FIBA

We Are Basketball

2026 OFFICIAL BASKETBALL RULES

BASKETBALL RULES & BASKETBALL EQUIPMENT

Valid as of **1st October 2026**

Rules adopted by the International Basketball Federation (FIBA)

Official Basketball Rules 2026

As approved by

FIBA Central Board

Berlin, Germany, 23rd April 2026

Valid as of 1st October 2026

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Throughout the Official Basketball Rules the text applies equally to all genders and shall be read accordingly.

RULE ONE – THE GAME

Article 1 Definitions

1.1 Basketball game

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

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

Whenever the role of "commissioner" is referenced, it also applies to the role of "technical delegate".

1.2 Participants' responsibility

All participants in the game, table officials, commissioners, if present, all team members entitled to play, head coaches and other accompanying delegation members should play a positive role in the smooth running of the game and are expected to always demonstrate ethical behaviour. Should they become aware of an inaccuracy (correctable error) in scorekeeping involving the score, fouls, time-outs as well as the timekeeping and shot clock operations, they are expected to notify the referees immediately to ensure and facilitate the error to be corrected in accordance with these rules.

1.3 Basket: opponents'/own

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

1.4 Winner of a game

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

RULE TWO – COURT AND EQUIPMENT

Article 2 Court

2.1 Court

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

2.2 Floor

The floor shall include the court area surrounded by a further boundary lane free from obstructions with a minimum of 2 m in width (Diagram 2). Therefore, the floor shall have dimensions of a minimum of 32 m in length and a minimum of 19 m in width.

2.3 Backcourt

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 endline behind its own basket, the sidelines and the centre line.

2.4 Frontcourt

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

2.5 Lines

All lines shall be of a solid colour, 5 cm in width, clearly visible and in high contrast with the colour(s) of the playing court and the further boundary lane.

The colours of the boundary lines and other court markings may differ, however, the following principle must apply:

- All boundary lines, including sidelines, end lines, throw-in lines and team bench area lines must be of the same colour.
- The colour of each pair of other court markings must match on both half-courts. These include:
  - Restricted areas, including free throw lines and free-throw rebound places
  - Free throw semi-circles
  - 3-point lines
  - No-charge semi-circles
- The centre line and the centre circle may be of a different colour than the boundary lines and other court markings. The centre line and the centre circle, between each other, may be of the same colour or of different colours.

2.5.1 Boundary line

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

Any obstruction including seated head coach, first assistant coach, substitutes, excluded players and accompanying delegation members shall be at least 2 m from the court.

2.5.2 Centre line, centre circle and free-throw semi-circles

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

The centre circle shall be marked in the centre of the court and have a radius of 1.80 m measured to the outer edge of the circumference.

The free-throw semi-circles shall be marked on the court with a radius of 1.80 m measured to the outer edge of the circumference and with their centres at the mid-point of the free-throw lines (Diagram 3).

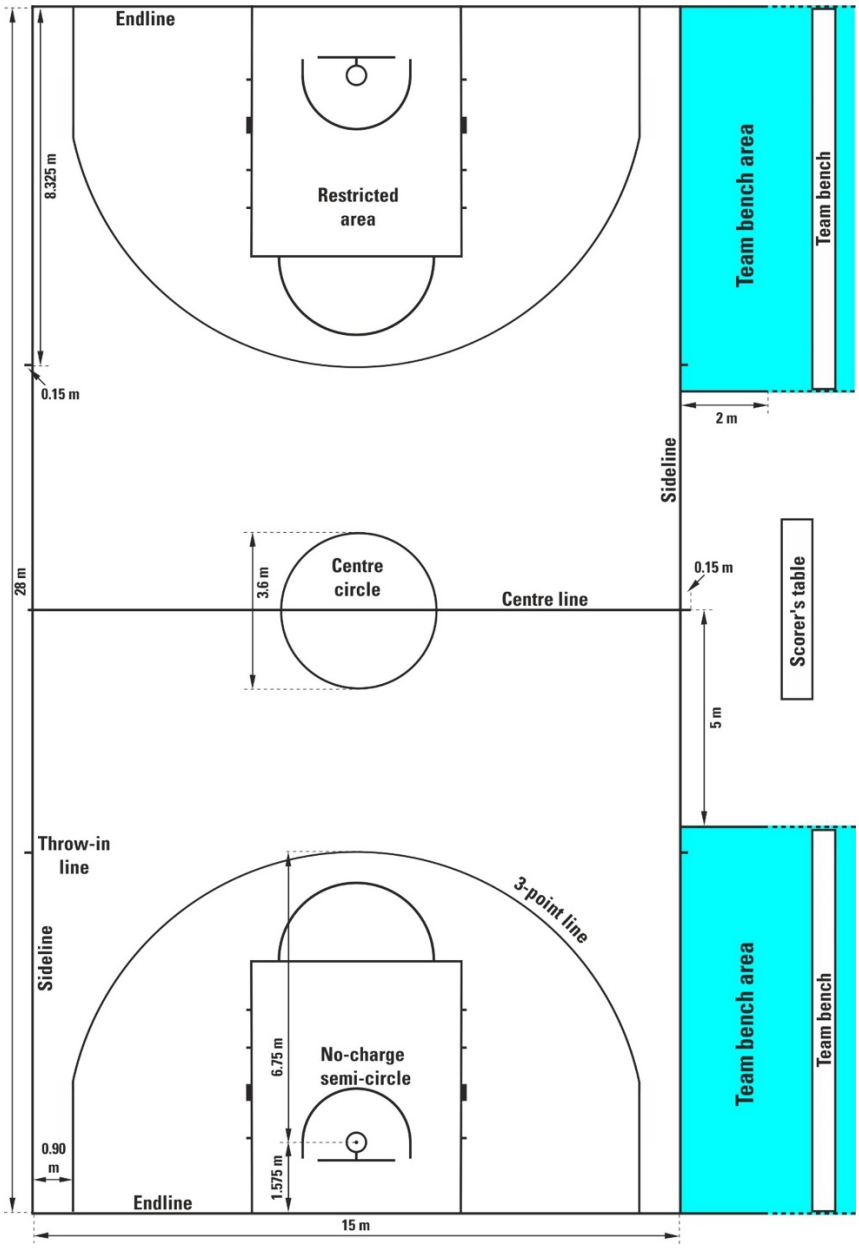


Diagram 1 Full size court

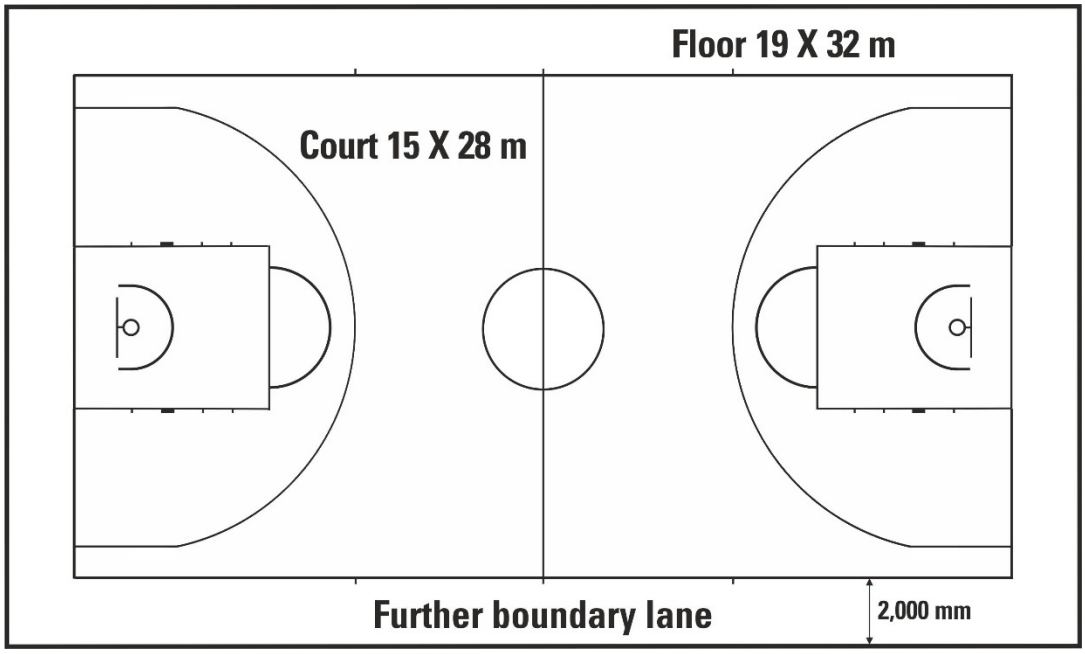


Diagram 2 Court and floor

2.5.3 Free-throw lines, restricted areas and free-throw rebound places

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

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

Free-throw rebound places along the restricted areas, reserved for players during free throws, shall be marked as in Diagram 3.

