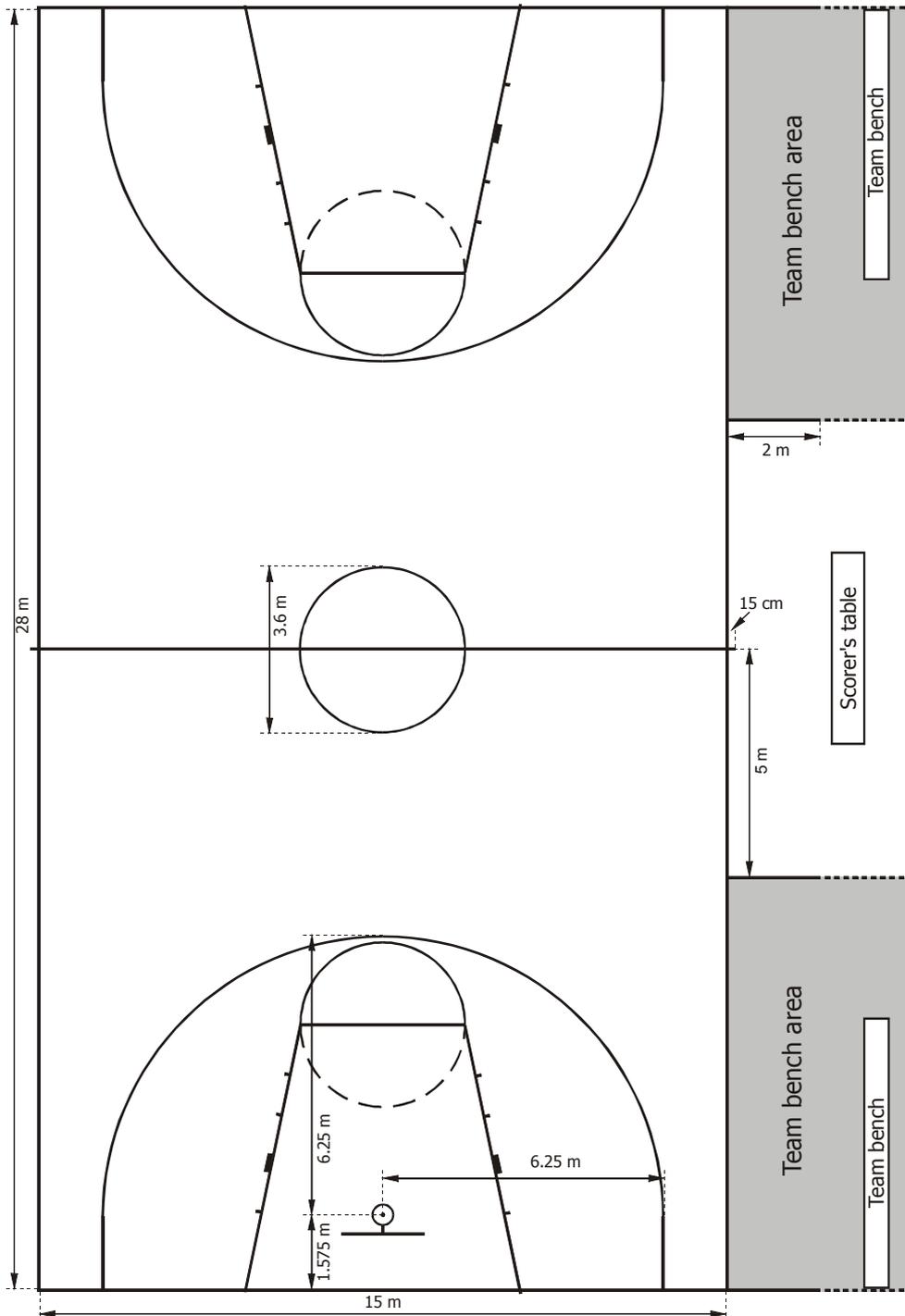


Diagram 1 Full size regulation court



2.4 Lines

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

2.4.1 End lines and sidelines

The playing court shall be the area limited by both the end lines (on the short sides of the playing court) and the sidelines (on the long sides of the playing court). These lines are not part of the playing court.

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

2.4.2 Centre line

The centre line is the line drawn parallel to the end lines from the mid-points of the sidelines. It extends 15 cm beyond each sideline.

2.4.3 Free-throw lines, restricted areas and free-throw lanes

A free-throw line shall be drawn parallel to each end line. It shall have its furthest edge 5.80 m from the inner edge of the end line and shall be 3.60 m long. Its mid-point shall lie on the imaginary line joining the mid-points of the two end lines.

The restricted areas shall be the floor areas marked on the court limited by the end lines, the free-throw lines and the lines which originate at the end lines, their outer edges being 3 m from the mid-points of the end lines and terminating at the outer edge of the free-throw lines. These lines, excluding the end lines, 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.

The free-throw lanes are the restricted areas extended into the playing court by semicircles with a radius of 1.80 m and their centres at the mid-points of the free-throw lines. Similar semicircles shall be drawn with a broken line within the restricted areas.

Lane places along the free-throw lanes to be used by players during free throws shall be marked as in Diagram 2.

2.4.4 Centre circle

The centre circle shall be marked in the centre of the court and shall 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.

2.4.5 Three-point field goal area (Diagram 1 and Diagram 3)

A team's three-point field goal area 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 the end line, 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 end line is 1.575 m.
- A semicircle of 6.25 m from the outer edge to the centre (which is the same point as defined above) which meets the parallel lines.

2.4.6 Team bench areas (Diagram 1)

Team bench areas shall be marked outside the court on the same side as the scorer's table and the team benches, as follows:
Each area shall be limited by a line extending from the end line at least 2 m in length and by another line at least 2 m in length, drawn 5 m from the centre line and at right angles to the sideline.

2.5 Position of the scorer's table and substitute benches/chairs (Diagram 4)

The following arrangement of team benches and substitute benches/chairs is obligatory for the main official competitions of FIBA and is also recommended for all other competitions:

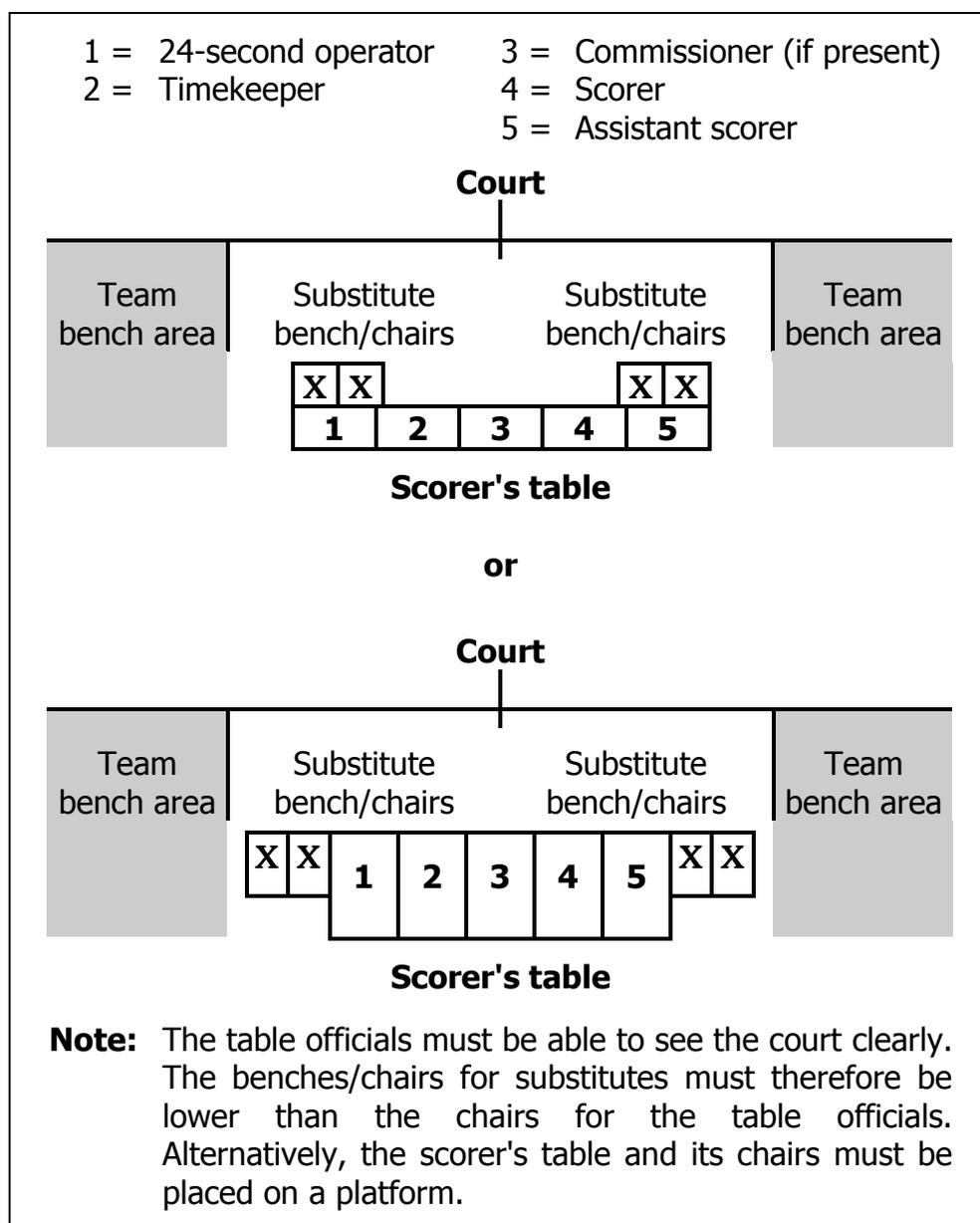


Diagram 4 Scorer's table and substitute benches/chairs



Art. 3 Equipment

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

3.1 Backboards and backboard supports (Diagram 5)

3.1.1 The backboards shall be constructed of suitable transparent material, (preferably tempered safety glass) in one piece.

If they are constructed of other non-transparent material(s), they must be painted white.

3.1.2 The dimensions of the backboards shall be 1.80 m horizontally and 1.05 m vertically.

3.1.3 **All** lines on the backboards shall be drawn as follows:

- In white, if the backboards are transparent.
- In black in all other cases.
- 5 cm in width.

3.1.4 The front surface of the backboards shall be flat and marked as follows (Diagram 5):

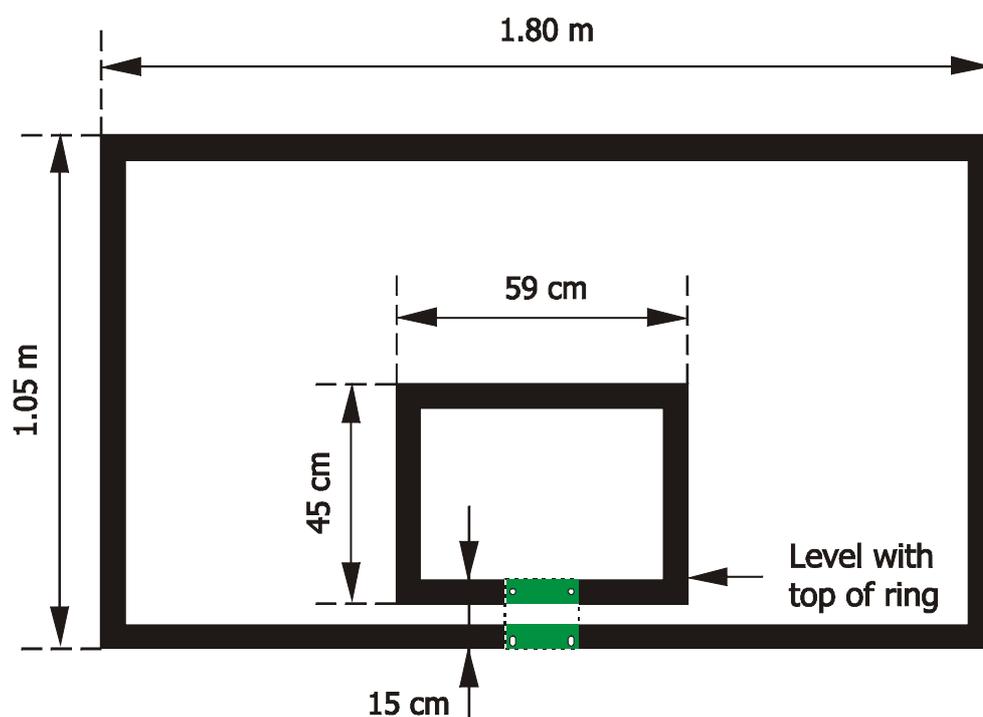


Diagram 5 Regulation backboard markings

3.1.5 The backboards shall be firmly mounted as follows (Diagram 6):

- At each end of the court at right angles to the floor, parallel to the end lines.
- The central vertical line on their front surface, extended down to the floor, shall touch the point on the floor which lies 1.20 m from the centre point of the inner edge of each end line, on an imaginary line drawn at right angles to this end line.

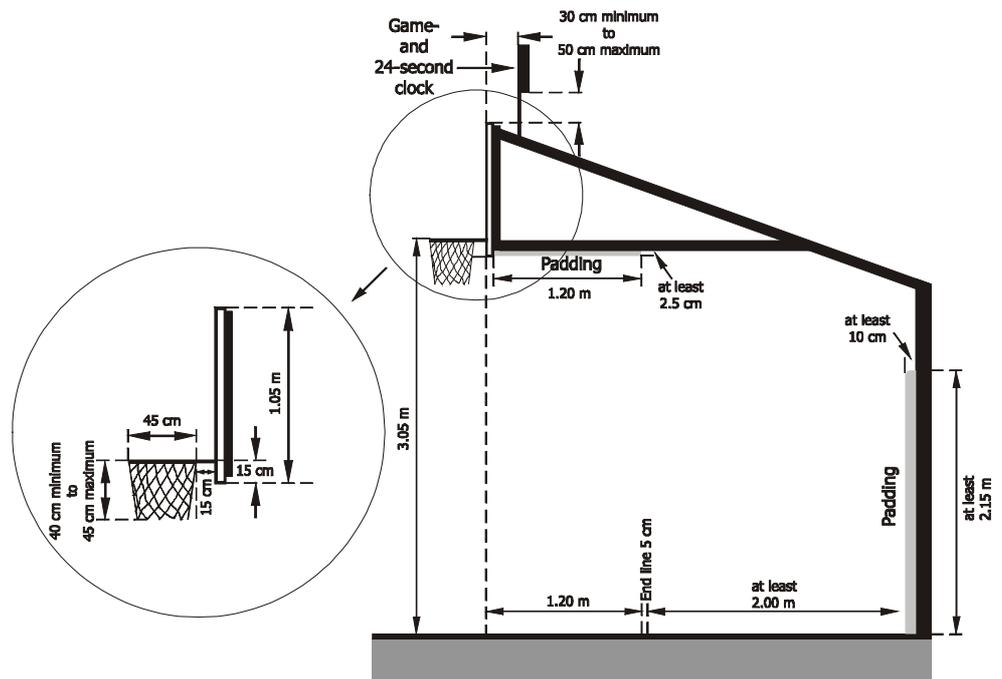


Diagram 6 Regulation backboard support

3.1.6 The padding on the backboards shall be as follows (Diagram 7):

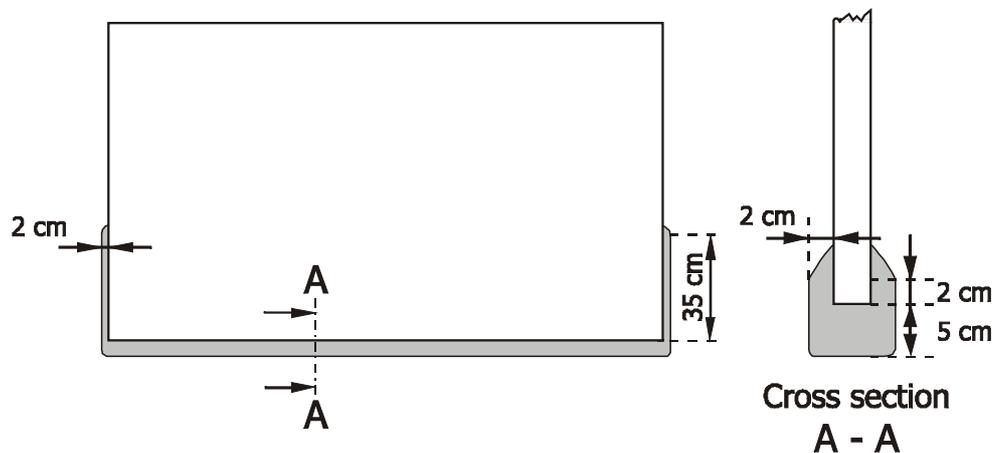


Diagram 7 Backboard padding

3.1.7 The backboard supports shall be as follows (Diagram 6):

- The front of the backboard support structure (including the padding) shall be at a distance of at least 2 m from the outer edge of the end lines. It shall be of a bright colour in contrast to the background so that it is clearly visible to players.
- The backboard support shall be secured to the floor so that it does not move.
- Any backboard support behind the backboard shall be padded on the lower surface of the support to a distance of 1.20 m from the face of the backboard.