2.5.4 3-point goal area

The team's 3-point goal area (Diagram 1 and Diagram 4) shall be the entire court area, except for the area near the opponents' basket, limited by and including:

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

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

2.5.5 Team bench areas

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

There must be 16 seats available in each team bench area for the head coach, the substitutes, the excluded players and the accompanying delegation members including assistant coaches. Any other persons shall be located at least 2 m behind the team bench.

2.5.6 Throw-in lines

The 4 throw-in lines, 2 of them on each sideline, of 0.15 m in length shall be marked outside the court, with the outer edge of the lines 8.325 m from the inner edge of the nearest endline.

2.5.7 No-charge semi-circle areas

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

- A semi-circle line with the radius of 1.30 m measured from the point on the court beneath the exact centre of the basket to the outer edge of the semi-circle. The semi-circle line is joined to:
- The 2 parallel lines perpendicular to the endline, the outer edge 1.30 m from the point on the court beneath the exact centre of the basket, 0.375 m in length and ending 1.20 m from the inner edge of the endline.

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

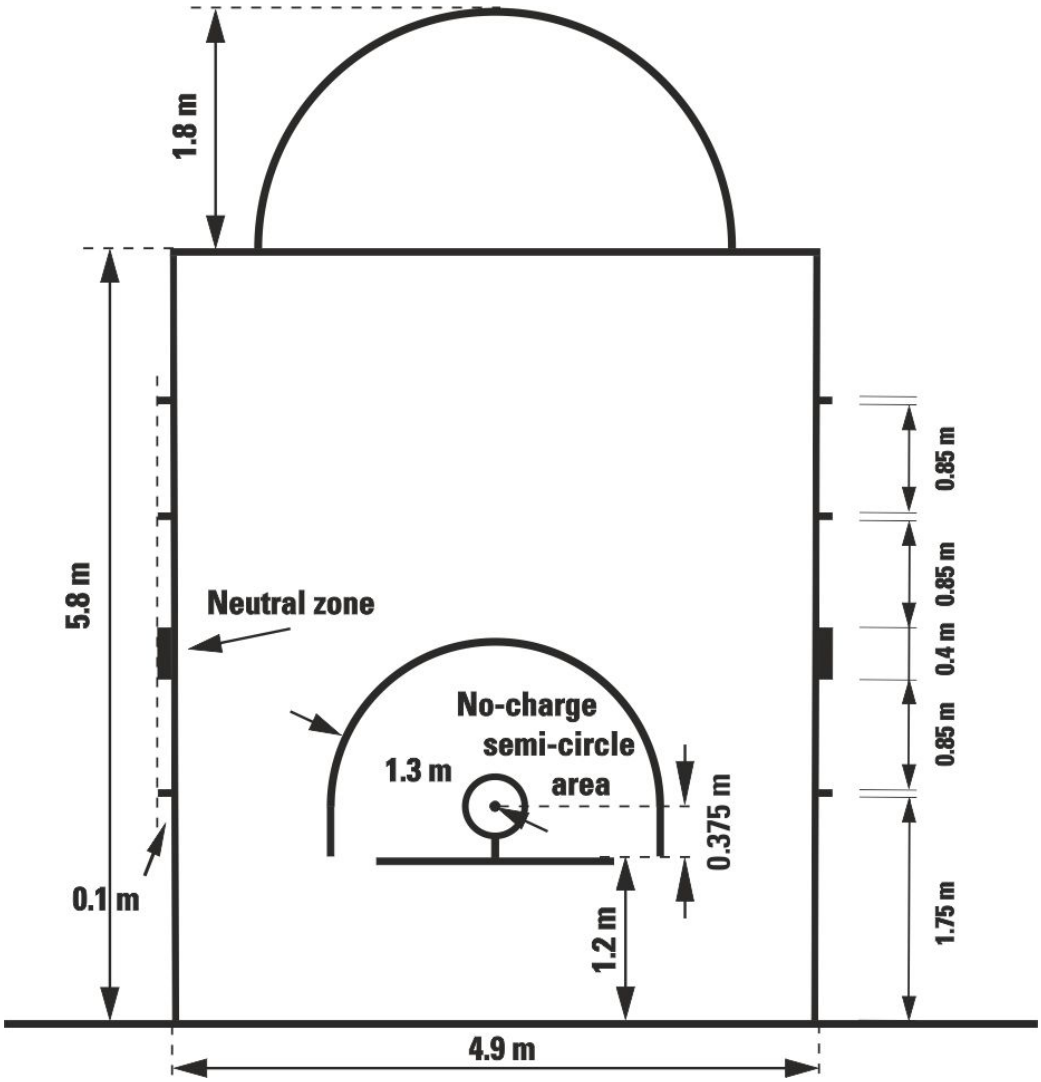


Diagram 3 Restricted area

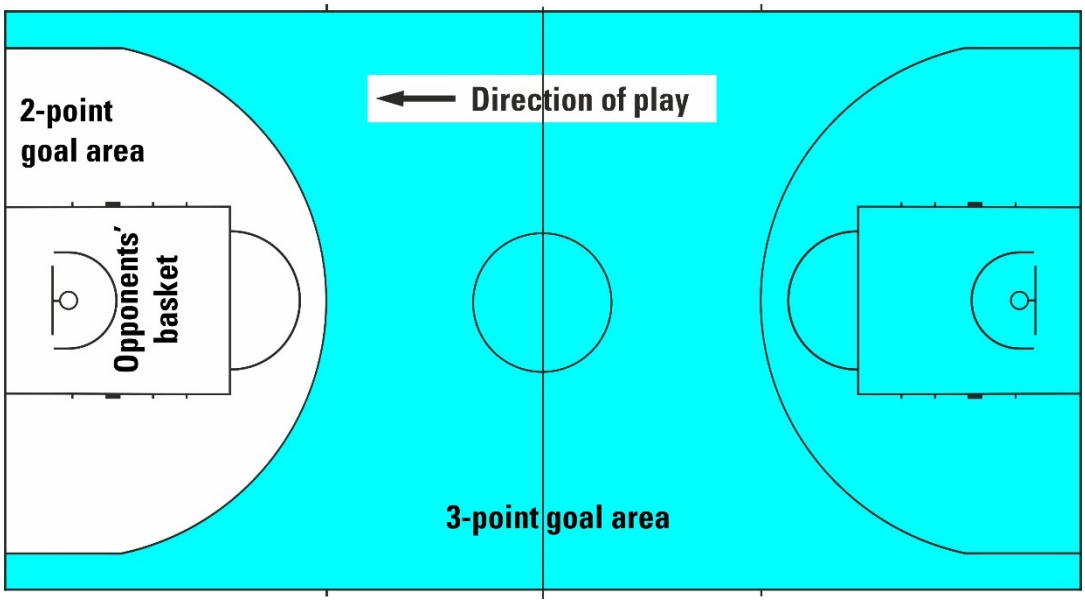
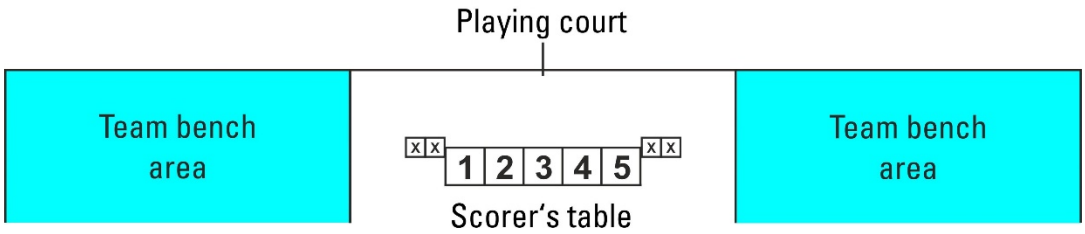


Diagram 4 2-point/3-point goal area

2.6 Position of the scorer's table and substitution chairs (Diagram 5)

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



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

Diagram 5 Scorer's table and substitution chairs

Article 3 Equipment

The following equipment shall be required:

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

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

RULE THREE – TEAMS

Article 4 Teams

4.1 Definition

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

4.1.2 A team member is entitled to play when entered on the scoresheet before the start of the game and as long as the player has neither been disqualified nor committed 5 fouls.