The minimum thickness of the padding shall be 5 cm and shall be of the same density as that of the padding on the backboards.

- All backboard support structures must have the bases completely padded from the floor to a minimum height of 2.15 m on the court side surface. The minimum thickness of the padding shall be 10 cm.

3.1.8 The padding shall be constructed in such a way as to prevent limbs from becoming trapped.

3.2 **Baskets** (Diagram 8)

The baskets shall comprise the rings and the nets.

3.2.1 **The rings** shall be constructed as follows:

- The material shall be of solid steel, with an inside diameter of 45 cm, painted orange.
- The metal of the rings shall be of a minimum diameter of 1.6 cm and of a maximum diameter of 2.0 cm with the addition of a system on the under edge for attaching the nets so as to prevent fingers from becoming trapped.
- The net should be attached to each ring in 12 different places equidistant around the ring. The fittings for the net attachment should not have any sharp edges or gaps which allow fingers to enter.
- The ring shall be fixed to the framework supporting the backboard in such a way that **any force applied to the ring cannot be transferred to the backboard itself**. Therefore there shall be no direct contact between the ring, the mounting hardware and the backboard (glass or other transparent material). However, gaps shall be small enough to prevent fingers from entering.
- The top edge of each ring shall be positioned horizontally 3.05 m above the floor, equidistant from the two vertical edges of the backboard.
- The nearest point of the inside edge of the ring shall be 15 cm from the face of the backboard.

3.2.2 **Pressure release rings** may be used.

3.2.3 **The nets** shall be as follows:

- They shall be of white cord suspended from the rings and constructed so that they check the ball momentarily as it passes through the basket. They shall be not less than 40 cm and not more than 45 cm in length.
- Each net shall have 12 loops for attachment to the ring.
- The upper section of the net shall be semi-rigid to prevent:
 - The net from rebounding up through the ring, creating possible entanglement.
 - The ball from becoming trapped in the net or rebounding back out of the net.

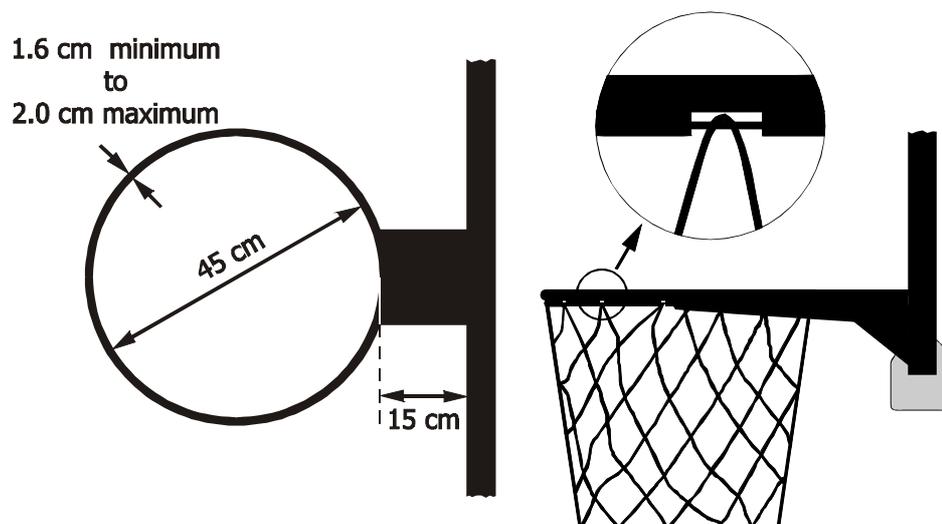


Diagram 8 Regulation ring

3.3 Basketballs

- 3.3.1 The ball shall be spherical and of an approved single shade of orange with eight (8) traditionally-shaped panels and black seams.
- 3.3.2 The outer surface shall be made of leather, synthetic leather, rubber or synthetic material.
- 3.3.3 The ball shall be inflated to an air pressure so that when it is dropped onto the playing surface from a height of approximately 1.80 m, measured from the bottom of the ball, it will rebound to a height, measured to the top of the ball, of between 1.20 m and 1.40 m.
- 3.3.4 The width of the seams of the ball shall not exceed 0.635 cm.
- 3.3.5 The ball shall be not less than 74.9 cm and not more than 78 cm in circumference (size 7). It shall not weigh less than 567 g nor more than 650 g.
- 3.3.6 The home team shall provide at least two (2) used balls that comply with the above specifications. The referee shall be the sole judge of the legality of the balls. Should either of the two balls prove to be unsuitable as the game ball, the referee may select either a ball provided by the visiting team or one of the balls used by either team for the warm-up.

3.4 Technical equipment

The following technical equipment shall be provided by the home team and shall be at the disposal of the officials and table officials:

3.4.1 Game clock and stopwatch

- 3.4.1.1 The game clock shall be used for timing periods of play and the intervals between them and it shall be placed so that it is clearly visible to everyone involved in the game including the spectators.



3.4.1.2 A suitable visible device (not the game clock) or stopwatch shall be used for timing time-outs.

3.4.1.3 If the main game clock is placed above the centre of the playing court, there shall be a synchronised duplicate game clock at each end of the playing court high enough so that it can be seen by everyone involved in the game including the spectators. Each duplicate game clock shall indicate the playing time remaining.

3.4.2 24-second device

3.4.2.1 The 24-second device shall have a control unit to operate the device and display units with the following specifications:

- Digital countdown, indicating the time in seconds.
- No display on the device when neither team has control of the ball.
- The ability to be stopped and the countdown to be continued when restarted.

3.4.2.2 The display units shall be located as follows:

- Two (2) display units mounted either above and behind each backboard and at a distance of between 30 cm and 50 cm (Diagram 6 and Diagram 9 - A),
or
- Four (4) display units placed on the floor in all four (4) corners, 2 m behind each end line (Diagram 9 - B),
or
- Two (2) display units placed on the floor at diagonally opposite corners. The display unit to the left of the scorer's table shall be placed at the nearest corner thereto. Both units shall be 2 m behind each end line and 2 m in from the sideline extended (Diagram 9 - C).

3.4.2.3 The display units shall be clearly visible to everyone involved in the game including the spectators.

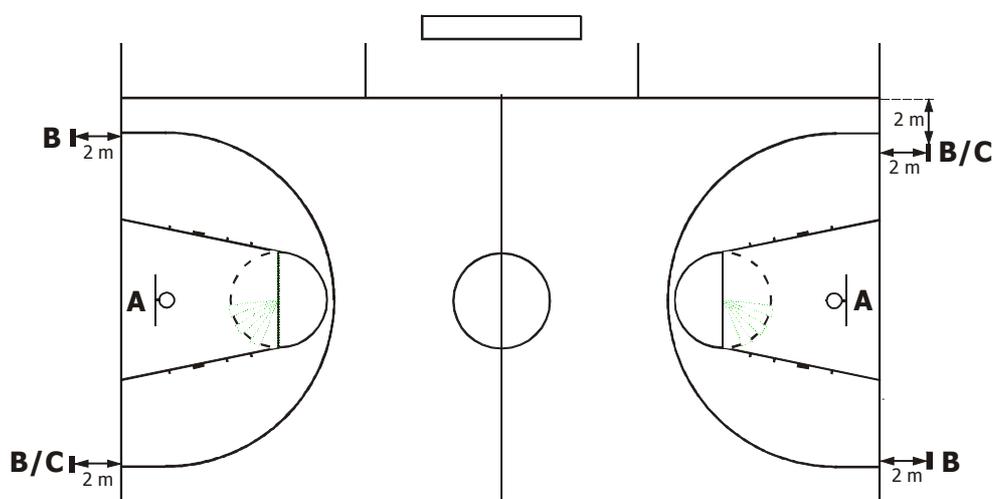


Diagram 9 Location of the 24-second device display units



3.4.3 Signals

There shall be provision for at least two (2) separate sound signals with distinctly different and very **loud** sounds:

- One (1) for the timekeeper and the scorer. For the timekeeper it shall sound **automatically** to indicate the end of playing time for a period or extra period. For the scorer and the timekeeper it shall be sounded **manually** when appropriate, to attract the attention of the officials that a time-out, a substitution, etc., has been requested, 50 seconds have elapsed after the start of the time-out or that there is a correctable error situation.
- One (1) for the 24-second operator which shall sound **automatically** to indicate the end of the 24-second period.

Both signals shall be sufficiently powerful to be easily heard above the most adverse or noisy conditions.

3.4.4 Scoreboard

There shall be a scoreboard clearly visible to everyone involved in the game, including the spectators.

The scoreboard shall display as a minimum:

- Playing time.
- Game score.
- Number of the current period.
- Number of charged time-outs.

3.4.5 Scoresheet

The official scoresheet, as approved by the World Technical Commission of FIBA, shall be used for all main official competitions of FIBA.

3.4.6 Player foul markers

Player foul markers shall be provided for the scorer. They shall be white with numbers of a minimum size of 20 cm in length and 10 cm in width and shall be numbered 1 to 5 (from 1 to 4 in black, with the number 5 in red).

3.4.7 Team foul markers

Two (2) team foul markers shall be provided for the scorer.

They shall be red, and be a minimum of 20 cm in width, 35 cm in height, and be constructed in such a way that when positioned on the scorer's table they are clearly visible to everyone involved in the game including the spectators.

Electrical or electronic devices may also be used, provided that they are of the same colour and dimensions as specified above.

3.4.8 Team fouls indicator

There shall be a suitable device to indicate the number of fouls up to 5 to indicate that a team has reached the team foul penalty situation (Art. 55 - Team fouls: Penalty).



3.5 Facilities and equipment for the main official competitions of FIBA

The facilities and equipment mentioned below are required for the following main official competitions of FIBA: Olympic Tournaments; World Championships for Men, Women, Young Men, Young Women, Junior Men and Junior Women; Continental Championships for Men, Women, Young Men and Young Women.

These facilities and equipment are also recommended for all other competitions.

3.5.1 All **spectators** must be seated at a distance of at least 5 m from the outside edge of the boundary lines of the playing court.

3.5.2 The **playing court** shall be:

- Made of wood.
- Marked with a 5 cm wide boundary line.
- With a **further boundary line** at least 2 m wide drawn in a sharply contrasting colour (Diagram 10). The colour of the further boundary line should be the same as that of the centre circle and the restricted area.

3.5.3 Four (4) **floor wipers** shall be provided, two for each half of the playing court.

3.5.4 The **backboards** shall be made of tempered safety glass.

3.5.5 The surface of the **ball** shall be made of leather. The organising body of the competition shall provide at least 12 balls of the same make and specifications for practices and warm-ups.

3.5.6 The **lighting** over the playing court shall not be less than 1,500 lux. This level shall be measured 1.5 m above the playing court. The lighting shall meet television requirements.

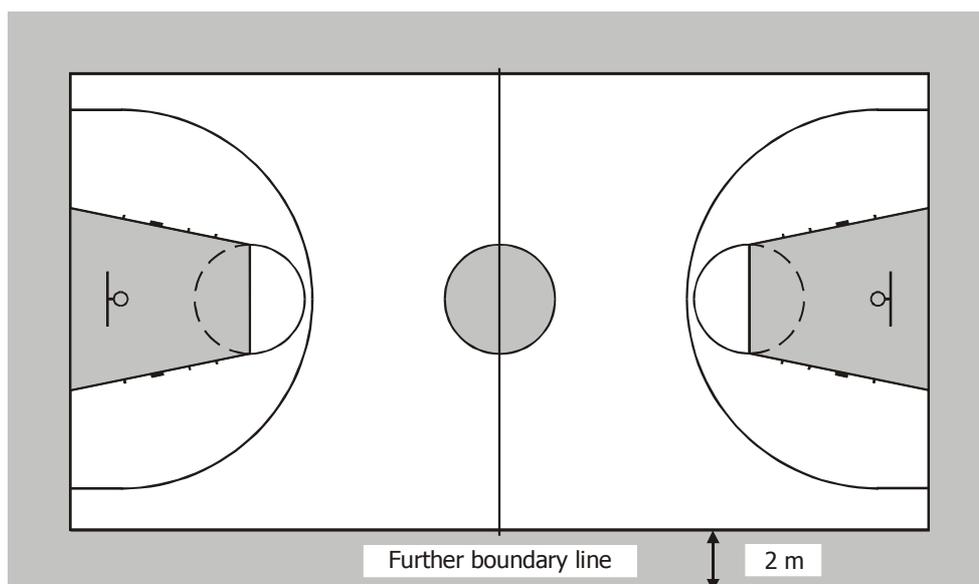


Diagram 10 Playing court for main official competitions of FIBA

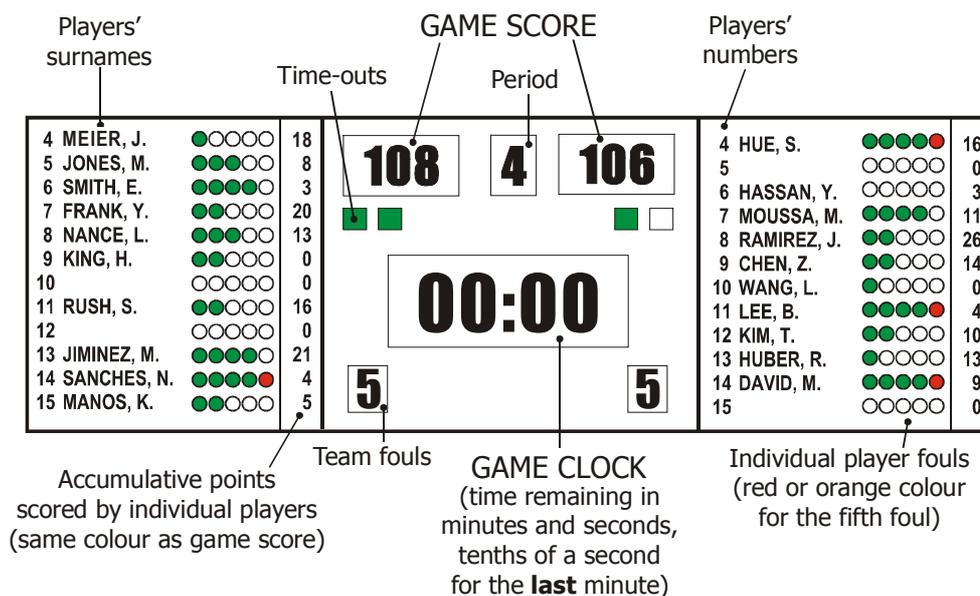


Diagram 11 Scoreboard for main official competitions of FIBA

3.5.7 The **playing court** shall be equipped with the following electronic equipment which must be clearly visible from the scorer's table, the playing court, the team benches and by everyone involved in the game including the spectators:

3.5.7.1 **Two large scoreboards** (Diagram 11), one at each end of the court:

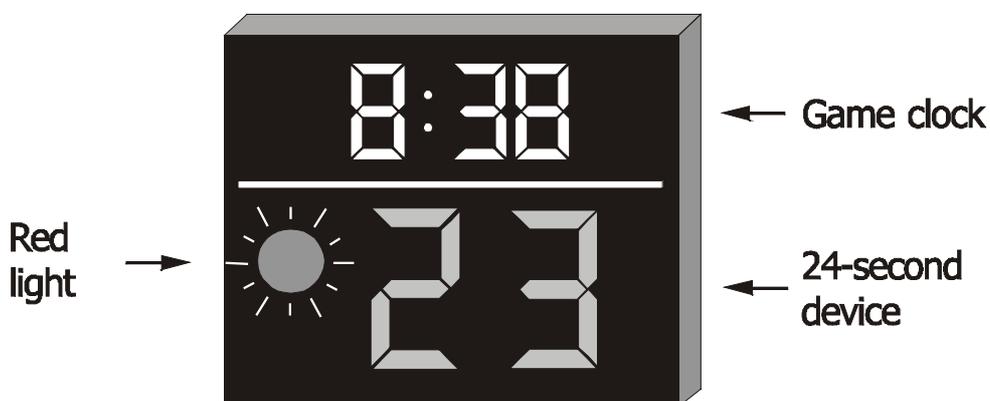
- A scoreboard (cube) placed above the centre of the playing court does not exclude the necessity for the two scoreboards.
- A control panel for the game clock shall be provided for the timekeeper and a separate control panel shall be provided for the assistant scorer.
- The scoreboards shall contain a clearly visible digital countdown clock, with a very loud signal, which sounds automatically at the end of playing time for a period or extra period.
- The game clock and game score displays on the scoreboard shall have a minimum height of 30 cm.
- All clocks shall be synchronised and display the amount of time remaining throughout the game.
- During the last 60 seconds of each period or extra period, the amount of time remaining shall be indicated in seconds and tenths of a second.
- One of these clocks shall be designated by the referee as the game clock.
- The scoreboards (Diagram 11) shall also indicate:
 - Each player's number and, preferably, surname.
 - The points scored by each team and, preferably, the points scored by each individual player.