4.1.3 During playing time, a team member is:

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

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

4.2 Rule

4.2.1 Each team shall consist of:

- No more than 12 team members entitled to play, including a captain.
- A head coach.
- A maximum of 8 accompanying delegation members, including assistant coaches who may sit on the team bench. In case a team has assistant coaches, the first assistant coach shall be entered on the scoresheet.

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

4.2.3 During playing time a substitute becomes a player and a player becomes a substitute when:

- The referee beckons the substitute to enter the court.
- During a time-out a substitute requests the substitution to the timer.

During an interval of play between quarters and overtimes, a player becomes a substitute when the respective interval ends.

4.3 Uniforms

4.3.1 The uniform of all team members shall consist of:

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

  All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee.
- Socks of the same dominant colour for all team members.

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

- Those on the back shall be at least 16 cm high.
- Those on the front shall be at least 8 cm high.
- The numbers shall be at least 2 cm wide.
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 4 cm away from the numbers.

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

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

4.4 Other equipment

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

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

- The following are not permitted:
  - Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
  - Objects that could cut or cause abrasions (fingernails must be closely cut).
  - Hair accessories and jewellery.
- The following are permitted:
  - Upper arm, thigh or lower leg protective equipment if sufficiently padded.
  - Arm and leg garments, including undershirts and undershorts, made of compression material.
  - Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
  - Knee, shoulder and ankle braces.
  - Protector covering an injured nose, even if made of a hard material.
  - Non-coloured transparent mouth guard.
  - Spectacles, if they do not pose a danger to other players.
  - Wristbands and headbands, maximum of 10 cm wide textile material.
  - Taping of arms, shoulders, legs etc.

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

4.4.3 During the game a player may wear shoes of any colour combination. No flashing lights, reflective material or other adornments are permitted.

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

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

Article 5 Players: Injury and assistance

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

5.2 If the ball is live when an injury occurs, the referee shall not blow the whistle until the team in control of the ball has shot for a goal, lost control of the ball, withheld the ball from play or the ball has become dead, unless neither team shall be placed at a disadvantage. If it is necessary to protect an injured player, the referees may stop the game immediately.

5.3 If an injured player cannot continue to play immediately (within approximately 15 seconds) or if a player receives treatment or any assistance from the player's own head coach, assistant coaches, substitutes, excluded players and/or accompanying delegation members, that player must be substituted unless the team is reduced to fewer than 5 players on the court.

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

5.5 When the ball has become dead, a doctor may enter the court without the permission of a referee if, in the doctor's judgement, the injured player requires immediate medical treatment.

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

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

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

Article 6 Captain: Duties and powers

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

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

Article 7 Head coach and first assistant coach: Duties and powers

7.1 At least 40 minutes before the game is scheduled to start, each head coach or the team's representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain of the team, the head coach and the first assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the start of the game.

7.2 At least 10 minutes before the game is scheduled to start, each head coach shall confirm the names and corresponding numbers of the team members and the names of the head coach and first assistant coach by signing the scoresheet. At the same time, the head coach shall indicate the 5 players to start the game. The head coach of team 'A' shall be the first to provide this information.

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

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

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

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

7.7 The name of first assistant coach, if any, must be entered on the scoresheet before the start of the game (a signature is not necessary). The first assistant coach shall assume all duties and powers of the head coach if, for any reason, the head coach is unable to continue.

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

7.9 The captain shall act as player head coach if there is no head coach, or if the head coach is unable to continue and there is no first assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the court, that captain may continue to act as player head coach. If the captain must leave following a disqualifying foul or is unable to act as player head coach because of injury, the substitute as captain may act as player head coach.

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

RULE FOUR – PLAYING REGULATIONS

Article 8 Playing time, tied score and overtime

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

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

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

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

8.5 An interval of play starts:

- 20 minutes before the game is scheduled to start.
- When the game clock signal sounds for the end of the quarter or overtimes.

8.6 An interval of play ends:

- At the start of the first quarter when the ball leaves the hand(s) of the crew chief on the toss for the jump ball in the centre circle.
- At the start of all other quarters and overtimes when the ball is at the disposal of the thrower-in.

8.7 If the score is tied at the end of the fourth quarter, the game shall continue with as many overtimes of 5 minutes each as necessary to break the tie.

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

8.8 If a foul is committed near the end of a quarter and overtime, the referee shall determine the remaining playing time. A minimum of 0.1 second shall be shown on the game clock.

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

Article 9 Start and end of a quarter, overtime or the game

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

9.2 All other quarters or overtimes start when the ball is at the disposal of the thrower-in.

9.3 The game cannot start if one or both teams are not on the court with 5 players ready to play.

9.4 For all games, the first team named in the schedule (home team) shall have its team bench and warm-up half-court before the game on the left side of the scorer's table, when facing the court from the scorer's table.

However, if both teams agree, they may exchange the team benches and/or warm-up half-courts for the first half.

9.5 Teams shall exchange their warm-up half-courts and baskets for the second half.

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

9.7 A quarter, overtime or game shall end when the game clock signal sounds for the end of the quarter or overtime. When the backboard is equipped with red lighting around its perimeter, the lighting takes precedence over the game clock signal sound.

Article 10 Status of the ball

10.1 The ball can be either live or dead.

10.2 The ball becomes **live** when:

- During the jump ball, the ball leaves the hand(s) of the crew chief on the toss.
- During a free throw, the ball is at the disposal of the free-throw shooter.
- During a throw-in, the ball is at the disposal of the thrower-in.

10.3 The ball becomes **dead** when:

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

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

- The ball is in flight on a shot for a goal and:
  - A referee blows the whistle.
  - The game clock signal sounds for the end of the quarter or overtime.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and a referee blows the whistle for any rule infraction other than by the free-throw shooter.
- The ball is in the control of a shooter for a goal who finishes the shot with a continuous motion which started before a foul is committed by any opponent player or by any person permitted to sit on the opponents' team bench.

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

Article 11 Location of a player and a referee

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

While airborne, the player shall retain the same status as where that player last touched the floor. This includes the boundary line, the centre line, the 3-point line, the free-throw line, the lines delimiting the restricted area and the lines delimiting the no-charge semi-circle area.

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

Article 12 Jump ball and alternating possession

12.1 Jump ball definition

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

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

12.2 Jump ball procedure

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

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

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

12.2.4 The ball must be tapped with the hand(s) of at least one of the jumpers after it has started its downward flight.

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

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

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

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

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

12.3 Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard.

12.4 Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the referees are in doubt or disagree on which of the opponents last touched the ball.

- A double free-throw violation occurs during an unsuccessful last free throw.
- A live ball lodges between the ring and the backboard except:
  - Between free throws.
  - After the last free throw followed by a throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table.
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties against both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
- All quarters other than the first quarter and all overtimes are to start.

12.5 Alternating possession definition

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

12.6 Alternating possession procedure

12.6.1 In all jump ball situations teams shall alternate possession of the ball for a throw-in from the place nearest to where the jump ball situation occurs, except directly behind the backboard.

12.6.2 The team that does not gain the first team control of a live ball after the jump ball shall be entitled to the first alternating possession throw-in.

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

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

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

12.6.6 A foul by either team:

- Before the start of a quarter other than the first quarter or an overtime, or
- During the alternating possession throw-in,

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

Article 13 How the ball is played

13.1 Definition

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

13.2 Rule

A player shall not run with the ball, deliberately touch the ball, kick or block it with any part of the leg or strike it with the fist.
However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.
An infraction of Article 13.2 is a violation.