- The number of fouls committed by each player on the team (this does not eliminate the need for the markers, used by the scorer to indicate the number of fouls).
- The number of team fouls from 1 to 5 (with the ability to stop at a maximum of 5).
- The number of the period from 1 to 4, and E for an extra period.
- The number of time-outs from 0 to 2.

3.5.7.2 **A 24-second device** (Diagram 12), with a duplicate game clock and a bright red electric light, shall be located both above and behind each backboard at a distance of between 30 cm and 50 cm (Diagram 6).

- The 24-second device shall be an automatic digital countdown device, indicating the time in seconds and with a **very loud automatic signal** sounding to indicate the end of the 24-second period.
- The 24-second device shall be connected to the main game clock so that:
 - When the main game clock **stops**, the device shall also **stop**.
 - When the main game clock **starts**, the device must be started manually.
 - When the device **sounds**, the main game clock shall **stop**.
- The colours of the numbers of the 24-second device and the duplicate game clock shall be different.
- All duplicate game clocks shall meet the above specifications.
- The electric light above and behind each backboard shall be:
 - Synchronised with the main game clock to light up bright red when the signal sounds for the end of playing time for a period or extra period.
 - Synchronised with the 24-second device to light up bright red when the signal sounds for the end of the 24-second period.



**Diagram 12 Game clock and 24-second device
for main official competitions of FIBA**



RULE THREE – OFFICIALS, TABLE OFFICIALS AND COMMISSIONER AND THEIR DUTIES

Art. 4 Officials, table officials and commissioner

- 4.1 The **officials** shall be a referee and an umpire. They shall be assisted by the table officials and by a commissioner, if present. In addition, the appropriate entity of FIBA, such as the Zone Commission or the national federation, has the authority to apply the three-man officiating system, that is, one referee and two umpires.
- 4.2 The **table officials** shall be a scorer, an assistant scorer, a timekeeper and a 24-second operator.
- 4.3 A **commissioner** may be present. He shall sit between the scorer and the timekeeper. His duty during the game is primarily to supervise the work of the table officials and to assist the referee and umpire in the smooth functioning of the game.
- 4.4 It cannot be emphasised enough that the officials of a given game should not be connected in any way with either of the organisations represented on the court.
- 4.5 **The officials, the table officials and the commissioner shall conduct the game in accordance with these rules and have no authority to agree to changes to these rules.**
- 4.6 The officials' uniform shall consist of a grey shirt, long black trousers, black socks and black basketball shoes.
- 4.7 For the main official competitions of FIBA, the table officials shall be uniformly dressed.

Art. 5 Referee: Duties and powers

The referee shall:

- 5.1 Inspect and approve all equipment to be used during the game.
- 5.2 Designate the official game clock, 24-second device, stopwatch and recognise the table officials as such.
- 5.3 Not permit any player to wear objects which may cause injury.
- 5.4 Administer a jump ball at the centre circle to start each period and extra period.
- 5.5 Have the power to stop a game when conditions warrant it.
- 5.6 Have the power to determine that a team shall forfeit the game if it refuses to play after being instructed to do so, or if the team, by its actions, prevents the game from being played.
- 5.7 Carefully examine the scoresheet at the end of playing time for the second and fourth period and any extra period, or at any time he feels is necessary, to approve the score.
- 5.8 Make the final decision whenever necessary or when the officials disagree. To make the final decision he may consult the umpire, the commissioner and/or the table officials.
- 5.9 **Have the power to make decisions on any point not specifically covered by these rules.**



Art. 6 Officials: Time and place for decisions

- 6.1 The officials shall have the power to make decisions on infractions of the rules committed either within or outside the boundary lines including the scorer's table, the team benches and the areas immediately behind the lines.
- 6.2 The officials' **power** shall **take effect** when they arrive on the court, which shall be twenty (20) minutes before the game is scheduled to begin, and **end** with the end of the game as approved by the officials. The referee's approval and signing of the scoresheet at the end of playing time **terminates** the officials' administration of the game and their **connection** with the game.
- 6.3 Should unsportsmanlike behaviour by players, coaches, assistant coaches or team followers occur prior to the 20 minutes before the game is scheduled to begin or between the end of playing time of the game and the approval and signing of the scoresheet, the referee must record the incident on the reverse side of the scoresheet before signing it, and the commissioner or the referee must send a detailed report to the organising body of the competition.
- 6.4 Should a protest be filed by one of the teams, the commissioner or referee shall, within the hour that follows the end of playing time of the game, report the incident to the organising body of the competition.
- 6.5 If an extra period is required as a result of a free throw(s) taken following a foul committed just before or at approximately the same time as the end of playing time for the fourth period or extra period, then all fouls that are committed after the signal ending playing time, but before the completion of the free throw(s), shall be considered to have occurred during an interval of play and be penalised accordingly.
- 6.6 **Neither official shall have the authority to disregard or question the decisions made by the other within the limits of his respective duties as outlined in these rules.**

Art. 7 Officials: Duties when an infraction is committed

7.1 Definition

All violations and fouls committed by a player, substitute, coach, assistant coach or team follower are **infractions** of the rules.

7.2 Procedure

- 7.2.1 When a **violation** or **foul** is committed, the official shall blow his whistle and simultaneously give the appropriate signal to stop the game clock, causing the ball to become dead (see Referees' Manual, Chapter 7, Signals and procedures).
- 7.2.2 The officials shall not blow their whistles after a successful free throw or field goal or when the ball becomes live.
- 7.2.3 After each foul or jump ball decision, the officials shall exchange positions on the court.
- 7.2.4 For all international games, if verbal communication is necessary to make a decision clear, it shall be conducted in English.



Art. 8 Officials: Injury

If an official is injured or for any other reason cannot continue to perform his duties within 10 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 by a qualified substitute official. After consulting with the commissioner, the other official will decide upon the replacement.

Art. 9 Scorer and assistant scorer: Duties

9.1 The **scorer** shall use the official scoresheet to:

- Keep a record of 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 these rules pertaining to the five (5) players who are to start the game, substitutions or numbers of players, he shall notify the nearest official as soon as possible after the infraction is discovered.
- Keep a running summary of points scored and record the field goals and the free throws made.
- Record the personal and technical fouls charged against each player. The scorer must notify an official immediately when a fifth foul is charged against any player. Similarly, he shall record the technical fouls charged against each coach and must notify an official immediately when a coach is disqualified and must leave the game.

9.2 The **scorer** shall also:

- Notify the officials at the next time-out opportunity when a team has requested a charged time-out, record the time-outs and notify the coach through an official when the coach has no more time-out(s) left in the period.
- Indicate the number of fouls committed by each player by raising, in a manner visible to both coaches, the marker with the number corresponding to the number of fouls committed by that player.
- Position the team foul marker on the scorer's table at the end nearest to that teams' bench, once the ball becomes live following the fourth team foul, personal or technical, charged against any player of that team in a period.
- Effect substitutions.
- Sound his signal **only** when the ball is dead, and before the ball becomes live again. The sounding of the scorer's signal does **not** stop the game clock or the game, nor does it cause the ball to become dead.

9.3 The **assistant scorer** shall operate the scoreboard and assist the scorer.

In the case of any discrepancy between the scoreboard and the official scoresheet which cannot be resolved, the official scoresheet shall take precedence and the scoreboard shall be amended accordingly.



9.4 The following significant errors could occur whilst recording the running score on the scoresheet:

- A three-point field goal is scored but only two points are added to the score.
- A two-point field goal is scored but three points are added to the score.

If such an error is discovered during the game, the scorer must wait for the first dead ball before sounding his signal and attracting the attention of the officials in order to stop the game.

If such an error is discovered after the game clock signal has sounded, indicating the end of the game, whilst the scoresheet is being checked by the referee, but before the scoresheet has been signed by the officials, the referee must correct the error and, possibly, the final result of the game, if this is influenced by the same error.

If such an error is discovered after the scoresheet has been signed by the officials, the error may no longer be corrected by the referee. The referee must send a report to the organising body of the competition describing the incident.

Art. 10 Timekeeper: Duties

10.1 The timekeeper shall be provided with a game clock and a stopwatch and shall:

- Keep a record of playing time and stoppage time.
- Notify the teams and the officials or cause them to be notified at least three minutes before the first and third period is to start.
- Start the stopwatch and sound the signal when 50 seconds of a charged time-out have elapsed.
- Insure that a signal sounds very loudly and automatically at the end of playing time for a period or extra period. If his signal fails to sound or it is not heard, he shall use any means possible to notify the officials immediately.

His signal causes the ball to become dead and the game clock to be stopped. However, his signal does not cause the ball to become dead when the ball is in flight on the shot for a field goal or for a free throw.

10.2 The game clock shall be **started** when:

- During a jump ball, the ball is legally tapped by a jumper.
- After an unsuccessful free throw and the ball continues to be live, the ball touches a player on the court.
- During a throw-in, the ball touches a player on the court.

10.3 The game clock shall be **stopped** when:

- Time expires at the end of playing time for a period or extra period.
- An official blows his whistle whilst the ball is live.
- The 24-second device signal is sounded whilst the ball is live.



- A field goal is scored against a team which has requested a charged time-out.
- A field goal is scored in the last two (2) minutes of the fourth period and any extra period.

Art. 11 24-second operator: Duties

The 24-second operator shall be provided with a 24-second device and operate it so that it shall be:

- 11.1 **Started or restarted** as soon as a player gains control of a live ball on the court.
- 11.2 **Stopped and reset** to twenty-four (24) seconds with no display visible as soon as:
- An official blows his whistle for a foul, jump ball or violation, but not for an out-of-bounds when the team that previously had control of the ball is awarded a throw-in.
 - A shot for a field goal enters the basket.
 - A shot for a field goal touches the ring.
 - The game is stopped because of an action(s) connected with the opposing team in control of the ball.
- 11.3 **Reset** to twenty-four (24) seconds **and restarted** as soon as an opponent gains control of the live ball on the court.
The mere touching of the ball by an opponent does not start a new 24-second period if the same team remains in control of the ball.
- 11.4 **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:
- The ball having gone out-of-bounds.
 - A double foul.
 - The game being stopped for any reason attributable to the team in control of the ball.
- 11.5 **Stopped and not operational**, i.e. no display visible, when a team gains control of the ball, and there are less than 24 seconds remaining on the game clock in any period or extra period.



RULE FOUR - TEAMS

Art. 12 Teams

12.1 Definition

- 12.1.1 Being **eligible to play** is having authorisation to play for a team, as stipulated in the regulations of the organising body of the competition. Age limits are also taken into account.
- 12.1.2 A team member is **entitled to play** when he has been entered on the scoresheet before the start of the game and as long as he has been neither disqualified nor committed five (5) fouls.
- 12.1.3 During playing time each team member is either a player or a substitute.
- 12.1.4 A **team follower** may sit in the team bench area providing he has a special responsibility, e.g. manager, doctor, physiotherapist, statistician, interpreter. A player who has committed five (5) fouls becomes a team follower.

12.2 Rule

Each team shall consist of:

- No more than ten (10) team members, eligible to play.
- No more than twelve (12) team members, eligible to play, for tournaments in which a team has to play more than three (3) games.
- A coach and, if a team wishes, an assistant coach.
- A captain, who shall be one of the team members entitled to play.
- A maximum of five (5) team followers with special responsibilities.

Art. 13 Players and substitutes

13.1 Definition

A team member is a **player** when he is on the playing court and is entitled to play. A team member is a **substitute** when he is **not playing** on the court or is on the playing court but not entitled to play because he has been disqualified or has committed five (5) fouls.

13.2 Rule

- 13.2.1 Five (5) players from each team shall be on the court during playing time and may be substituted.
- 13.2.2 A **substitute becomes a player** when the official beckons him to enter the playing court. A **player becomes a substitute** when the official beckons that player's replacement onto the playing court.
- 13.2.3 The uniform of the players for each team shall consist of:
- **Shirts** of the same dominant colour, front and back.
All players (**male and female**) must tuck their shirts into their playing shorts during a game. 'All-in-ones' are permitted.



- **T-shirts**, regardless of style, **may not** be worn under shirts unless the player has express 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 the same colour as the shirts.
 - **Undergarments** that extend below the shorts may be worn provided they are the same colour as the shorts.
- 13.2.4 Each player shall wear a shirt numbered on the front and back with plain numbers of a solid colour contrasting with the colour of the shirt.
The numbers shall be clearly visible and:
- Those on the back shall be at least 20 cm high.
 - Those on the front shall be at least 10 cm high.
 - The numbers shall be not less than 2 cm wide.
 - Teams shall use numbers from 4 to 15.
 - Players on the same team shall not wear duplicate numbers.
- Advertising, where permitted, shall conform to the regulations governing the respective competition and shall not interfere with the visibility of the numbers on the front and back of the shirts.
- 13.2.5 The referee shall not permit any player to wear 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.
 - Equipment that could cut or cause abrasions (fingernails shall 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 padded so as not to cause injury to other players.
 - Knee braces if they are properly covered.
 - Protector for a broken nose, even if made of a hard material.
 - Spectacles, if they do not pose a danger to other players.
 - Headbands, maximum 5 cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- 13.2.6 All equipment used by players must be appropriate for basketball. 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.
- 13.2.7 Any other equipment not specifically mentioned in this article must first be approved by the World Technical Commission of FIBA.



- 13.2.8 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.
- 13.2.9 For **main official competitions of FIBA**, all players of the same team shall wear:
- **Shoes** that are either of the same colour or of the same colour combination.
 - **Socks** that are either of the same colour or of the same colour combination.