13.3 Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard.

Article 14 Control of the ball

14.1 Definition

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

14.1.2 Team control **continues** when:

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

14.1.3 Team control **ends** when:

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

Article 15 Player in the act of shooting

15.1 Definition

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

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

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

15.1.2 The act of shooting on jump shots or other moving shots:

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

15.1.3 The act of shooting in a continuous movement on drives to the basket:

- Starts when the player has gathered the ball and it comes to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player continues the shooting motion preceding the release of the ball for a goal.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

A continuous movement in the act of shooting on drives to the basket is an action of the player in the team's frontcourt, typically starting between the offensive 3-point line and the basket, in which the player gathers the ball upon completion of a dribble or catches the ball while progressing, and then continues the shooting motion towards the basket, usually upwards.

15.1.4 For a player to be in the act of shooting, the player must be in the frontcourt.

An exception is made that a player may be anywhere on the court during the last action before:

- the expiration of a game clock for the end of the quarter or overtime; or
- the expiration of a shot clock at any time of the game.

In such cases, the act of shooting starts when the player has gathered the ball and it comes to rest in the player's hand(s).

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

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

15.1.7 When a player is in the act of shooting on jump shots or other moving shots and after being fouled,

- passes the ball off or
- if the ball is moved upwards in a direction away from the basket or
- if the player is not facing the basket when the ball is moved in an upwards motion

that player is no longer considered to have been in the act of shooting.

15.1.8 When a player is in the act of shooting on drives to the basket and after being fouled passes the ball off that player is no longer considered to have been in the act of shooting.

Article 16 Goal: When made and its value

16.1 Definition

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

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

16.2 Rule

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

- A goal released from a free throw counts 1 point.
- A goal released from the 2-point goal area counts 2 points.
- A goal released from the 3-point goal area counts 3 points.

After the ball has touched the ring on a last free throw and is legally touched by any player before it enters the basket, the goal counts 2 points.

16.2.2 If a player **accidentally** scores a goal in the team's own basket, the goal counts 2 points and shall be entered on the scoresheet as scored by the captain of the opponents' team on the court.

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

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

16.2.5 The game clock or the shot clock must show 0.3 (3 tenths of a second) or more for a player to gain control of the ball on a throw-in or on a rebound after the last free throw to attempt a shot for a goal. If the game clock or the shot clock show 0.2 or 0.1 the only type of a valid goal that can be made is by tapping or directly dunking the ball, provided that the hand(s) of the player are no longer touching the ball when the game clock or the shot clock show 0.0.

Article 17 Throw-in

17.1 Definition

17.1.1 A throw-in occurs when the ball is passed on to the court by the out-of-bounds thrower-in.

17.1.2 A throw-in:

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

17.2 Procedure

17.2.1 A referee must hand or place the ball at the disposal of the thrower-in. The referee may also toss or bounce pass the ball provided that:

- The referee is no more than 4 m away from the thrower-in.
- The thrower-in is at the correct place as designated by the referee.

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

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

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

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

If the head coach decides to resume the game with a frontcourt throw-in and the original throw-in is in the backcourt from

- the endline after a successful goal or a successful last free throw, the head coach shall decide whether the throw-in shall take place from the throw-in line on the table side or on opposite side.
- the sideline or the endline after a foul, violation (including an out-of-bounds violation) or a jump ball situation, the throw-in shall take place in the frontcourt from the throw-in line on the same side of the court (table side or opposite side) as the original throw-in.

17.2.5 Following a personal foul committed by a player of the team in control of a live ball, or of the team entitled to the ball, the game shall be resumed with a throw-in from the place nearest to the infraction.

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

17.2.7 Following a disruptive, flagrant or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table, unless otherwise stated in these rules.

17.2.8 Following a fight, the game shall be resumed as stated in Article 40.

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

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

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

17.3 Rule

17.3.1 The thrower-in shall not:

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

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

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

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

If a defensive player then:

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

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

An infraction of Article 17.3 is a violation.

17.4 Penalty

The ball shall be awarded to the opponents for a throw-in from the place of the original throw-in.

Article 18 Time-out

18.1 Definition

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

18.2 Rule

18.2.1 Each time-out shall last 1 minute.

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

18.2.3 A time-out opportunity starts when:

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

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

18.2.5 Each team may be granted:

- 2 time-outs during the first half.
- 3 time-outs during the second half with a maximum of 2 of these time-outs when the game clock shows 2:00 minutes or less in the fourth quarter.
- 1 time-out during each overtime.

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

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

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

18.3 Procedure

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

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

18.3.3 The time-out period:

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

18.3.4 When a time-out opportunity starts, the timer shall sound the signal to notify the referees that a team has requested a time-out.

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

18.3.5 During the time-out and during an interval of play before the start of the second and fourth quarter or each overtime, the players may leave the court and sit on the team bench and any person permitted to sit on the team bench may enter the court provided they remain within the vicinity of their team bench area.

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

- The last free throw is successful.
- The last free throw, if not successful, is followed by a throw-in.
- A foul is committed between free throws. In this case, the set of free throws shall be completed and the time-out shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
- A foul is committed before the ball becomes live after the last free throw. In this case, the time-out shall be permitted before the new foul penalty is administered.
- A violation is committed before the ball becomes live after the last free throw. In this case, the time-out shall be permitted before the throw-in is administered.

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

Article 19 Substitution

19.1 Definition

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

19.2 Rule

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

19.2.2 A substitution opportunity starts when:

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

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

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

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

19.2.5 A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful goal when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, unless a referee has interrupted the game.

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

19.3 Procedure

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

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

19.3.3 When a substitution opportunity starts, the timer shall sound the signal to notify the referees that a request for a substitution has been made.

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

19.3.5 The substituted player is permitted to go directly to the team bench without reporting either to the timer or the referee.

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

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

19.3.8 If the free-throw shooter must be substituted because of
- being injured, or
- having committed 5 fouls, or
- having been disqualified,

the free throw(s) must be attempted by the substitute who may not be substituted again until after having played in the next game clock running period.

19.3.9 If the request for a substitution is made by either team after the ball is at the disposal of the free-throw shooter for the first free throw, the substitution shall be granted if:
- The last free throw is successful.
- The last free throw, if not successful, is followed by a throw-in.
- A foul is committed between free throws. In this case, the free throw(s) shall be completed and the substitution shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
- A foul is committed before the ball becomes live after the last free throw. In this case, the substitution shall be permitted before the new foul penalty is administered.
- A violation is committed before the ball becomes live after the last free throw. In this case, the substitution shall be permitted before the throw-in is administered.

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

Article 20 Game lost by forfeit

20.1 Rule

A team shall lose the game by forfeit if:
- The team is not present or is unable to field 5 players ready to play 15 minutes after the game is scheduled to start.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the crew chief.

20.2 Penalty

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

20.2.2 For a 2-games (home and away) total points series (aggregate score) and for Play-Offs (best of 3), the team that forfeits in the first, second, or third game shall lose the series or Play-Offs by 'forfeit'. This does not apply for Play-Offs (best of 5 and best of 7).

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

Article 21 Game lost by default

21.1 Rule

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

21.2 Penalty

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

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

RULE FIVE – VIOLATIONS

Article 22 Violations

22.1 Definition

A violation is an infraction of the rules.

22.2 Penalty

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

Article 23 Player out-of-bounds and ball out-of-bounds

23.1 Definition

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

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

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

23.2 Rule

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

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

23.2.3 If a player moves out-of-bounds or to the player's backcourt during a held ball, a jump ball situation occurs.

Article 24 Dribbling

24.1 Definition

24.1.1 A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls or bounces the ball on the court.

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

During a dribble the player may not place any part of the hand under the ball and carry it from one point to another or bring the ball to a pause and then continue to dribble.

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

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

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.

24.1.3 A player who accidentally loses and then regains control of a live ball on the court has fumbled the ball.

24.1.4 The following are not dribbles:

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

24.2 Rule

A player shall not dribble for a second time after the player's first dribble has ended unless the player has lost control of a live ball on the court because of one of the following:

- A shot for a goal.
- The ball is touched by an opponent.
- On a pass or fumble the ball touches or is touched by another player.

Article 25 Travelling

25.1 Definition

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

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

25.2 Rule

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

- A player who catches the ball while standing with both feet on the court:
  - The moment one foot is lifted, the other foot becomes the pivot foot.
  - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
  - To pass or shoot for a goal, the player may jump off a pivot foot, but neither foot may be returned to the court before the ball is released from the hand(s).
- A player who catches the ball while progressing, or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball:
  - After receiving the ball, a player shall release the ball to start the dribble before the second step.
  - The first step occurs when one foot or both feet touch the court after gaining control of the ball.

- The second step occurs after the first step when the other foot touches the court or both feet touch the court simultaneously.
- If the player who comes to a stop on the first step has both feet on the court or they touch the court simultaneously, that player may pivot using either foot as the pivot foot. If the player then jumps with both feet, no foot may return to the court before the ball is released from the hand(s).
- If a player lands on one foot, only that foot may be used as the pivot foot.
- If a player jumps off one foot on the first step, that player may land on both feet simultaneously for the second step. In this case, the player may not pivot with either foot. If one foot or both feet then leave the court, no foot may return to the court before the ball is released from the hand(s).
- If both feet are off the court and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot.
- A player may not touch the court consecutively with the same foot or both feet after ending the dribble or gaining control of the ball.

25.2.2 A player falling, lying or sitting on the court:

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

Article 26 3 seconds

26.1 Rule

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

26.1.2 Allowances must be made for a player who:

- Attempts to leave the restricted area.
- Is in the restricted area when that player or the 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 goal.
- Dribbles in the restricted area to shoot for a goal after having been there for less than 3 consecutive seconds.

26.1.3 To be established outside the restricted area, both feet of the player must be placed on the court outside the restricted area.

Article 27 Closely guarded player

27.1 Definition

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

27.2 Rule

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

Article 28 8 seconds

28.1 Rule

28.1.1 Whenever:

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

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

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

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

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

- A ball having been caused to go out-of-bounds.
- A player of the same team having been injured.
- A technical foul is committed by that team.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Article 29 Shot clock

29.1 Rule

29.1.1 Whenever:

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

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

To constitute a shot for a goal within 24 seconds:

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

29.1.2 When a shot for a goal is attempted near the end of the shot clock period and the shot clock signal sounds while the ball is in the air:

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

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

All restrictions related to goaltending and basket interference shall apply.

29.2 Procedure

29.2.1 After a jump ball at the start of the first quarter or after a throw-in from the centre line at the start of the other quarters or each overtime, if a player gains control of a live ball on the court, regardless of whether in the backcourt or frontcourt, the shot clock shall be started with 24 seconds.

29.2.2 The shot clock shall be reset whenever the game is stopped by a referee:

- For a foul or violation (except for an out-of-bounds violation) by the team not in control of the ball.
- For any valid reason caused by the team not in control of the ball.
- For any valid reason not caused with either team.

In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball. If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset as follows:
  - If 14 seconds or more are displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset but shall continue from the time it was stopped.
  - If 13 seconds or less are displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

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

29.2.3 The shot clock shall be reset whenever a throw-in is awarded to the opponents' team after the game is stopped by a referee for a foul or violation (including an out-of-bounds violation) by the team in control of the ball.

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

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

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

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

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

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

- If as a result of the ball having gone out-of-bounds and if from the team's:
  - Backcourt, the shot clock shall continue from the time it was stopped.
  - Frontcourt: If the shot clock shows 13 seconds or less it shall continue from the time it was stopped. If the shot clock shows 14 seconds or more, it shall be reset to 14 seconds.
- If as a result of a foul or violation (except for an out-of-bounds violation) and if from the team's:
  - Backcourt, the shot clock shall be reset to 24 seconds.
  - Frontcourt, the shot clock shall be reset to 14 seconds.
- If the time-out is taken by the team which has a new control of the ball, and if from the team's:
  - Backcourt, the shot clock shall be reset to 24 seconds.
  - Frontcourt, the shot clock shall be reset to 14 seconds.

29.2.6 When the team is awarded a throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table, as part of the penalty for a disruptive, flagrant or disqualifying foul, the shot clock shall be reset to 14 seconds.

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

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

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

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

Article 30 Ball returned to the backcourt

30.1 Definition

30.1.1 A team is in control of a live ball in its frontcourt when:

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

30.1.2 A team in control of a live ball in the frontcourt has illegally returned the ball to its backcourt, if a player of that team is the last to touch the ball in the frontcourt and the ball is then first touched by a player of that team:

- Who has part of the body in contact with the backcourt, or
- After the ball has touched the backcourt of that team.

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

30.2 Rule

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

30.3 Penalty

The ball shall be awarded to the opponents for a throw-in in its frontcourt from the place nearest to the infraction, except from directly behind the backboard.

Article 31 Goaltending and basket interference

31.1 Definition

31.1.1 A shot for a goal or a free throw:

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

31.2 Rule

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

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

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

31.2.3 The goaltending restrictions apply until the ball:

- No longer has the possibility to enter the basket.
- Has touched the ring.

31.2.4 **Basket interference** occurs when:

- After a shot for a goal or the last free throw a player touches the basket or the backboard while the ball is in contact with the ring.
- After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while the ball has still a possibility to enter the basket.
- A player reaches through the basket from below and touches the ball.
- A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket.
- A player causes the basket to vibrate or grasps the basket (ring and/or net) in such a way that causes the ball to take an unnatural bounce or to change direction, thus the ball is prevented from entering the basket or is caused to enter the basket.
- A player grasps the basket and plays the ball.

31.2.5 When:

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

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

All restrictions related to goaltending and basket interference shall apply.

31.3 Penalty

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

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

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

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

31.3.3 If the violation is committed by a **defensive player** during a last free throw, 1 point shall be awarded to the offensive team, followed by a category 2 technical foul penalty charged against the defensive player.

RULE SIX – FOULS

Article 32 Fouls

32.1 Definition

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

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

32.1.3 If a foul is committed after the ball has become dead when

- the game clock signal sounds for the end of the quarter or each overtime,
- an infraction is committed,

it shall be disregarded unless it is a technical, flagrant or disqualifying foul.

Article 33 Contact: General principles

33.1 Cylinder principle

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the court. The dimensions, and the distance between the player's feet, shall vary according to the height and size of the player. It includes the space above the player and is limited to the boundaries of the cylinder of the defensive player or the offensive player without the ball which are:

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

The hands and arms may be extended in front of the torso no further than the position of the feet and knees, with the arms bent at the elbows so that the forearms and hands are raised in the legal guarding position.

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

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

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

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

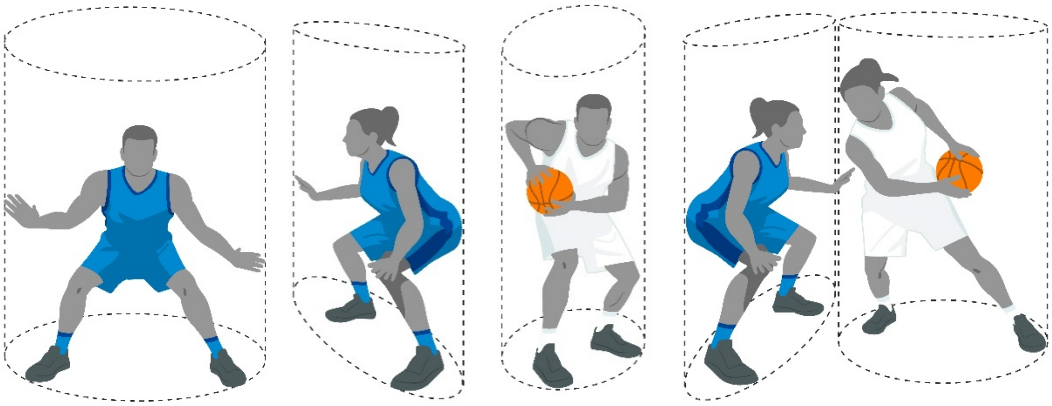


Diagram 6 Cylinder principle

33.2 Principle of verticality

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

This principle protects the space on the court which the player occupies and the space above when jumping vertically within that space.