Art. 14 Players: Injury

- 14.1 In case of injury to players, the officials may stop the game.
- 14.2 If the ball is live when an injury occurs, the official shall not blow his whistle until play has been completed, that is, 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.
However, when necessary, to protect an injured player, the officials may suspend play immediately.
- 14.3 Substitution of an injured player:
- If the injured player cannot continue to play immediately (approximately 15 seconds) or, if he receives treatment, he must be substituted within one (1) minute or as soon as possible.
 - However, an injured player who has received treatment or recovers within one (1) minute **may remain** in the game, **but** his team shall be charged with a time-out.
 - Moreover, an injured player **cannot remain** in the game and must be substituted if he cannot continue to play within one (1) minute or his team does not have any charged time-outs left.
- Exception: The team has to continue with fewer than 5 players.
- 14.4 If free throws have been awarded to the injured player, they must be attempted by his substitute. If the injured player is involved in a jump ball, then his substitute shall take the jump ball. The substitute for an injured player may not be substituted until he has played in the next clock-running phase of the game.
- 14.5 A player who has been designated by the coach to start the game may be replaced in the event of an injury, provided that the referee is satisfied that the injury is genuine. In this case, the opponents are also entitled to one replacement, if they so wish.
- 14.6 During the game, the official shall order any player who is bleeding or has an open wound, to leave the playing court and cause this player to be substituted. The player may return to the court **only** after bleeding has stopped and the area affected or the open wound has been completely and securely covered.



Art. 15 Captain: Duties and powers

- 15.1 The captain is a player who represents his team on the court. He may communicate with the officials during the game to obtain information. This shall be done in a courteous manner and **only** when the ball is dead and the game clock is stopped.
- 15.2 When the captain leaves the playing court for any valid reason, the coach shall inform an official of the number of the player who will replace him as captain on the court during his absence.
- 15.3 The captain may act as coach.
- 15.4 The captain shall designate the team's jumper in a jump ball situation and the free-throw shooter in a free-throw situation in all cases where the jumper or free-throw shooter is not determined by the rules.
- 15.5 The captain shall, at the end of the game, immediately inform the referee if his team is protesting against the result of the game by signing the scoresheet in the space marked 'Captain's signature in case of protest'.

Art. 16 Coaches: Duties and powers

- 16.1 The coach or the assistant coach are the only representatives of the team who may communicate with the table officials during the game to obtain statistical information. This shall be done in a courteous manner, only when the ball is dead and the game clock is stopped, and they must not interfere with the normal progress of the game.
- 16.2 At least **20 minutes before the game** is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the names of the captain of the team, the coach and the assistant coach.
- 16.3 At least **10 minutes before the game**, both coaches shall confirm their agreement with the names and corresponding numbers of their team members and the names of the coaches entered 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.
- 16.4 Substitutes arriving late may play, provided that they are included in the list of eligible team members given to the scorer 20 minutes before the start of the game.
- 16.5 Only the coach or the assistant coach is permitted to make a request for a charged time-out.
- 16.6 Either the coach **or** the assistant coach, but not both, is permitted to remain standing during the game. This also applies to a captain who replaces him for any valid reason.
- 16.7 When a coach or assistant coach requires a substitution, it is the substitute who must report to the scorer to make the request and he must be ready to play immediately.
- 16.8 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.

- 16.9 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 for any valid reason, 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 shall replace him as coach.



RULE FIVE - PLAYING REGULATIONS

Art. 17 Playing time, tied score and extra periods

- 17.1 The game shall consist of four (4) periods of ten (10) minutes.
- 17.2 There shall be intervals of two (2) minutes between the first and second period, between the third and fourth period and before each extra period.
- 17.3 There shall be a half-time interval of fifteen (15) minutes.
- 17.4 If the **score is tied** at the end of playing time for the fourth period, the game shall be continued with an **extra period** of five (5) minutes or with as many such periods of five (5) minutes as are necessary to break the tie.
- 17.5 In all extra periods the teams shall continue to play towards the same baskets as in the third and fourth periods.

Art. 18 Beginning of the game

- 18.1 For all games, the first team named in the programme (home team) shall have the choice of basket and team bench.
This choice shall be made known to the referee at least 20 minutes before the game is scheduled to begin.
- 18.2 Before the first and third period, teams are entitled to warm-up in the half of the court in which their opponents' basket is situated.
- 18.3 Teams shall exchange baskets for the third period.
- 18.4 The game **cannot** begin if one of the teams is not on the court with five (5) players ready to play.
- 18.5 The game officially begins with a jump ball at the centre circle, when the ball is legally tapped by a jumper.

Art. 19 Status of the ball

- The ball can be either **live** or **dead**.
- 19.1 The ball becomes **live** when:
- During a jump ball, the ball is legally tapped by a jumper.
 - During a free throw, an official places the ball 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.
- 19.2 The ball becomes **dead** when:
- Any field goal or free throw is made.
 - An official blows his whistle whilst 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 to end playing time for each period or extra period.
 - The 24-second device signal sounds whilst the ball is live.



- 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.
 - Playing time has ended for each period or extra period.
 - The 24-second device signal has sounded.

19.3 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 or the game clock or 24-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.
- An opponent commits a foul whilst the ball is still in the control of a player who is in the act of shooting for goal and who finishes his shot with a continuous motion which started before the foul occurred.

Art. 20 Location of a player and an official

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

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

20.2 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. 21 Jump ball

21.1 Definition

21.1.1 **A jump ball** takes place when an official tosses the ball between any two opposing players in any circle on the court.

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

21.2 Rule

21.2.1 To start a period or extra period, a jump ball shall take place **at the centre circle between any two opposing players.**

21.2.2 When a held ball is called, or when a double foul is called and the result is a jump ball, a jump ball shall take place **at the nearest circle between the two opposing players involved.**

If there are more than two players involved in the held ball, the jump ball shall be between two opposing players of approximately the same height as designated by the official.

21.2.3 When the game is to be resumed with a jump ball in any situation other than Art. 21.2.1 or 21.2.2 above, including when a live ball lodges on the basket support, the jump ball shall take place **at the nearest circle between any two opposing players.**



The two opposing players must have been on the court when the situation leading to the jump ball occurred.

- 21.2.4 When the nearest circle for the jump ball cannot be determined, the jump ball shall take place at the centre circle.

21.3 Procedure

- 21.3.1 Each jumper shall stand with his feet inside the half of the circle nearest to his team's own basket, with one foot close to the centre line of the circle.
- 21.3.2 The official shall then toss the ball upward (vertically) between the jumpers to a height greater than either of them can reach by jumping.
- 21.3.3 The ball must be tapped with the hand(s) by one or both of the jumpers **after** it reaches its highest point.
- 21.3.4 Neither jumper shall leave his position until the ball has been legally tapped.
- 21.3.5 Neither jumper may catch the ball or touch it more than twice until it has touched one of the non-jumpers, the floor, the basket or the backboard.
- 21.3.6 No part of a non-jumper's body may be on or over the circle line (cylinder) before the ball has been tapped.
- 21.3.7 If the ball is not tapped by one or both of the jumpers or if it touches the floor without being tapped by at least one of the jumpers, the jump ball shall be retaken.
- 21.3.8 Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.
- 21.3.9 If the player designated to jump must leave the game because of injury, having committed his fifth foul or having been disqualified, then his substitute shall jump. If no substitute is available, any player designated by the captain shall jump.

An infraction of Art. 21.3.1, 21.3.3, 21.3.4, 21.3.5 and 21.3.6 is a violation.

Art. 22 How the ball is played

- 22.1 In basketball, the ball is played with the hand(s) only.
- 22.2 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.
- 22.3 To **accidentally** come into contact or touch the ball with the foot or leg is not a violation.

Art. 23 Control of the ball

- 23.1 A **player** is in control of the ball when he is holding or dribbling or has a live ball at his disposal.
- 23.2 A **team** is in control of the ball when a player of that team is in control of a live ball or the ball is being passed between team-mates.
- 23.3 Team control **continues** until an opponent gains control, or the ball becomes dead or the ball has left the player's hand(s) on a shot for a field goal or on a free throw.



Art. 24 Player in the act of shooting

24.1 The **act of shooting** starts when the player begins the motion normally preceding the release of the ball and, in the judgement of the official, he has started an attempt to score by throwing, dunking or tapping the ball towards the opponents' basket. The act of shooting continues until the ball has left the player's hand(s).

The player attempting to score might have his arm(s) held by an opponent, thus preventing him from scoring, even though he is considered by the official to be making 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.

24.2 In the case of an **airborne shooter**, the act of shooting **continues** until the attempt is completed (the ball has left the player's hand(s)) and both of the player's feet return to the floor.

Team control, however, ends when the ball has left the player's hand(s).

24.3 For a foul to be considered as having been committed on a player in the act of shooting, the foul must occur after a player has, in the judgement of the official, started the **continuous movement** of his arm(s) and/or body in the attempt to shoot for a field goal.

Continuous movement:

- Begins when the ball comes 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 if an entirely new movement is made.

If the criteria regarding continuous movement is as stated above, then the player is considered to be in the act of shooting.

Art. 25 Goal: When made and its value

25.1 Definition

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

25.1.2 The **ball** is considered to be **within the basket** even when the slightest part thereof is within the ring and below the level of top of the ring.

25.2 Rule

25.2.1 A goal is credited to the team attacking the 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.

25.2.2 If a player **accidentally** scores a field goal in his team's **own basket**, the points shall be recorded as scored by the captain of the opposing team.



- 25.2.3 If a player **deliberately** scores a field goal in his team's **own basket**, it is a violation and the goal does not count.
- 25.2.4 If a player causes the ball to enter the **basket from below**, it is a violation.

Art. 26 Throw-in

26.1 General principles

- 26.1.1 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.
- 26.1.2 Following a free throw(s) resulting from a technical, unsportsmanlike or disqualifying foul, the subsequent throw-in shall be made at mid-court, opposite the scorer's table, regardless of whether the last or only free throw was successful.
The player taking the throw-in at mid-court shall have one foot on either side of the extended centre line, and shall be entitled to pass the ball to a player at any point on the playing court.
- 26.1.3 Following a personal foul committed by a player of the team in control of the live ball, or of the team entitled to a throw-in, the subsequent throw-in from out-of-bounds shall be taken by the non-offending team from a place closest to the infraction.
- 26.1.4 An official may toss or bounce the ball to the player taking the throw-in provided that:
- The official is no more than 3 or 4 metres from the player who is to take the throw-in.
 - The player who is to take the throw-in is in the correct place, as designated by the official.
 - The team about to gain control of the ball does not gain an unfair advantage.

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

- 26.2.1 Any opponent of the team which scored shall take the throw-in at the end line where the goal was scored.
This is also applicable after an official hands the ball to a player or places it at his disposal after a time-out or after any stoppage of play following a goal.
- 26.2.2 The player taking the throw-in may move laterally and/or backwards and/or the ball may be passed between team-mates on or behind the end line, but the five (5) second count starts when the ball is at the disposal of the first player out-of-bounds.
- 26.2.3 Opponents of the player taking the throw-in shall not touch the ball after it passes through the basket.
Allowances may be made for touching the ball accidentally or instinctively, but if, after an initial warning, the throw-in is delayed by interfering with the ball, it is a technical foul.



26.3 Following an infraction or any other stoppage of play

26.3.1 The player shall take the throw-in from out-of-bounds at the place closest to the infraction as designated by the official or where play was stopped, **except directly behind the backboard.**

26.3.2 An official must hand, pass or place the ball at the disposal of the player taking the throw-in.

26.4 Rule

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

- Touch the ball on the court before it has touched another player.
- Step on the court before or whilst releasing the ball.
- Take more than five (5) seconds to release the ball.
- Whilst releasing, cause the ball to touch out-of-bounds without being touched inbounds by a player.
- Cause the ball to enter the basket directly.
- Move a distance of more than one (1) metre laterally nor move in more than one direction from the place designated by the official before or whilst releasing the ball. It is, however, permitted to move backwards and perpendicular to the line as far as circumstances allow.

26.4.2 No other player shall:

- Have any part of his body over the boundary line before the ball has been thrown across the line.
- Be closer than one (1) metre to the player taking the throw-in, when the area, free of obstruction, outside the boundary line at the throw-in spot is less than two (2) metres.

An infraction of Art. 26.4 is a violation.

26.5 Penalty

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

Art. 27 Charged time-out

27.1 Definition

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

27.2 Rule

27.2.1 Each charged time-out shall last one (1) minute.

27.2.2 A time-out opportunity begins when:

- The ball becomes dead and the game clock is stopped, and when the official has ended his communication with the scorer's table when reporting a foul or violation.
- A field goal is scored against a team which has requested a charged time-out before or after the field goal.

27.2.3 A time-out opportunity ends when:

- An official with the ball enters the circle to administer a jump ball.



- An official enters the free-throw lane with or without the ball to administer a first or only free throw.
 - The ball is at the disposal of a player for a throw-in.
- 27.2.4 One (1) charged time-out may be granted to each team during each of the first three (3) periods, two (2) charged time-outs during the fourth period and one (1) charged time-out during each extra period.
- 27.2.5 The time-out is charged against the team whose coach was first to make a request, unless the time-out is granted following a field goal scored by the opponents and without a foul being called.
- 27.2.6 A charged time-out request may only be cancelled before the scorer's signal is sounded for such a request.
- 27.2.7 During the time-out, 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 court provided they remain within the vicinity of their team bench area.

27.3 Procedure

- 27.3.1 A coach or assistant coach has the right to request a charged time-out. He shall do so by going in person to the scorer and asking clearly for a time-out, making the proper conventional sign with his hands.
- 27.3.2 As soon as a time-out opportunity begins, the scorer shall indicate to the officials, by sounding his signal, that a request for a charged time-out has been made.
If a field goal is scored against a team which has requested a charged time-out, the timekeeper shall immediately stop the game clock and sound his signal.
- 27.3.3 The time-out begins when an official blows his whistle and gives the time-out signal.
- 27.3.4 The time-out ends when the official blows his whistle and beckons the teams back onto the court.

27.4 Restrictions

- 27.4.1 **A charged time-out is not permitted** between or after free throw(s) caused by one (1) foul penalty until the ball becomes dead again after a clock-running phase of the game has occurred.

Exceptions:

- A foul is called between free throws. In this case the free throws will be completed and the time-out will be taken before the next 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 taken before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last or only free throw, the penalty for which is a jump ball or a throw-in.

In the case of sets of free throws caused by more than one (1) foul penalty, each set is to be treated separately.



27.4.2 **A charged time-out shall not be granted** 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 any extra period.

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

Art. 28 Substitutions

28.1 Rule

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

28.1.2 A substitution opportunity begins when:

- The ball becomes dead and the game clock is stopped, and when the official has ended his communication with the scorer's table when reporting a foul or violation.
- A field goal is scored in the last two (2) minutes of the fourth period or of any extra period against a team which has requested a substitution.

A substitution opportunity ends when:

- An official with the ball enters the circle to administer a jump ball.
- An official enters the free-throw lane with or without the ball to administer a first or only free throw.
- The ball is at the disposal of a player for a throw-in.

28.1.3 A player who has been substituted and a substitute who has become a player cannot re-enter the game or leave the game respectively until the ball becomes dead again after a clock-running phase of the game has occurred.

Exceptions:

- The team is reduced to less than five (5) players.
- The player involved in the correction of an error is on the team bench after having been legally substituted.

28.2 Procedure

28.2.1 A substitute has the right to request a substitution. He shall do so by going in person to the scorer and asking clearly for a substitution, making the proper conventional sign with his hands. He shall sit on the substitution bench/chair until the substitution opportunity begins.

28.2.2 As soon as a substitution opportunity begins, the scorer shall indicate to the officials, by sounding his signal, that a request for a substitution has been made.

28.2.3 The substitute shall remain outside the boundary line until the official gives the substitution signal.

28.2.4 The player who has been substituted does not have to report to either the scorer or the official. He is permitted to go directly to his team bench.