When the player leaves the vertical position (cylinder) and body contact occurs with an opponent who had already established that player's own vertical position (cylinder), the player who left the vertical position (cylinder) is responsible for the contact.

The defensive player must not be penalised for leaving the court vertically (within the cylinder) or having the hands and arms extended above and within that player's own cylinder.

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

- Using the arms to create more space (pushing off).
- Spreading the legs or arms during or immediately after a shot for a goal.

33.3 Legal guarding position

A defensive player has established an initial legal guarding position when

- facing the opponent, and
- having both feet on the court.

The legal guarding position extends vertically above (within the cylinder) from the court to the ceiling. The defensive player may raise the arms and hands above the head or jump vertically but that player must maintain them in a vertical position inside the imaginary cylinder.

33.4 Guarding a player who controls the ball

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

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

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

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

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

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

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

33.5 Guarding a player who does not control the ball

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

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

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

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

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

33.6 A player who is in the air

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

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

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

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

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

33.7 Screening: Legal and illegal

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

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

- Was stationary (inside that player's cylinder) when contact occurred.
- Had both feet on the court when contact occurred.

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

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

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

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

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

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

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

33.8 Charging

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

33.9 Blocking

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

A player who is attempting to screen is committing a blocking foul if contact occurs when moving, and the opponent is stationary or retreating.

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

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

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

33.10 No-charge semi-circle areas

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

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

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

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

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

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

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

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

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

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

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

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

33.12 Post play

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

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

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

33.13 Illegal guarding from the rear

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

33.14 Holding

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

33.15 Pushing

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

33.16 Fake being fouled

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

Article 34 Personal foul

34.1 Definition

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

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

34.1.2 A throw-in foul is a personal foul committed, when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, by a defensive player on an opponent on the court when the ball is out-of-bounds for a throw-in and at the disposal of the thrower-in.

34.2 Penalty

A personal foul shall be charged against the offender.

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

- The game shall be resumed with a throw-in by the non-offending team from the place nearest to the infraction.
- If the offending team is in the team foul penalty situation, then Article 42 shall apply.

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

- If the shot released from the goal area is successful, the goal shall count and, in addition, 1 free throw.
- If the shot released from the 2-point goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point goal area is unsuccessful, 3 free throws.

34.2.3 If the foul is committed as a throw-in foul:

- The player who was fouled shall be awarded only 1 free throw, regardless of whether the offending team is already in the team penalty situation. The game shall be resumed with a throw-in by the non-offending team from the place nearest to the infraction.

Article 35 Double foul

35.1 Definition

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

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

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

35.2 Penalty

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

If at approximately the same time as the double foul:

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

Article 36 Technical foul

36.1 Rules of conduct

36.1.1 The proper conduct of the game demands the full and loyal cooperation of the players, head coaches, assistant coaches, substitutes, excluded players and accompanying delegation members with the referees, table officials and commissioner, if present.

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

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

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

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

36.2 Definition

36.2.1 Technical fouls are divided into two categories, according to their nature and severity level. A category 1 technical foul shall count towards the game disqualification, a category 2 technical foul shall not count towards the game disqualification.

Category 1 technical fouls by a player may be non-contact or contact fouls of a behavioural nature including, but not limited to:

- Disrespectfully dealing and/or communicating with the referees, the commissioner, if present, the table officials, the opponents or persons permitted to sit on the team benches.
- Using language or gestures likely to offend or incite the spectators.
- Baiting, taunting or provoking an opponent, including a contact with the hands, arms, body or the ball which does not rise to the level of a flagrant or a disqualifying foul.
- Obstructing the vision of an opponent by waving/placing the hand(s) near the opponent's eyes.
- Excessive swinging of elbows without contact.
- Fake being fouled.

Category 2 technical fouls by a player may be non-contact fouls of a behavioural or administrative nature including, but not limited to:

- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly or coming on the court late to start the game or the second half.
- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or is trying to prevent injury to any player.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player.

36.2.2 A technical foul by any person permitted to sit on the team bench is a category 1 foul for disrespectfully communicating with or touching the referees, the commissioner, if present, the table officials or the opponents, or an infraction of a procedural or an administrative nature.

36.2.3 A player shall be disqualified for the remainder of the game (game disqualification) when charged with:

- two category 1 technical fouls, or
- two flagrant fouls, or
- one category 1 technical foul and one flagrant foul.

36.2.4 A head coach shall be disqualified for the remainder of the game (game disqualification) when charged with:

- two category 1 technical fouls ('C') as a result of a personal unsportsmanlike behaviour.
- three category 1 technical fouls, either all of them ('B') or ('BD') or one of them ('C'), as a result of the unsportsmanlike behaviour of other persons permitted to sit on the team bench.

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

36.3 Penalty

36.3.1 If a technical foul is committed:

- By a player, a technical foul, irrespective of the category, shall be charged as a player foul and shall count as one of the team fouls.
- By any person permitted to sit on the team bench, a category 1 technical foul shall be charged against the head coach and shall not count as one of the team fouls.

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

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

Article 37 Disruptive foul

37.1 Definition

37.1.1 A disruptive foul is a player's illegal contact with an opponent which does not rise to the level of a flagrant foul, and which disrupts the flow of the game and places the opponent at a disadvantage. The criteria for disruptive fouls are the following:

- An unnecessary contact caused by the defensive player, not legitimately attempting to directly play the ball, to stop the progress of the offensive team in transition. This applies until the offensive player starts the act of shooting.
- An unnecessary contact caused by the defensive player anywhere on the court, not legitimately attempting to directly play the ball, to stop the game clock and/or shot clock, at the end of a quarter or overtime.
- An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent's basket and with no opponents between the progressing player and the basket, and:
  - The progressing player is in control of the ball, or
  - The progressing player is attempting to gain control of the ball, or
  - The ball has been released on a pass to the progressing player.

  This applies until the offensive player starts the act of shooting.

37.1.2 The referee must interpret disruptive fouls consistently throughout the game and judge only the action.

37.2 Penalty

37.2.1 A disruptive foul shall be charged against the offender and shall count as one of the team fouls.

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

- A throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table.

The number of free throws shall be awarded as follows:

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

Article 38 Flagrant foul

38.1 Definition

38.1.1 A flagrant foul is a player's illegal contact with an opponent, which violates the spirit of sportsmanship and fair play, and by its nature and/or the severity level exceeds the limits of a personal or disruptive foul. The criteria for flagrant fouls are the following:

- Not a legitimate basketball play against an opponent, with or without a ball.
- Reckless, violent or dangerous act, which causes or may cause injury to an opponent.
- Excessive, hard contact in an effort to play the ball or an opponent.

38.1.2 The referee must interpret flagrant fouls consistently throughout the game and judge only the action.

38.2 Penalty

38.2.1 A flagrant foul shall be charged against the offender and shall count as one of the team fouls.

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

- A throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table.
- A jump ball in the centre circle at the start of the first quarter.

The number of free throws shall be awarded as follows:

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

38.2.3 A player shall be disqualified for the remainder of the game (game disqualification) when charged with:

- two flagrant fouls, or
- two category 1 technical fouls, or
- one category 1 technical foul and one flagrant foul.

38.2.4 If a player is disqualified under Article 38.2.3, that flagrant foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Article 39 Disqualifying foul

39.1 Definition

39.1.1 A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

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

39.2 Violence

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

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

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

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

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

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

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

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

39.3 Penalty

39.3.1 A disqualifying foul shall be charged against the offender.

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

39.3.3 Free throw(s) shall be awarded:

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

Followed by:

- A throw-in from the throw-in line in the team’s frontcourt, opposite the scorer’s table.
- A jump ball in the centre circle at the start of the first quarter.

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

- If the foul is a non-contact foul: 2 free throws.
- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.
- If the foul is a disqualification of a head coach: 2 free throws.
- If the foul is a disqualification of a first assistant coach, substitute, excluded player or an accompanying delegation member, this foul is charged against the head coach as a technical foul: 2 free throws.