28.2.5 Substitutions shall be completed as quickly as possible. A player who has committed his fifth foul or has been disqualified must be substituted within 30 seconds. If, in the judgement of the official,



there is an unreasonable delay, a time-out shall be charged against the offending team.

28.2.6 If a substitution is requested during a charged time-out, the substitute must report to the scorer before entering the game.

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

28.3 Substitutions are not permitted:

28.3.1 Following a violation by the team **not** in possession of the ball for a throw-in.

Exceptions:

- The team taking the throw-in has made a substitution.
- A foul is charged against either team.
- A time-out is granted to either team.
- An official has interrupted the game.

28.3.2 Between or after free throw(s) caused by one (1) foul penalty until the ball becomes dead again after a clock-running phase of the game has occurred.

Exceptions:

- A foul is called between free throws. In this case the free throws will be completed and the substitution will be taken before the administration of the next foul penalty.
- A foul is called before the ball becomes live after the last or only free throw. In this case the substitution will be taken before the administration of the new foul penalty.
- A violation is called before the ball becomes live after the last or only free throw, the penalty for which is a jump ball or a throw-in.

In the case of sets of free throws caused by more than one (1) foul penalty, each set is to be treated separately.

28.3.3 For a player involved in a jump ball or for a free-throw shooter.

Exceptions:

- He is injured.
- He has committed his fifth foul.
- He has been disqualified.

28.3.4 When the game clock is stopped following a field goal scored by a team which has requested a substitution during the last two (2) minutes of the fourth period or any extra period.

Exceptions:

- During a charged time-out.
- The team against which the goal is scored has also requested a substitution(s).
- An official has interrupted the game.

28.4 Substitution of a free-throw shooter

The player who was attempting a free throw(s) may be substituted provided that:

- The substitution was requested before the substitution opportunity ends for the first or only free throw.



- In the case of sets of free throws caused by more than one foul penalty, each set is to be treated separately.
 - The ball becomes dead after the last or only free throw.
- If the free-throw shooter is substituted the opponents may also make **one** substitution provided that the request was made before the ball becomes live for the last or only free throw.

Art. 29 When a period or a game has ended

- 29.1 A period, extra period or game shall end when the game clock signal sounds indicating the end of playing time.
- 29.2 If a foul is committed when or just before the game clock signal sounds, indicating the end of any period or extra period, any eventual free throw(s) as a result of that foul shall be taken.

Art. 30 Game lost by forfeit

30.1 Rule

A team shall lose the game by forfeit if:

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

30.2 Penalty

- 30.2.1 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.
- 30.2.2 For a two-game (home and away) total points series and for the 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. 31 Game lost by default

31.1 Rule

A team shall lose a game by default if, during the game, the number of players of that team on the court is less than two.

31.2 Penalty

- 31.2.1 If the team to which the game is awarded is ahead, the score at the time of the stoppage shall stand. 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. Furthermore, the defaulting team shall receive one (1) point in the classification.
- 31.2.2 For a two-game (home and away) total points series, the team that defaults in the first or in the second game shall lose the series by 'default'.



RULE SIX - VIOLATIONS

Art. 32 Violations

32.1 Definition

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

32.2 Procedure

When deciding on a violation, the officials shall in each instance regard and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in applying common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in maintaining 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.

32.3 Penalty

The ball shall be awarded to the opponents for a throw-in from out-of-bounds at the place closest to the infraction, except directly behind the backboard.

Exceptions Art. 26.5, 41.3, 57.4.6 and 57.5.4.

Art. 33 Player out-of-bounds and ball out-of-bounds

33.1 Definition

33.1.1 A **player** is out-of-bounds when any part of his body is in contact with the floor or any object, but not a player, on, above or outside the boundary lines.

33.1.2 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 a boundary line.
- The backboard supports, the back of the backboards or any object above and/or behind the backboards.

33.2 Rule

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

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



Art. 34 Dribbling

34.1 Definition

34.1.1 **A dribble starts** when a player, having gained control of a live ball on the 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 before the player 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.

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

34.1.3 The following are not dribbles:

- Successive shots for a field goal.
- Fumbling with 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 recovering 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.

34.2 Rule

A player shall not dribble a second time after his first dribble has ended, unless it is after he has lost control of a live ball on the court because of:

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

Art. 35 Travelling

35.1 Definition

35.1.1 **Travelling** is the illegal movement of one or both feet beyond the limits outlined in this article in any direction whilst holding a live ball on the court.

35.1.2 A **pivot** is when a player who is holding a live ball on the court steps once or more than once in any direction with the same foot, whilst the other foot, called the **pivot foot**, is kept at its point of contact with the floor.



35.2 Rule

35.2.1 Establishing a pivot foot

- A player who catches the ball with **both feet on the floor** may use **either foot** as the pivot foot. The moment one foot is lifted, the **other** becomes the pivot foot.
- A player who catches the ball whilst **moving or dribbling** may stop as follows:
 - If **one foot** is touching the floor:
 - That foot becomes the pivot foot as soon as the other foot touches the floor.
 - The player may jump off that foot and land on both feet simultaneously, then neither foot can be the pivot foot.
 - If **both** feet are **off the floor** and the player:
 - Lands on both feet simultaneously, then either foot may be the pivot foot. The moment one foot is lifted, the other becomes the pivot foot.
 - Lands on one foot followed by the other foot, then the first foot to touch the floor is the pivot foot.
 - Lands on one foot, the player may jump off that foot and land on both feet simultaneously, then neither foot can be the pivot foot.

35.2.2 Progressing with the ball

- After having established a pivot foot whilst having control of a live ball on the court:
 - On a pass or a shot for a field goal, the pivot foot may be **lifted** but may **not** 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).
- After coming to a **stop** when **neither** foot is the pivot foot:
 - On a pass or a shot 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).
 - To start a dribble, **neither foot** may be lifted before the ball is released from the hand(s).

35.2.3 Player falling, lying or sitting on the floor

It is legal when a player, whilst holding the ball, falls on the floor **or**, whilst 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 whilst holding the ball.

Art. 36 Three seconds

36.1 Rule

- 36.1.1 A player shall **not** remain in the opponents' restricted area for more than three (3) consecutive seconds, whilst his **team** is in control of a live ball **on the court** and the game clock is running.



- 36.1.2 Allowance 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 to shoot for a field goal after having been in the restricted area for less than three (3) seconds.
- 36.1.3 To establish himself **outside** the restricted area, the player must place **both feet** on the floor outside the restricted area.

Art. 37 Closely guarded player

37.1 Definition

A **player** who is holding a live ball on the court **is closely guarded** when an opponent is in an active guarding position at a distance of no more than one (1) metre.

37.2 Rule

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

Art. 38 Eight seconds

38.1 Rule

- 38.1.1 Whenever a player gains control of a **live** ball in his **backcourt**, his team must, within eight (8) seconds, cause the ball to go into its front court.
- 38.1.2 A team's **backcourt** consists of its team's own basket, the inbounds part of the backboard and that part of the court limited by the end line behind that team's own basket, the sidelines and the centre line.
- 38.1.3 A team's **front court** consists of the opponents' basket, the inbounds part of the backboard and that part of the court limited by the end line behind the opponents' basket, the sidelines and the edge of the centre line nearest to the opponents' basket.
- 38.1.4 The ball **goes** into a team's **front court** when the ball touches the front court or it touches a player or an official who has part of his body in contact with the front court.

Art. 39 Twenty-four seconds

39.1 Rule

- 39.1.1 Whenever a player gains control of a live ball on the court, a shot for a field goal shall be attempted by his team within **twenty-four (24) seconds**.
- To constitute a shot for a field goal, the following conditions must be complied with:
- The ball must leave the player's hand(s) on the shot for a field goal before the 24-second device signal sounds, and
 - After the ball has left the player's hand(s) on the shot for a field goal, the ball must touch the ring before the 24-second device signal sounds.



39.1.2 Should the team in control of the ball fail to shoot for a field goal within 24 seconds, this shall be indicated by sounding the 24-second device signal.

39.1.3 When a **shot for a field goal is attempted near the end of the 24-second period** and the signal sounds whilst the ball is in the air after leaving the player's hand(s) on the shot for a field goal and the ball enters the basket, the goal shall count.

39.2 Procedure

39.2.1 If the 24-second device was **reset in error**, the official may stop the game immediately upon discovery, as long as neither team is placed at a disadvantage. The time on the 24-second device shall be corrected and possession of the ball shall be returned to the team that previously had control of the ball.

39.2.2 If the 24-second device signal **sounds in error whilst a team has control of the ball**, the official shall stop the game immediately. Possession of the ball and a new 24-second period shall be awarded to the team that previously had control of the ball when the device sounded.

All restrictions related to goal tending and interference with the ball shall apply.

39.2.3 If the 24-second device signal **sounds in error whilst neither team has control of the ball**, the game shall be resumed with a jump ball.

Art. 40 Ball returned to the backcourt

40.1 Definition

40.1.1 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.

40.1.2 The ball is considered to have returned to his backcourt when a player of the team in control of the ball is:

- The **last** to touch the ball in his front court, and then a player of that same team is the **first** to touch the ball,
 - After it has touched the backcourt, or
 - If this player is in contact with the backcourt.
- The **last** to touch the ball in his backcourt, following which the ball touches the front court, and then a player of that same team, who is in contact with the backcourt, is the **first** to touch the ball.

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

40.2 Rule

A player who is in control of a live ball in his front court may not cause the ball to be returned to his backcourt.



It does **not** apply to throw-ins whenever the free throw(s) is followed by possession of the ball for a throw-in at the mid-point of a sideline.

Art. 41 Goal tending and Interference with the ball

41.1 Definition

41.1.1 **A shot for a field goal is** when the ball is held in the hand(s) and then projected 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 or attempted to be forced downwards into the opponents' basket with one or both hands.

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

41.1.2 **A shot for a field goal begins** when the ball leaves the hand(s) of a player who is in the act of shooting.

41.1.3 **A shot for a field goal ends** when the ball:

- Enters the basket directly from above and remains within or passes through the basket.
- No longer has the possibility to enter the basket either directly or after the ball has touched the ring.
- Is legally touched by a player after it has touched the ring.
- Touches the floor.
- Becomes dead.

41.2 Rule

41.2.1 **Goal tending** occurs during a shot for a field goal when:

- A player touches the ball when it is on its downward flight and the ball is completely above the level of the ring.
- A player touches the ball after it has hit the backboard and the ball is completely above the level of the ring.

These restrictions apply only until the ball no longer has the possibility to enter the basket directly or after the ball has touched the ring.

41.2.2 **Interference with the ball** occurs during a shot for a field goal when:

- A player touches the basket or the backboard whilst 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 whilst the ball is within the basket.
- A defensive player causes the backboard or the ring to vibrate in such a way that the ball, in the judgement of the official, has been prevented from entering the basket.

41.2.3 Whilst the ball is in flight during a shot for a field goal and after an official blows his whistle or the game clock or the 24-second device signal sounds, all provisions for goal tending and interference with the ball will apply.



41.3 Penalty

41.3.1 If the violation is committed by the **offence**, no points can be awarded. The ball shall be awarded to the opponents for a throw-in from out-of-bounds at the free-throw line extended.

41.3.2 If the violation is committed by the **defence**, the offensive team is awarded:

- Two (2) points when the ball is released from the two-point field goal area.
- Three (3) points when the ball is released from the three-point field goal area.

The awarding of the points and the subsequent procedure is the same as if the points awarded had resulted from the ball having entered the basket.

41.3.3 If the violation is committed simultaneously by players from **both teams**, no points can be awarded. The game shall be resumed with a jump ball.



RULE SEVEN - FOULS

Art. 42 Fouls

42.1 Definition

A **foul** is an infraction of the rules involving personal contact with an opponent and/or unsportsmanlike behaviour.

42.2 Rule

A foul is charged against the offender and subsequently penalised according to the rules.

Art. 43 Contact

43.1 Definition

43.1.1 In a game of basketball, in which 10 players are moving at speed in a limited space, **personal contact** cannot be avoided.

43.1.2 In determining whether or not to penalise such contact, the officials shall in each instance regard and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in applying 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 applying common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in maintaining 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.

Art. 44 Personal foul

44.1 Definition

44.1.1 A **personal foul** is a player foul which involves illegal contact with an opposing player, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip, impede the progress of an opposing player 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.

44.1.2 **Blocking** is illegal personal contact which impedes the progress of an opposing player with or without the ball.

44.1.3 **Charging** is personal contact, with or without the ball, by pushing or moving into an opposing player torso.



44.1.4 **Illegal guarding from the rear** is personal contact with an opposing player by a defensive player from behind. The mere fact that the defensive player is attempting to play the ball does not justify his making contact with an opposing player from the rear.

44.1.5 **Holding** is personal contact with an opposing player that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.

44.1.6 **Illegal screening** is an illegal attempt to delay or prevent an opposing player who does not control the ball from reaching a desired position on the playing court.

44.1.7 **Illegal use of hands** occurs when the defensive player is in a guarding situation and the hand(s) is placed upon and remains in contact with an opposing player with or without the ball to impede his progress.

44.1.8 **Pushing** is personal contact with any part of the body which takes place when a player forcibly moves or attempts to move an opposing player who has or does not have control of the ball.

44.2 **Penalty**

A personal foul shall be charged against the offender in all cases. In addition:

44.2.1 **If the foul is committed on a player who is not in the act of shooting,**

- The game shall be resumed by a throw-in from out-of-bounds by the non-offending team from a place closest to the infraction.
- And the offending team is in a team foul penalty situation, then Art. 55 (Team fouls: Penalty) will apply.

44.2.2 **If the foul is committed on a player who is in the act of shooting,**

- And the shot from the field goal area is successful, it shall count and one (1) free throw shall be awarded.
- And the shot from the two-point field goal area is unsuccessful, two (2) free throws shall be awarded.
- And the shot from the three-point field goal area is unsuccessful, three (3) free throws shall be awarded.
- And the player is fouled when or just before the game clock signal sounds, indicating the end of any period or extra period or when the 24-second device signal sounds whilst the ball is still in the player's hand(s) and the field goal is successful, it shall not count. Two (2) or three (3) free throws shall be awarded.

44.3 **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 be proportional to his height.

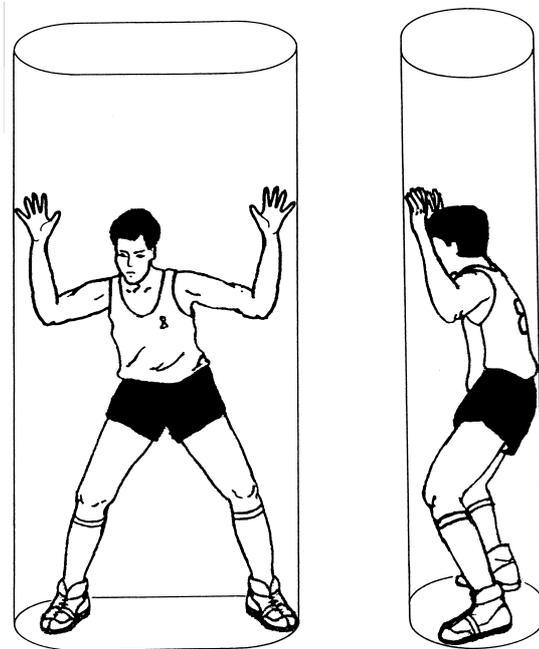


Diagram 13 Cylinder principle

44.4 Principle of verticality

- 44.4.1 On the basketball court, each player has the right to occupy any position (cylinder) on the court not already occupied by an opposing player.
- 44.4.2 This principle protects the space on the floor which he occupies and the space above him when he jumps vertically within that space.
- 44.4.3 As soon as the player leaves his vertical position (cylinder) and body contact occurs with an opposing player who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.
- 44.4.4 The defender must **not** be penalised for leaving the floor vertically (within his cylinder) or having his hands and arms extended above him and within his own cylinder.
- 44.4.5 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 create contact during or immediately after a shot for a field goal.