In addition, if a disqualification of a first assistant coach, substitute, excluded player or an accompanying delegation member after leaving the team bench area is for their active participation during any fight:

— For each single disqualifying foul of a first assistant coach, substitute and excluded player: 2 free throws. All disqualifying fouls shall be charged against each offender.

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

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

Article 40 Fighting

40.1 Definition

Fighting is physical interaction between 2 or more opponent players and any person permitted to sit on the team benches.

This article only applies to the substitutes, head coaches, first assistant coaches, excluded players and accompanying delegation members who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

40.2 Rule

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

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

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

40.3 Penalty

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

40.3.2 If persons of both teams are disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.

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

- A valid goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to that team for a throw-in from the place nearest to where the ball was located when the fight has started.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

40.3.3 All disqualifying fouls shall be entered on the scoresheet as described in Appendix B.8.6 and shall not count as team fouls.

40.3.4 All possible foul penalties against players on the court involved in a fight or any situation which leads to a fight, shall be dealt with in accordance with Article 43.

40.3.5 All possible disqualification foul penalties against first assistant coach, substitute, excluded player or an accompanying delegation member involved actively in a fight or any situation which leads to a fight, shall be penalised in accordance with Article 39.3.4, sixth bullet.

RULE SEVEN – GENERAL PROVISIONS

Article 41 Foul limits by a player/head coach and game disqualifications

41.1 A player who has committed 5 fouls shall be informed of it by a referee and must leave the game immediately.

41.2 A player head coach who has committed 5 fouls as a player is an excluded player but may continue as a head coach.

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

41.4 A player who has committed two category 1 technical fouls or two flagrant fouls or one flagrant foul and one category 1 technical foul shall be informed of the game disqualification by the timer who shall raise the game disqualification (GD) marker.

41.5 A head coach who has committed 2 technical fouls ('C') because of the personal unsportsmanlike behaviour or 3 technical fouls, either all of them ('B') or ('BD') or one of them ('C') shall be informed of the game disqualification by the timer who shall raise the game disqualification (GD) marker.

41.6 Any disqualified player, substitute, head coach, assistant coach, excluded player or accompanying delegation member must leave the game immediately (taking no more than 30 seconds) and shall go to and remain in the team's dressing room for the duration of the game or shall leave the building.

Article 42 Team fouls: Penalty

42.1 Definition

42.1.1 A team foul is a personal, technical, disruptive, flagrant or disqualifying foul committed by a player. A team is in the team foul penalty situation after it has committed 4 team fouls in a quarter.

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

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

42.2 Rule

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

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

Article 43 Special situations

43.1 Definition

In the same game clock stopped period which follows an infraction, special situations may arise when additional infraction(s) are or have been committed.

43.2 Procedure

43.2.1 All fouls shall be charged and all penalties identified.

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

43.2.3 All equal penalties on the teams and all double foul penalties shall be cancelled in the order in which they were committed. Once all foul penalties have been entered on the scoresheet and cancelled, they are considered as never having occurred.

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

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

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

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

43.2.7 All remaining penalties shall be administered in the order in which they were committed.

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

If at approximately the same time as the first infraction:

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

Article 44 Free throws

44.1 Definition

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

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

44.2 Rule

44.2.1 When a personal, disruptive, flagrant or a disqualifying contact foul is committed, the free throw(s) shall be awarded as follows:

- The player who was fouled shall attempt the free throw(s).
- If that player is designated to be substituted, the free throw(s) shall be attempted before the substitution.
- If the player must leave the game due to injury, having committed 5 fouls or having been disqualified, the substitute shall attempt the free throw(s). If no substitute is available, any team-mate as designated by the head coach shall attempt the free throw(s).

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

44.2.3 The free-throw shooter shall:

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

44.2.4 The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces, of 1 m in depth (Diagram 7).

During the free throws these players shall not:

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

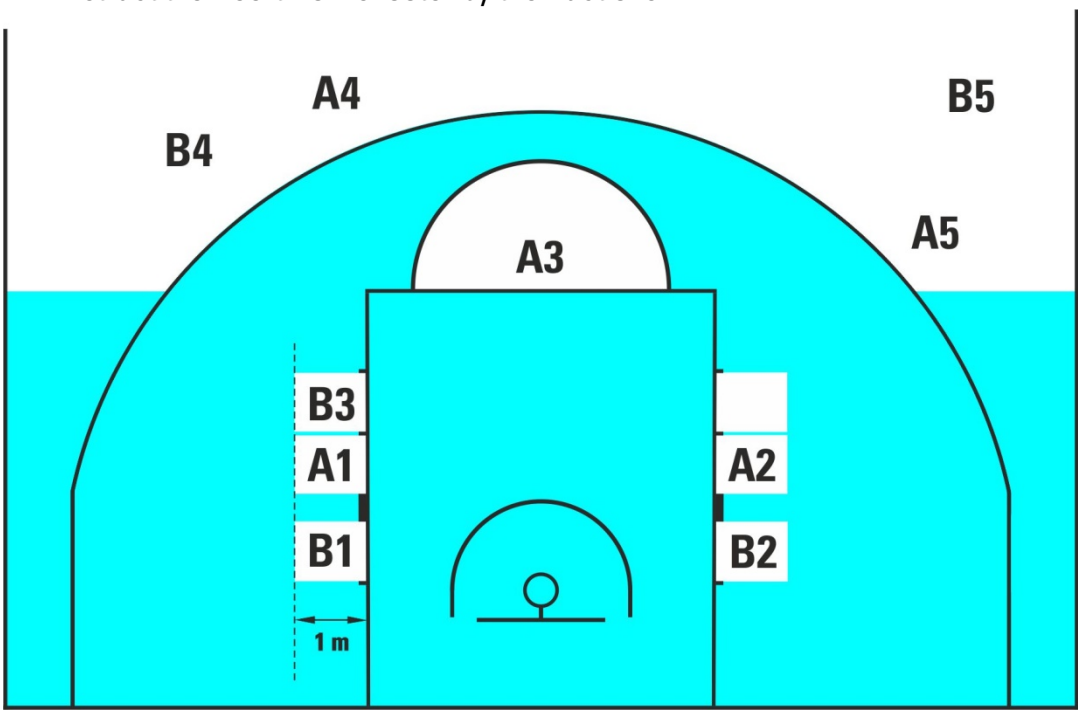


Diagram 7 Players' positions during free throws

44.2.5 The players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point goal line until the free throw ends.

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

An infraction of Article 44.2.3, 44.2.4, 44.2.5 and 44.2.6 is a violation.

44.3 Penalty

44.3.1 If a free throw is successful and the violation is committed by the free-throw shooter, the point shall not count.

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

44.3.2 If a free throw is successful and the violation is committed by any player other than the free-throw shooter:

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

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

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

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

Article 45 Correctable errors

45.1 Correctable errors – General procedures

45.1.1 A referee may stop the game immediately upon identification of a correctable error, unless either team is placed at a disadvantage.

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

45.1.3 After the correction of the error, the game shall be resumed from the place nearest to where it was stopped to correct the error. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.

45.2 Correctable errors category 1 – Definition

The below category 1 errors may be corrected by the referees if a rule is incorrectly applied.

- Awarding an unmerited free throw(s).
- Failing to award a merited free throw(s).
- Permitting the wrong player to attempt a free throw(s).
- Directing the wrong player to attempt a free throw(s).

- Erroneously awarding or cancelling of a point(s).
- Reporting a foul against the wrong player, head coach or team.
- Scorekeeping errors, including failing to record or erroneously recording:
  - Points.
  - A foul against the wrong player, head coach or team.
  - A time-out against the wrong team.
- Game clock errors, including malfunctions, in starting or stopping the game clock correctly or in setting the correct time on the game clock.

45.3 Correctable errors category 1 – General procedures

45.3.1 To be correctable, the errors must be identified by the referees, commissioner, if present or table officials as follows:

- If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, the error must be corrected before 2:00 minutes or less are remaining on the game clock.
- If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, but the referees stop the game for the first time with 2:00 minutes or less remaining on the game clock, the error must be corrected before the ball becomes live again.
- If the error occurs after the game clock shows 2:00 minutes or less in the fourth quarter or in an overtime, the error must be corrected before the ball becomes live after the first time the referees have stopped the game for any reason following the error.