44.5 Legal guarding position

- 44.5.1 A defensive player has established an initial legal guarding position when:
- He is facing his opponent, and
 - He has both feet on the floor.



44.5.2 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.

44.6 Guarding a player who controls the ball

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

44.6.2 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.

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

44.6.4 Once the defensive player has established an initial legal guarding position, he may move in order 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.

44.6.5 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 or move laterally or backwards in order to maintain the 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 on the spot first.
- Having established a legal guarding position the defender may turn **within** his cylinder to cushion any blow or to avoid injury.

In the event of the above, the foul shall be considered as having been caused by the player with the ball.

44.7 A player who is in the air

44.7.1 A player who has jumped into the air from a spot on the court has the right to land on the same spot again.

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

44.7.3 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 spot, then the jumper is responsible for the contact.

44.7.4 A player may not move into the path of an opponent after the latter has jumped into the air.



44.7.5 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.

44.8 **Guarding a player who does not control the ball**

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

44.8.2 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 to either 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 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.

44.8.3 Once a defensive player has established an initial legal guarding position, he may not cause contact with an opponent in order to prevent his opponent from passing him 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.

44.9 **Screening: Legal and illegal**

44.9.1 Screening occurs when a player attempts to delay or prevent an opponent who does not control the ball from reaching a desired position on the court.

44.9.2 **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.

44.9.3 **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 on an opponent **in motion** when contact occurred.

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

44.9.5 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.

44.9.6 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.



- 44.9.7 A player who is legally screened is responsible for any contact with the player who has set the screen.
- 44.10 **Blocking**
- 44.10.1 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.
- 44.10.2 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.
- 44.10.3 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.
- 44.11 **Contacting an opponent with the hand(s) and/or arm(s)**
- 44.11.1 The touching of an opponent with a hand(s) is, in itself, not necessarily an infraction.
- 44.11.2 The officials shall decide whether the player who caused the contact has gained an advantage. If the contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.
- 44.11.3 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.
- 44.11.4 To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.
- 44.11.5 It is a foul by **an offensive player with the ball** to:
- 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an advantage.
 - 'Push off' in order to prevent the defensive player from playing or attempting to play the ball, or to create more space between himself and the defensive player.
 - Whilst dribbling, use an extended forearm or hand to prevent an opponent to gain the control of the ball.
- 44.11.6 It is a foul by **an offensive player without the ball** to 'push off' in order 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.
- 44.12 **Post play**
- 44.12.1 The principle of verticality also applies to post play.
The offensive player in the post position and the opponent guarding him must respect each other's vertical rights (cylinder).



44.12.2 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 the opponent's freedom of movement by the use of extended elbows, arms, knees or other parts of the body.

Art. 45 Double foul

45.1 Definition

A **double foul** is a situation in which two opposing players commit contact fouls against each other at approximately the same time.

45.2 Penalty

45.2.1 A personal foul shall be charged against each offending player. **No** free throws shall be awarded.

45.2.2 The game shall be resumed as follows:

- If a valid field goal is scored at the same time, the ball shall be awarded to the opponents of the team who scored for a throw-in from the end line.
- If a team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from out-of-bounds at the place closest to the infraction.
- If neither team had control of the ball nor was entitled to the ball, the game shall be resumed with a jump ball at the circle closest to the infraction.

Art. 46 Unsportsmanlike foul

46.1 Definition

46.1.1 An **unsportsmanlike foul** is a personal foul committed by a player 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.

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

46.1.3 **The official must judge only the action.**

46.1.4 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 holds, hits, kicks or deliberately pushes an opposing player, it is an unsportsmanlike foul.
- If a player commits a foul whilst making a legitimate effort to play the ball (normal basketball play), it is **not** an unsportsmanlike foul.

46.1.5 A player who repeatedly commits unsportsmanlike fouls must be disqualified.



46.2 Penalty

46.2.1 An unsportsmanlike foul shall be charged against the offender.

46.2.2 Free throw(s) shall be awarded to the opponents, followed by possession of the ball at mid-court.

The number of free throws to be awarded shall be as follows:

- If the foul is committed on a player not in the act of shooting: two (2) free throws.
- If the foul is committed on a player who is in the act of shooting: the goal, if made, shall count and in addition one (1) free throw.
- If the foul is committed on a player in the act of shooting who fails to score: two (2) or three (3) free throws, according to the place from where the shot for a field goal was attempted.

Art. 47 Disqualifying foul

47.1 Definition

47.1.1 Any flagrantly unsportsmanlike behaviour by a player, substitute, coach, assistant coach or team follower is a **disqualifying foul**.

47.1.2 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 conduct by the assistant coach, substitute or team follower who is on the team bench ('B') or a combination of three (3) technical fouls one of which has been charged against the coach himself ('C').

47.1.3 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.

47.2 Penalty

47.2.1 A disqualifying foul shall be charged against the offender.

47.2.2 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.

47.2.3 Free throw(s) shall be awarded to the opponents, followed by possession of the ball at mid-court.

The number of free throws to be awarded shall be as for the unsportsmanlike foul, Art 46.2.2.

Art. 48 Rules of conduct

48.1 Definition

48.1.1 **The proper conduct of the game demands 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.**

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



- 48.1.3 Any deliberate or repeated non-cooperation or non-compliance with the spirit of this rule, shall be considered as a **technical foul** and penalised accordingly.
- 48.1.4 The official may prevent technical fouls by warning the team members 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.
- 48.1.5 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 stopping of the game shall be valid.

48.2 Rule

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 the forces responsible for maintaining public order.

- 48.2.1 Whenever acts of violence occur between players, substitutes, coaches and team followers, the officials shall take the necessary action to stop them.
- 48.2.2 Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be promptly disqualified from the game. The officials must report the incident to the organising body of the competition.
- 48.2.3 Public order enforcement officers may enter the court only if requested to do so by the officials. However, should spectators enter the court with the obvious intention of committing acts of violence, the public order enforcement officers immediately must intervene to protect the teams and officials.
- 48.2.4 All other areas, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and of the forces responsible for maintaining public order.
- 48.2.5 Physical actions by players, substitutes, coaches, assistant coaches and team followers which could lead to damage 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 immediately be given a warning.
- Should the action(s) be repeated, a technical foul shall be called immediately on the individual(s) involved. If the individual's name does **not** appear on the scoresheet, the technical foul shall be charged against the coach and a 'B' entered on the scoresheet.
- Decisions made by the officials are final and cannot be contested or disregarded.



Art. 49 Technical foul by a player

49.1 Definition

49.1.1 **Technical fouls** by a player are player fouls which do not involve contact with an opposing player.

49.1.2 It is a technical foul when a player disregards warnings by officials or uses tactics such as:

- Disrespectfully communicating with or touching 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 preventing a throw-in from being taken promptly.
- Not raising his hand properly after being requested to do so by an official after a foul is called on him.
- Changing his player number without reporting to the scorer and to the official.
- Leaving the court for any unauthorised reason.
- Hanging on the ring in such a way that the weight of the player is supported by the ring.

In a dunking situation, a player may:

- Grasp the ring momentarily and incidentally.
- Hang on the ring if, in the judgement of the official, he is trying to prevent injury to himself or to another player.

49.2 Penalty

49.2.1 A technical foul shall be charged against the player.

49.2.2 One (1) free throw shall be awarded to the opponents, followed by possession of the ball at mid-court.

Art. 50 Technical foul by coaches, assistant coaches, substitutes or team followers

50.1 Definition

50.1.1 A coach, assistant coach, substitute or team follower shall **not disrespectfully address or contact** the officials, the commissioner, the table officials or the opponents.

50.1.2 The coaches, assistant coaches, substitutes and team followers are the only persons permitted to be in the team bench area, where they must remain, with the following exceptions:

- A coach, assistant coach, substitute or team follower may enter the playing court to attend to an injured player after receiving permission to do so from an official.
- A doctor may enter the court without permission from an official if, in the doctor's judgement, the injured player is in danger and requires immediate attention.
- A substitute may request a substitution at the scorer's table.



- A coach or assistant coach may request a charged time-out.
- A coach, assistant coach, substitute or team follower may enter the court during a charged time-out to address his team members, provided he remains within the vicinity of his team bench area.
However, a coach may address his players during the game provided he remains within his team bench area.
- When the game clock is stopped, a coach or assistant coach may go to the scorer's table to get statistical information. This shall be done in a courteous manner and without interfering with the normal progress of the game.

50.2 Penalty

50.2.1 A technical foul shall be charged against the coach.

50.2.2 Two (2) free throws shall be awarded to the opponents, followed by possession of the ball at mid court.

Art. 51 Technical foul during an interval of play

51.1 Definition

Technical fouls may be called **during an interval of play** which is the period before the start of the game (20 minutes) and the interval between any periods, the half-time interval and the interval before any extra period.

The interval of play starts 20 minutes before the start of the game or with the timekeeper's signal ending playing time for any period.

The interval of play ends with the jump ball at the centre circle, when the ball is legally tapped by a jumper to start the next period.

51.2 Penalty

If a technical foul is called against:

- A team member entitled to play, it is charged against the team member as a player foul and two (2) free throws shall be awarded to the opponents.
It shall count as one of the team fouls.

- A coach, assistant coach, player-coach or team follower, it is charged against the coach and two (2) free throws shall be awarded to the opponents.
It shall **not** count as one of the team fouls.

If more than one technical foul is called, see Art. 56 (Special situations).

51.3 Procedure

After the free throws have been completed, the game, period or extra period shall be started with a jump ball at the centre circle.



Art. 52 Fighting

52.1 Definition

Fighting is physical interaction between two or more persons (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.

52.2 Rule

52.2.1 Substitutes or team followers who leave the confines of the team bench area during a fight or during any situation which may lead to a fight shall be disqualified.

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

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

52.3 Penalty

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

52.3.2 In the event of members of both teams being disqualified under this article and there are no other foul penalties (see Art. 52.3.4 below), the game shall be resumed with a jump ball.

52.3.3 All disqualifying fouls shall be recorded as described in B.8.3 and shall not count as one of the team fouls.

52.3.4 All foul penalties occurring before the substitutes and team followers leave the team bench area shall be dealt with in accordance with Art. 56 (Special situations).



RULE EIGHT - GENERAL PROVISIONS

Art. 53 Basic principle

- 53.1 Each official has power to call fouls independently of the other, at any time during the game, whether the ball is live or dead.
- 53.2 Any number of fouls may be called against one or both teams. Irrespective of the penalty, a foul shall be entered on the scoresheet against the offender for each foul.

Art. 54 Five fouls by a player

- 54.1 A player who has committed five (5) fouls, either personal and/or technical, shall be informed thereof and must leave the game immediately. He must be substituted within 30 seconds.
- 54.2 A foul by a player who has previously committed his fifth foul is charged against the coach and a 'B' shall be entered on the scoresheet.

Art. 55 Team fouls: Penalty

55.1 Definition

- 55.1.1 **A team is in a team foul penalty situation** when it has committed four (4) team fouls in a period as a result of personal or technical fouls charged against any player of that team.
- 55.1.2 All team fouls committed in any **interval of play** shall be considered to be part of the period or extra period following.
- 55.1.3 All team fouls committed in any **extra period** shall be considered to be part of the fourth period.

55.2 Rule

- 55.2.1 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 possession of the ball for a throw-in.
- 55.2.2 If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to a throw-in, such a foul shall not be penalised by two (2) free throws.

Art. 56 Special situations

56.1 Definition

In the same stopped-clock period which follows a foul or a violation, **special situations** may arise when additional foul(s) are committed.

56.2 Procedure

- 56.2.1 All fouls shall be charged and all penalties identified.
- 56.2.2 The order in which all fouls occurred shall be determined.
- 56.2.3 All equal penalties against both teams and all double foul penalties shall be cancelled. Once the penalties have been cancelled they are considered as never having occurred.



- 56.2.4 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 and these shall be forfeited as a result.
- 56.2.5 Once the ball has become live on the first or only free throw or on a throw-in, then that penalty can no longer be used for cancelling another penalty.
- 56.2.6 All remaining penalties shall be administered in the order in which they were called.
- 56.2.7 If, after the cancellation of equal penalties against both teams, there are no other penalties remaining for administration, the game shall be resumed as in Art. 45.2.2.

Art. 57 Free throws

57.1 Definition

- 57.1.1 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.
- 57.1.2 A **set of free throws** is defined as all free throws resulting from a single foul penalty.
- 57.1.3 A free throw and the activity involved therein 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 either directly or after the ball has touched the ring.
 - Is legally touched by a player after it has touched the ring.
 - Touches the floor.
 - Becomes dead.
- 57.1.4 Following the last or only free throw, after the ball has touched the ring and is legally touched by an offensive or defensive player before it enters the basket, the attempt changes its status and becomes a two (2) point field goal.

57.2 When a personal foul is called and the penalty is the awarding of a free throw(s):

- 57.2.1 The player against whom the foul was committed shall attempt the free throw(s).
- 57.2.2 He must attempt the free throw(s) before leaving the game, if there is a request for the player who has been fouled to be substituted.
- 57.2.3 His substitute shall attempt the free throw(s), if the player designated to attempt the free throw(s) must leave the game due to injury, having committed his fifth foul or having been disqualified. If no substitute is available, any player may be designated by the captain to attempt the free throw(s).

57.3 When a technical foul is called, the free throws may be attempted by any player of the opposing team as designated by the captain.

57.4 The free-throw shooter:

- 57.4.1 Shall take a position behind the free-throw line and inside the semicircle.



- 57.4.2 May use any method to shoot a free throw in such a way that the ball, without touching the floor, enters the basket from above or the ball touches the ring.
- 57.4.3 Shall release the ball within five (5) seconds from the time it is placed at his disposal by the official.
- 57.4.4 Shall not touch the free-throw line, the playing court beyond the free-throw line until the ball has entered the basket or has touched the ring.
- 57.4.5 Shall not fake a free throw.

An infraction of Art. 57.4 is a violation.

57.4.6 Penalty

If a violation is committed by a free-throw shooter: Any other violation by any other player(s) immediately before, at the same time, or after, shall be disregarded and no points can be awarded.

The ball shall be awarded to the opponents for a throw-in from out-of-bounds at the free-throw line extended unless there is a further free throw(s) to be administered.

57.5 The players in the lane places

57.5.1 Occupation of the lane places:

- A maximum of five (5) players (3 defensive and 2 offensive) may occupy the free-throw lane places which are considered to be one (1) metre in depth.
- The first lane place on either side of the restricted area shall be occupied by the opponents of the free-throw shooter.
- Players shall occupy, in alternate positions, only the lane places to which they are entitled.

57.5.2 All players in the free-throw lane places shall not:

- 57.5.2.1 Occupy lane places to which they are not entitled.
- 57.5.2.2 Enter the restricted area, the neutral zone or leave the lane place until the ball has left the hand(s) of the free-throw shooter.
- 57.5.2.3 Touch the ball whilst it is on its way to the basket before it touches the ring or it is evident it would have touched the ring.
- 57.5.2.4 Touch the basket or the backboard whilst the ball is in contact with the ring.
- 57.5.2.5 Reach through the basket from below and touch the ball.
- 57.5.2.6 Touch the ball, the basket or the backboard for as long as the ball has the possibility of entering the basket during any free throw, which is to be followed by further free throw(s).
- 57.5.2.7 Move from their established positions, once the ball has become live for a free throw, until the ball has left the hand(s) of the free-throw shooter.

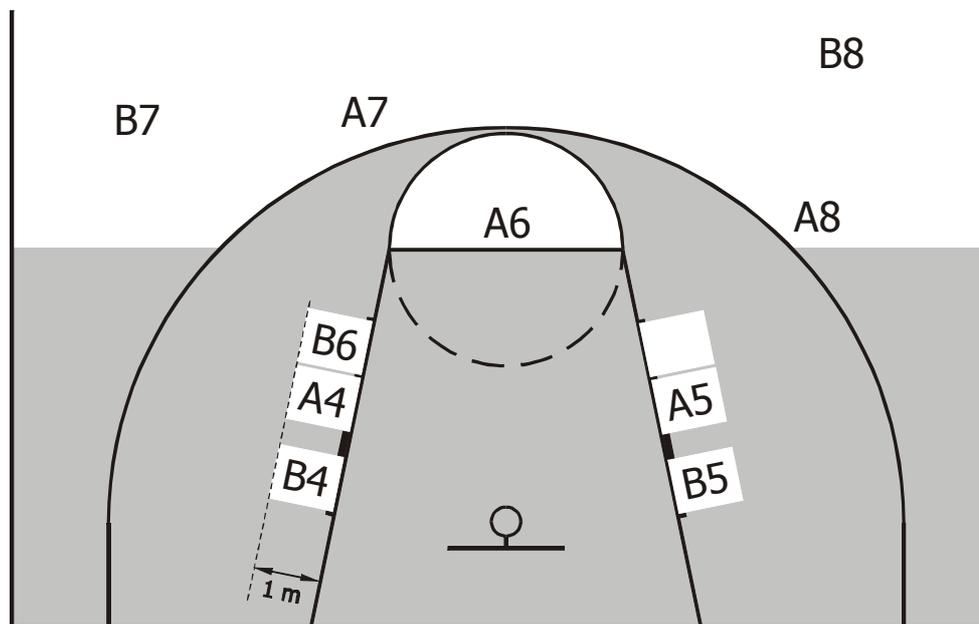


Diagram 14 Players' line-up during free throws

57.5.3 The opponents of the free-throw shooter shall not:

- 57.5.3.1 Distract the free-throw shooter by his actions.
- 57.5.3.2 Touch the ball or the basket whilst the ball is within the basket.
- 57.5.3.3 Cause the backboard or the ring to vibrate whilst the ball is in flight in such a way that the ball, in the judgement of the official, is prevented from entering the basket.

An infraction of Art. 57.5 is a violation.

57.5.4 Penalty

- 57.5.4.1 If a free throw is successful and Art. 57.5.1, 57.5.2.1, 57.5.2.2, 57.5.2.7 or 57.5.3.1 are violated by any player in the lane places, the violation shall be disregarded and the goal shall count.
- 57.5.4.2 If a free throw is **not** successful and Art. 57.5.1, 57.5.2.1, 57.5.2.2, 57.5.2.7 or 57.5.3.1 are violated by:
 - A **team-mate** of the free-throw shooter, the ball shall be awarded to the opponents for a throw-in from out-of-bounds at the free-throw line extended.
 - An **opponent** of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
 - **Both teams**, the game shall be resumed with a jump ball.
- 57.5.4.3 If Art. 57.5.2.3, 57.5.2.4, 57.5.2.5, 57.5.2.6, 57.5.3.2 or 57.5.3.3 are violated by:
 - A **team-mate** of the free-throw shooter, no points can be awarded and the ball shall be given to the opponents for a throw-in from out-of-bounds at the free-throw line extended.
 - An **opponent** of the free-throw shooter, the free throw shall be considered successful and one (1) point awarded.
 - **Both teams**, no points can be awarded and the game shall be resumed with a jump ball.



57.5.4.4 If Art. 57.5.2.3 is violated by an **opponent** of the free-throw shooter during the last or only free throw, the free throw shall be considered successful and one (1) point awarded and a technical foul charged against the player who committed the violation.

57.5.4.5 If more than one free throw is taken, throw-in or jump ball penalties shall only be awarded when a violation has occurred during the last or only free throw.

57.6 All players not in the free-throw lane places shall:

57.6.1 Not distract the free-throw shooter by their actions.

57.6.2 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.

An infraction of Art. 57.6 is a violation.

57.6.3 Penalty

See Art. 57.5.4 above.

57.7 During a free throw(s) which is to be followed by another set(s) of free throws, a throw-in or with a jump ball:

57.7.1 Players shall not occupy lane places.

57.7.2 All players shall be behind the free-throw line extended and behind the three-point field goal line.

An infraction of Art. 57.7 is a violation.

57.7.3 Penalty

See Art. 57.5.4 above.

Art. 58 Correctable errors

58.1 Definition

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

58.1.1 Awarding an unmerited free throw(s).

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

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

58.1.4 Officials erroneously awarding or cancelling point(s).

58.2 Procedure

58.2.1 To be correctable, the above-mentioned errors must be discovered by an official or brought to the attention of an official before the ball becomes live following the first dead ball after the game clock has started following the error.

That is:

- | | |
|---------------------------------------|--|
| Error occurs | - All errors occur during a dead ball. |
| Ball live | - Error is correctable. |
| Game clock starts or continues to run | - Error is correctable. |
| Dead ball | - Error is correctable. |
| Ball live | - Error is no longer correctable. |



- 58.2.2 An official may stop the game immediately upon discovering a correctable error, as long as it does not place either team at a disadvantage. If the error is discovered during the game, the scorer must wait for the first dead ball before sounding his signal to attract the attention of the officials in order to stop the game.
- 58.2.3 Any points scored, time used and additional activity, which may have occurred **before** recognition of the error, shall **not** be cancelled.
- 58.2.4 After an error has been discovered and it is still correctable:
- 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 again been requested, in which case the player may leave the playing court.
 - If the player has been substituted because he has committed his fifth foul or has been disqualified, his legal substitute must participate in the correction of the error.
- 58.2.5 After the correction of the error, the game shall be restarted at the point at which it was interrupted to correct the error. The ball shall be awarded to the team entitled to the ball at the time the error was discovered.
- 58.2.6 Correctable errors cannot be corrected after the referee has signed the scoresheet.
- 58.2.7 Any errors or mistakes of record-keeping by the scorer which involve the score, number of fouls or number of time-outs are not correctable errors and may be corrected by the officials any time before the referee signs the scoresheet.
- 58.3 Exception:**
- 58.3.1 If the error constitutes an unmerited free throw(s) or the wrong player attempting a free throw(s), the free throw(s) attempted as a result of the error and all the activity involved therein shall be cancelled unless there are technical, unsportsmanlike or disqualifying fouls called during the activity after the error.
- 58.3.2 If the error constitutes the wrong player attempting a free throw(s) or failure to award a merited free throw(s), and 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.
- 58.3.3 If the error constitutes failure to award a merited free throw(s) the error shall be disregarded, should the same team score after having been erroneously awarded possession of the ball.



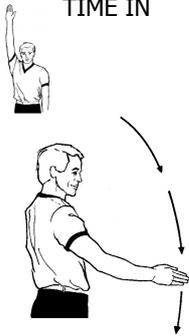
A - OFFICIALS' SIGNALS

- 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 also be familiar with these signals.

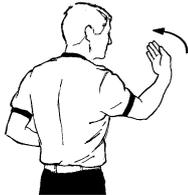
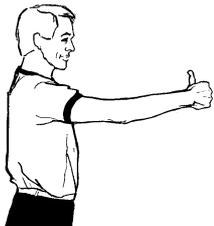
I. SCORING

<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

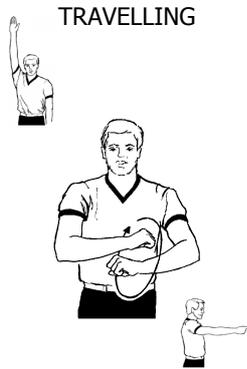
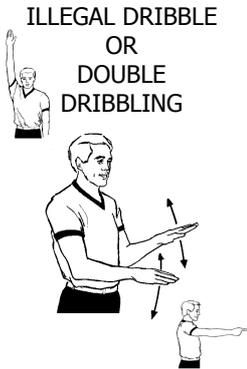
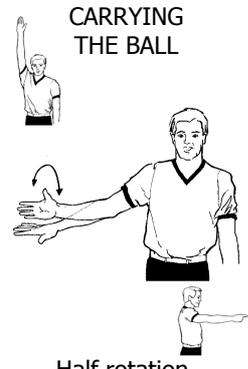
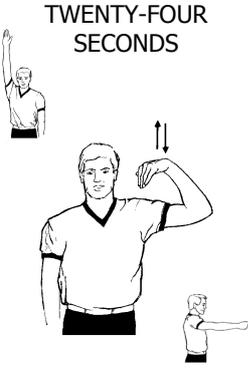
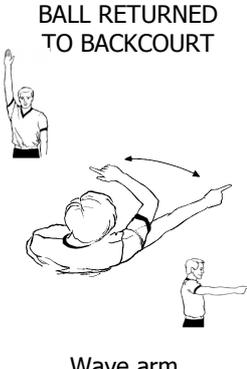
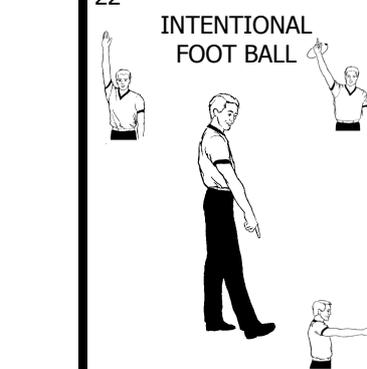
<p>6 STOP CLOCK (blowing whistle simultaneously) OR DO NOT START CLOCK</p>  <p>Open palm</p>	<p>7 STOP CLOCK FOR FOUL (blowing whistle simultaneously)</p>  <p>One clenched fist, other palm down pointing to offender's waist</p>	<p>8 TIME IN</p>  <p>Chop with hand</p>	<p>9 TWENTY-FOUR SECOND RESET</p>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

III. ADMINISTRATIVE

<p>10 SUBSTITUTION</p>  <p>Cross forearms</p>	<p>11 BECKONING-IN</p>  <p>Open palm, wave towards the body</p>	<p>12 CHARGED TIME-OUT</p>  <p>Form T, index finger showing</p>	<p>13 COMMUNICATION BETWEEN OFFICIALS AND TABLE OFFICIALS</p>  <p>Thumb up</p>
--	--	--	---



IV. VIOLATIONS

<p>14 TRAVELLING</p>  <p>Rotate fists</p>	<p>15 ILLEGAL DRIBBLE OR DOUBLE DRIBBLING</p>  <p>Patting motion</p>	<p>16 CARRYING THE BALL</p>  <p>Half rotation, forward direction</p>	<p>17 THREE SECONDS</p>  <p>Arm extended, show 3 fingers</p>
<p>18 FIVE SECONDS</p>  <p>Show 5 fingers</p>	<p>19 EIGHT SECONDS</p>  <p>Show 8 fingers</p>	<p>20 TWENTY-FOUR SECONDS</p>  <p>Fingers touch shoulder</p>	<p>21 BALL RETURNED TO BACKCOURT</p>  <p>Wave arm, index finger pointing</p>
<p>22 INTENTIONAL FOOT BALL</p>  <p>Point finger to the foot</p>	<p>23 OUT-OF-BOUNDS AND/OR DIRECTION OF PLAY</p>  <p>Point finger parallel to side lines</p>	<p>24 JUMP BALL</p>  <p>Thumbs up</p>	



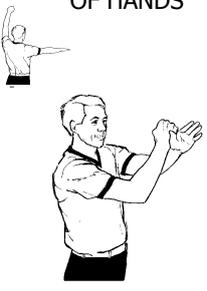
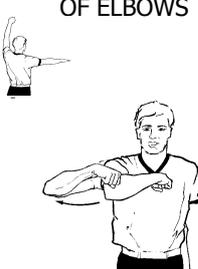
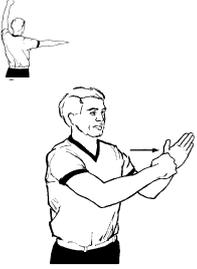
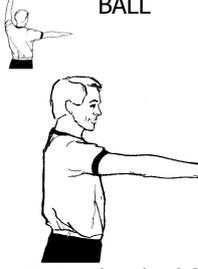
V. REPORTING A FOUL TO THE SCORER'S TABLE (3 Steps)

STEP 1 - NUMBER OF PLAYER

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



STEP 2 - TYPE OF FOUL

<p>37 ILLEGAL USE OF HANDS</p>  <p>Strike wrist</p>	<p>38 BLOCKING (offence or defence)</p>  <p>Both hands on hips</p>	<p>39 EXCESSIVE SWINGING OF ELBOWS</p>  <p>Swing elbow backwards</p>	<p>40 HOLDING</p>  <p>Grasp wrist</p>
<p>41 PUSHING OR CHARGING WITHOUT THE BALL</p>  <p>Imitate push</p>	<p>42 CHARGING WITH THE BALL</p>  <p>Clenched fist, strike open palm</p>	<p>43 BY TEAM IN CONTROL OF THE BALL</p>  <p>Point clenched fist towards basket of offending team</p>	<p>44 DOUBLE</p>  <p>Wave clenched fists</p>
<p>45 TECHNICAL</p>  <p>Form T, palm showing</p>	<p>46 UNSPORTSMANLIKE</p>  <p>Grasp wrist</p>	<p>47 DISQUALIFYING</p>  <p>Clenched fists</p>	

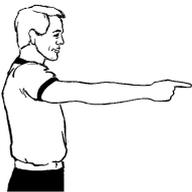
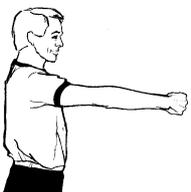


STEP 3 - NUMBER OF FREE THROW(S) AWARDED

<p>48</p> <p>ONE FREE THROW</p>  <p>Hold up 1 finger</p>	<p>49</p> <p>TWO FREE THROWS</p>  <p>Hold up 2 fingers</p>	<p>50</p> <p>THREE FREE THROWS</p>  <p>Hold up 3 fingers</p>
---	---	---

OR

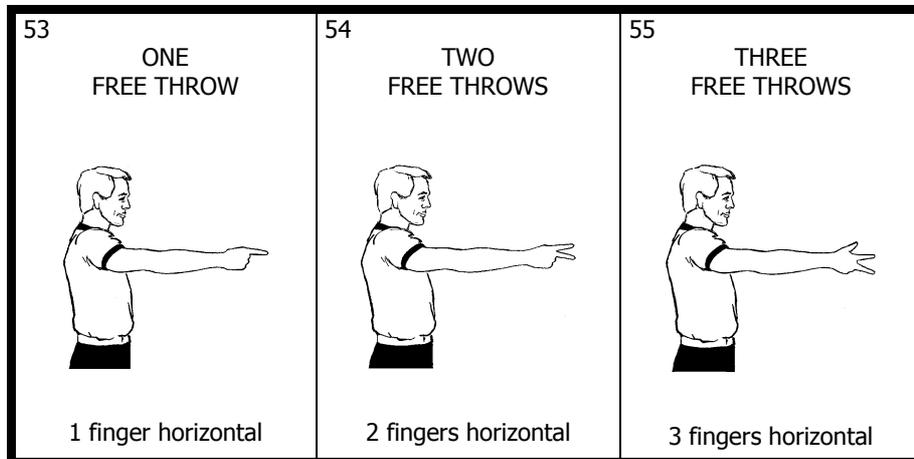
- DIRECTION OF PLAY

<p>51</p>  <p>Point finger, arm parallel to sidelines</p>	<p>52</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 - IN THE RESTRICTED AREA



STEP 2 - OUTSIDE THE RESTRICTED AREA

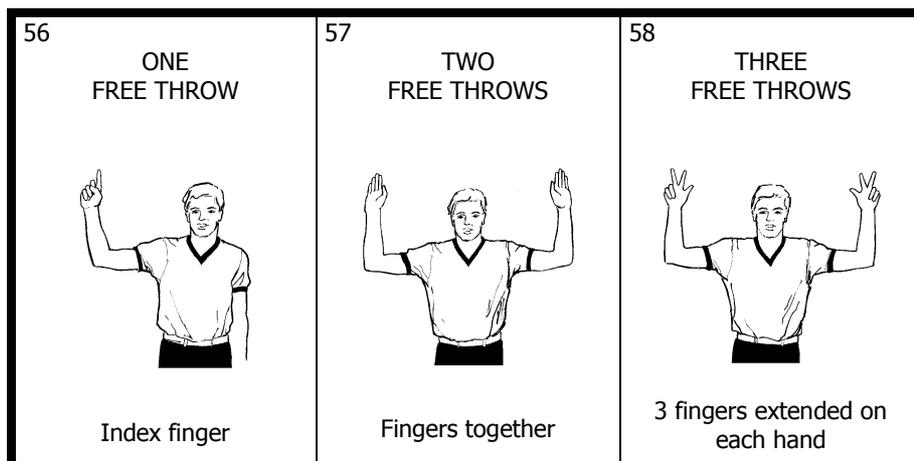


Diagram 15 Officials' signals



- B.1 The official scoresheet shown in Diagram 16 is the one approved by the World Technical Commission of FIBA.
- B.2 It consists of one original and three copies, each of a different colour 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 use two different colour pens, one for the first and third period and one for the second and fourth period.
 2. The scoresheet may be prepared and completed electronically.
- B.3 At least 20 minutes before the 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 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 of the umpire.



FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION

SCORESHEET

Team A HOOPERS

Team B POINTER

Competition: ELW **Date:** 20. 11. 2000 **Time:** 20:00 **Referee:** WALTON, M.

Game No.: 3 **Place:** MUNICH **Umpire:** CHANG, Y.

Diagram 17 Top of the scoresheet

- B.3.3 He shall then enter the names of the members of both teams using the list of players 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 letters, beside the corresponding number that



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 less than 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 letters) the names of the team's coach and assistant coach.

B.4 At least 10 minutes before the game the 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) beside the player's number in the 'Player in' column when a substitute enters the game for the first time.

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

Diagram 18 Teams on the scoresheet



B.7 Charged time-outs

- B.7.1 Charged time-outs granted during each period and each extra period shall be recorded on the scoresheet by entering a large 'X' in the appropriate boxes, below the team's name.
- B.7.2 At the end of each period and of each extra period, unused boxes shall be marked with by 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'.
 - 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'.
 - 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. 56 (Special situations) shall be indicated by entering 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 game, 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. 52 - Fighting) 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 less than 4 fouls, then an 'F' shall be entered in all remaining foul spaces:

003	SMITH, E.	6	⊗	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	⊗	T ₂	P ₃	P ₁	P ₂	F
-----	-----------	---	---	----------------	----------------	----------------	----------------	---

If the substitute has already committed 5 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. 52 (Fighting) shall not count as team fouls.

B.8.3.11 A disqualifying foul against a substitute (not including Art. 52 - Fighting) shall be recorded as follows:

001	MAYER, F.	4	⊗	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. 52 - Fighting) shall be recorded as follows:

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

B.8.3.13 A disqualifying foul against a player after his fifth foul (not including Art. 52 - Fighting) 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, 4 spaces (immediately below the team's name and above the players' names) are provided in the scoresheet 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 both teams.

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

B.10.3 Each column is divided into four columns again. 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 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 field goal for 3 points 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.

B.11.3 Points scored when the ball does not enter the basket (Art. 41 - Goal tending and Interference with the ball) 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 last number of points scored by each team and a thick horizontal line under those points as well as under the number of each player who scored those last points.

B.11.5 At the beginning of each period and any extra period(s), 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 objections 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	●	7
5	●	14	
5	●	15	6
	16	16	
5	17	17	
	18	⑮	⑥
6	19	19	
	20	20	9
	21	21	
⑪	22	22	9
	23	●	9
11	24	24	
	25	25	7
	26	●	7
⑤	27	27	
	28	⑳	6
10	29	29	
	30	30	8
4	31	31	
	32	32	5
4	33	●	5
4	●	34	
	35	35	10
10	36	36	
	37	37	12
	38	38	
⑩	39	39	12
10	●	●	12

Diagram 19
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 number of each player who scored those last points. Furthermore, he shall 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 and any extra period, the scorer shall enter the score of that period in the proper section at the lower end 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 sign the scoresheet after having it signed by the timekeeper and the 24-second operator.
- B.12.5 Once signed by the umpire, the referee shall be the last to approve and sign the scoresheet. This act ends the administration of the game.

7	●	●	6
7	●	71	
7	●	(72)	8
	73	73	
9	74	74	
	75	75	
11	(76)	76	
<hr/>		77	
<hr/>		78	78
<hr/>		79	79
<hr/>		80	80

**Diagram 20
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 shall remain at the disposal of the referee until he gives them permission to leave.

Scores: Period ①A 15 B 18 ②A 19 B 10 Period ③A 26 B 19 ④A 16 B 25 Extra periods A <u>1</u> B <u>1</u>	Final score: Team A <u>76</u> Team B <u>72</u> Name of winning team: <u>HOOPERS</u>
Scorekeeper: <u>B. Smith</u> Timekeeper: <u>L. Jones</u> 24" operator: <u>R. Santos</u>	Referee: <u>M. Walton</u> Umpire: <u>J. King</u> Captain's signature in case of protest: _____

Diagram 21 Bottom of the scoresheet



C - PROTEST PROCEDURE

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

- C.1 The captain of the team in question shall, immediately at the end of the game, inform the referee that his team is protesting against the result of the game by signing the scoresheet in the space marked 'Captain's signature in case of protest'.
In order to make this declaration valid, it is necessary for the official representative of the national federation or of the club to give confirmation of this protest in writing within 20 minutes following the end of the game.
Detailed explanations are not necessary. It is sufficient to write: 'The national federation or club X protests against the result of the game between the teams X and Y'. Then he shall deposit, as security, a sum equivalent to DM 500 with the representative of FIBA or the Technical Committee.
- C.2 Should a protest be filed by one of the teams, the commissioner or the referee shall, within the hour following the end of the game, report the incident to the representative of FIBA or to the President of the Technical Committee.
- C.3 The national federation of the team or the club in question must submit to the representative of FIBA 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 shall be refunded.
- C.4 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 valid, the appeal must be made within 20 minutes following the delivery of the decision of the Technical Committee and accompanied by a deposit, as security, equivalent to DM 1,000.
The Jury of Appeal shall judge the appeal in the last instance, and its decision shall be final.
- C.5 Videos, film, pictures or any equipment, visual, electronic, digital, or otherwise, shall **not** be used to determine or to change the result of a game. The use of such equipment is valid **only** to 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 this 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 total points scored and conceded are the same in the games between the two teams, the classification will be determined by goal average, taking into account the results of all the games played in the group by both teams.
- D.1.3 If more than two teams are equal in the placings, 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 placings, taking into account only the results of the games between the teams still tied.
- D.1.5 If there are still teams tied, the placings will be determined using 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 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 classification.

Example:

Results between A, B, C:	A vs. B	82 - 75
	A vs. C	64 - 71
	B vs. C	91 - 84

Final placings:

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



Final classification:

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 classification. 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 in a group - 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

The possible results are:

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

D.3.3 More than two teams are equal in the placings:

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

Final placings:

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 by division is also equal for the three teams, the final placing will be determined from the results of all their games played in the group.

D.3.4 A number of teams are equal in the placings:

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



There are two possibilities:

	I.		II.	
Team	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, 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 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 the last place in the classification. This is automatically carried out 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 general classification of the competition.



E - TELEVISION (TV) TIME-OUTS

E.1 Definition

Each 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 possible in addition to the regular charged time-outs. TV time-outs in extra periods are not possible.

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 charged time-outs in a period shall be sixty (60) seconds.

E.2.4 Both teams shall be entitled to one (1) charged time-out during each of the first three (3) periods and to two (2) charged time-outs during the fourth period.

These charged time-outs may be requested at any time during the game and may be of a duration of:

- 60, 75, 90 or 100 seconds, if considered as a TV time-out, that is, the first in a period (see E.2.2. above), or
- 60 seconds, if not considered as a TV time-out, that is, requested by either team after the TV time-out has been granted (see E.2.3. above).

E.3 Procedure

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

E.3.2 If neither team has requested a charged time-out before the last 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 charged time-out before the last 5 minutes remaining in the period, then that charged time-out shall be used as a TV time-out.

This time-out shall count as both a TV time-out and a charged time-out for the team requesting it and therefore another charged time-out will not be granted to the team in this period. This rule applies to the first three (3) periods; the fourth period shall have one additional charged time-out.

E.3.4 According to this procedure, there would be a minimum of one (1) time-out in each period and a maximum of three (3) time-outs in the first three (3) periods and a maximum of five (5) time-outs in the fourth period.

**END OF RULES
and
GAME PROCEDURES**



INDEX TO THE RULES

24-second device	
main official competitions	20
reset in error	45
sounds in error	45
specification.....	16
24-second operator	
duties.....	25
24-second rule.....	44
Act of shooting	34
foul on player	49
Advantage/disadvantage concept.....	48
Advertising	
on shirts.....	27
Assistant coach	
duties and power	29
scoresheet.....	30
Assistant scorer	
duties.....	23
Backboard	
equipment.....	12
main official competitions	18
Backboard markings.....	12
Backboard support	
equipment.....	12
Backcourt.....	44
ball returns to	45
Ball	
control	33
dead	31
enters from below.....	35
enters own basket.....	34
goal tending	46
goes into front court	44
home team to provide	15
interference with the	46
kicking	33
live.....	31
progressing with the	43
returns to backcourt.....	45
specification.....	15
status.....	31
striking with the fist	33
within basket	34
Ball movement	7



Basket	
ball enters from below.....	35
ball enters own	34
ball within.....	34
change at third period	31
choice of	31
opponents	7
own.....	7
specification.....	14
Beginning of game.....	31
Benches	
choice of	31
Blocking	48, 53
Boundary lines.....	9
Captain	
acting as coach.....	29
coach	30
duties and powers.....	29
replacement.....	29
Ceiling	
height	7
Centre circle	9
Centre line.....	9
Charged time-out.....	36
duties of scorer	23
duties of timekeeper	24
Charging	48
Charging by dribbler.....	51
Choice of baskets and team benches.....	31
Classification of teams.....	80
Closely guarded player	44
Coach	
disqualification	55
duties and power	29
member of team	26
technical foul	57
Colour of shirts	28
Commissioner	21
Commissioner's report.....	22
Contact	48
Continuous movement	34
Control of ball.....	33
Correctable error.....	64
Court	
dimensions	7
lines	9
main official competitions	18
Cylinder	



definition	50
Dead ball.....	31
Decision of game	7
Decisions	
time and place for	22
Definition of game	7
Disqualifying foul	55
Double foul	54
Dribbler	
charging by	51
Dribbling	42
Dunk.....	46
Eight-second	44
Electric light	20
Eligible to play	26
End lines	9
End of game.....	22, 40
video.....	79
Entitled to play	26
Equipment	
game	12
main official competitions	18
Extra periods	31
Facilities	
main official competitions	18
Fighting.....	59
Fingernails.....	27
Five fouls	26, 60
Five seconds	
closely guarded player.....	44
free throw	62
throw-in	36
Foul	
before start of game	58
definition	48
disqualification of coach	55
disqualifying	55
fighting	59
five by player.....	26, 60
interval of play.....	58
penalty.....	49
penalty situation	60
personal	48
player in the act of shooting	34, 49
special situations.....	60
technical by coach.....	57
technical by player	57
technical by substitute.....	57



technical by team follower	57
unsportsmanlike.....	54
Foul indicator	
team	17
Foul marker	
player.....	17
team	17
Four fouls by team.....	60
Free throw	
definition	61
end	61
five seconds.....	62
occupation of the lane places.....	62
players in the lane places	62
players not in the lane places.....	64
shooter.....	62
Free-throw lane	9
Free-throw line	9
Front court	44
ball goes into	44
Fumble of the ball.....	42
Further boundary line.....	18
Game	
beginning	31
decision.....	7
ended.....	40
lost by default.....	40
lost by forfeit.....	40
playing time.....	31
Game clock.....	15
additional	20
operations	24
Goal	
from below	35
own basket, accidentally.....	34
own basket, deliberately	35
value	34
when made.....	34
Goal tending	46
Guarding	
a player who controls the ball	51
a player who does not control the ball	52
Half-time interval	31
Hands	
contacting opponents	53
use of.....	53
Held ball.....	32
Holding	49



Illegal guarding	
from the rear	49
Illegal screening	49
Illegal use of hands.....	49
Infraction	22
Injury	
official	23
player.....	28
Interference with the ball	46
Interval of play	58
definition	31
technical foul	58
Jump ball	32
Kicking the ball	33
Lane places	9
Legal guarding position	50
Lighting.....	8
main official competitions	18
Live ball	31
Main official competitions	
24-second device	20
backboard	18
equipment.....	18
facilities.....	18
lighting.....	18
playing court.....	18
scoreboard	19
shoes and socks.....	28
table official	21
Net	
specification.....	14
Normal basketball position.....	49
Numbers	
on shirts	27
Objects	
worn by player.....	27
Official	21
assistant.....	21
disagreement.....	21
duties.....	22
injury	23
location	32
powers	22
signals.....	66
administrative	66
clock related	66
free-throw administration	71
reporting a foul	68



scoring	66
violations	67
time and place for decisions.....	22
Out-of-bounds	
ball.....	41
player.....	41
Padding	
backboard supports.....	13
backboards.....	13
Penalty for	
disqualifying foul.....	55
double foul	54
during free throws	62
foul	49
game lost by default.....	40
game lost by forfeit.....	40
interference with the ball	47
technical foul by coach	58
technical foul by player.....	57
technical foul during an interval of play	58
throw-in violation	36
unsportsmanlike foul	55
violations.....	41
Penalty situation	60
Period	31
Personal contact	48
Personal foul	48
Pivot	42
Pivot foot	42
Player	
becomes substitute	26
closely guarded.....	44
control of ball.....	33
five fouls	26, 60
in act of shooting	34
injury	28
location	32
number	26
starting five	29
technical foul	57
wearing objects	21, 27
who is in the air	51
Player coach	30
Player foul marker.....	17
Playing court	7, 9
main official competitions	18
Playing time	31
Post play	53



Pressure release ring	14
Principle of verticality	50
Progressing with the ball	43
Protest	
procedure.....	79
referee's report.....	22
Pushing.....	49
Quarter	31
Referee.....	21
powers	21
Restricted area	9
Ring	
specification.....	14
Rules of conduct	
definition	55
Scoreboard.....	17
control panel	19
main official competitions	19
Scorer	
duties.....	23
Scorer's table.....	11
Scoresheet	17, 72
procedure.....	73
Screening	52
Set of free throws	61
Shirts	26
numbers.....	27
Shoes	
main official competitions	28
Shorts.....	27
Shot for a field goal	46
Sidelines	9
Signals	
specification.....	17
Socks	
main official competitions	28
Special situations	60
Spectators	
main official competitions	18
Starting five players.....	29
Stopwatch	15
Striking the ball with the fist.....	33
Substitute	
becomes player.....	26
technical foul	57
Substitute benches/chairs.....	11
Substitution	
injured player	28



Substitution opportunity 38
Table official 21
Tap 46
Team bench
 choice of 31
Team bench area
 coach leaving 57
 definition 11
Team control
 definition 33
Team follower 26
 five fouls 26
 technical foul 57
Team foul marker 17
Team foul penalty situation 60
Team fouls 60
Team fouls indicator 17
Team member 26
Teams 26
Technical equipment 15
Technical foul
 interval of play 58
Television time-out 84
Three-man officiating system 21
Three-point field goal area 9
Three-second 43
Throw-in 35
Tied score 31
Timekeeper
 duties 24
Time-out opportunity 36
Travelling 42
T-shirts 27
Umpire 21
Undergarments 27
Uniform
 officials, referee and umpire 21
 player 26
Unsportsmanlike behaviour
 referee's report 22
Unsportsmanlike foul 54
Verticality
 definition 50
 legal guarding position 51
Video usage 79
Violation
 special situations 60
Violations 41