45.3.2 These errors are no longer correctable after the ball becomes dead when the game clock sounds for the end of the game unless the error occurs after the last time the referees have stopped the game for any reason before the game clock signal sounds for the end of the game. In such a case, the error must be corrected immediately after the end of the game and the teams shall remain on the court or in their team bench areas.

45.3.3 Once an error that is still correctable has been identified, and:

- The team member involved in the correction of the error is on the team bench after being legally substituted, that team member must re-enter the court to participate in the correction of the error, at which point the given team member becomes a player.
- Upon completion of the correction, the player may remain in the game unless a legal substitution has been requested again, in which case the player may leave the court.
- If the team member has been excluded, disqualified, unable to play due to injury or cannot be identified, the head coach shall designate the team member to participate in the correction of the error.

45.4 Correctable errors category 1 – Special procedures

45.4.1 Awarding an unmerited free throw(s):
The free throw(s) attempted because of the error shall be cancelled and the game shall be resumed as follows:

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

- If the game clock has already started after the error, the game shall be resumed from the place nearest to where it was stopped to correct the error.

45.4.2 Failing to award a merited free throw(s):

- If there has been no change in possession of the ball after the error occurred, the game shall be resumed after the correction of the error as after any last free throw.
- If the same team scores a goal after having been erroneously awarded possession of the ball for a throw-in, the error shall be disregarded.
- If the game clock has already started, and there has been a change of possession after the correction of the error, the game shall be resumed from the place nearest to where it was stopped to correct the error.

45.4.3 Permitting the wrong player to attempt a free throw(s):
The free throw(s) attempted and the possession of the ball, if part of the penalty, shall be cancelled. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless the game has continued and was stopped for the correction of the error, in which case the game shall be resumed from the place nearest to where it was stopped to correct the error.

45.4.4 Directing the wrong player to attempt a free throw(s):
The free throw(s) attempted shall be cancelled and the correct player shall attempt a replacement free throw(s). The game shall continue as after any last free throw, unless the game has continued and was stopped for the correction of the error, in which case the game shall be resumed from the place nearest to where it was stopped to correct the error.

45.4.5 Erroneously awarding or cancelling of a point(s):
The points shall be awarded or cancelled. The scoresheet shall be corrected.
The game shall be resumed from the place nearest to where it was stopped to correct the error.

45.4.6 Reporting a foul against the wrong player, head coach or team:
The scoresheet shall be corrected. Any erroneously excluded or disqualified player or head coach shall re-enter the game. Any player or head coach who should have been excluded or disqualified shall be excluded or disqualified.

45.4.7 Scorekeeping errors failing to record or erroneously recording:

- Points.
- A foul against the wrong player, head coach or team.
- A time-out against the wrong team:

The scoresheet shall be corrected and any resulting action such as a player exclusion or re-entering the game shall be applied.

45.4.8 Game clock errors, including malfunctions, in starting or stopping the game clock correctly or errors in setting the correct time on the game clock:
The game clock shall be corrected with time added or deducted as necessary to correct the error.

45.5 Correctable error category 2 – Definition

The below category 2 error may be corrected by the referees if a rule is incorrectly applied: Shot clock errors, including malfunctions, in starting or stopping the shot clock correctly or errors in setting the correct time on the shot clock.

45.6 Correctable errors category 2 – General procedures

45.6.1 To be correctable, the error must be identified by the referees, commissioner, if present or table officials

- when the ball is live immediately after the error and the referees stop the game to correct the error, or
- when the referees have stopped the game the first time for any reason, and the team in control or entitled to the possession of the ball at the time of the error shall keep control of the ball or stay entitled to the possession of the ball,

the shot clock shall be corrected to the correct time.

45.6.2 Shot clock errors are no longer correctable after:

- A change of possession of a live ball after the error.
- The team in control of the ball scores a valid goal.
- The ball becomes dead when the game clock sounds for the end of the game.

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

Article 46 Referees, table officials and commissioner

46.1 The referees shall be a crew chief and 1 or 2 umpire(s). They shall be assisted by the table officials and by a commissioner, if present.

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

46.3 The commissioner, if present, shall sit between the scorer and the timer. The commissioner's primary duty during the game is to supervise the work of the table officials and to assist the crew chief and umpire(s) in the smooth functioning of the game.

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

46.5 The referees, the table officials and the commissioner, if present, shall conduct the game in accordance with these rules and have no authority to change them.

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

46.7 The referees and table officials shall be uniformly dressed.

Article 47 Crew chief: Duties and powers

The crew chief shall:

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

47.2 Designate the official game clock, shot clock, stopwatch and identify the table officials.

47.3 Select a game ball from at least 2 used balls provided by the home team. Should neither of these balls be suitable as the game ball, the best quality ball available shall be selected.

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

47.5 Administer a jump ball at the start of the first quarter and an alternating possession throw-in at the start of all other quarters and overtimes.

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

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

47.8 Carefully examine the scoresheet at the end of playing time or at any time when necessary.

47.9 Approve and sign the scoresheet at the end of playing time which terminates the referees' administration and connection with the game. The referees' power shall start when they arrive on the court 20 minutes before the game is scheduled to start,

and end when the game clock signal sounds for the end of the game as approved by the crew chief.

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

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

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

47.11 Make the final decision whenever necessary or when the referees disagree. To make a final decision the umpire(s), the commissioner, if present, and/or the table officials may be consulted.

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

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

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

Article 48 Referees: Duties and powers

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

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

48.3 When deciding on an infraction, the referees shall, in each instance, have regard for and consider the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in application of the concept of 'advantage/disadvantage'. The referees should not seek to interrupt the flow of the game unnecessarily to penalise incidental personal contact which neither gives the player responsible an advantage nor places the opponent at a disadvantage.
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

48.4 Should a protest be filed by one of the teams, the crew chief (or commissioner, if present) shall, upon receipt of the protest reasons, report in writing the incident to the organising body of the competition.

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

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

48.7 Each referee has the power to make decisions within the limits of the referee's duties but has no authority to disregard or question decisions made by the other referee.

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

Article 49 Scorer and assistant scorer: Duties

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

- Teams, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the 5 players to start the game, substitutions or numbers of players, the nearest referee must be notified immediately.
- Running summary of points scored, by entering the goals and the free throws made.
- Fouls charged against each player. The scorer shall enter the fouls charged against each head coach and must notify a referee immediately when a head coach should be disqualified. Similarly, the scorer must notify a referee immediately that a player should be disqualified, after having committed two category 1 technical fouls, or two flagrant fouls, or one category 1 technical and one flagrant foul.
- Time-outs. The scorer must notify the head coach through a referee when the head coach has no more time-out(s) left in a half or overtime.
- The next alternating possession, by operating the alternating possession arrow. The scorer shall reverse the direction of the alternating possession arrow immediately after the end of the first half as the teams shall exchange baskets for the second half.
- For each team the head coach's challenge granted. The scorer must notify the nearest referee immediately when a head coach erroneously requests a second challenge.

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

49.3 If an error is identified on the scoresheet:

- During the game, the timer must wait for the first dead ball before sounding the signal.
- The scorer shall consult the crew chief and correct errors on the scoresheet when the error is identified within the limits defined in Article 45 (Correctable errors).
- If the error is not identified within the limits defined in Article 45 (Correctable errors), the error may no longer be corrected. The crew chief or the commissioner, if present, shall send a detailed report to the organising body of the competition.

Article 50 Timer: Duties

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

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of a quarter or overtime.
- Use any means possible to notify the referees immediately if the signal fails to sound or is not heard.
- Indicate the number of fouls committed by each player by raising the player foul marker in a manner visible to both head coaches.
- Indicate that a player or a coach has been game disqualified, by raising the GD marker.
- Notify a referee immediately when 5 fouls have been charged against any player.
- Operate the team foul markers, each one positioned on either side of the scorer's table nearest to the team bench. The team foul marker shall show the current number of team fouls and shall be fully in red, with no number visible, after the ball becomes live again after the fourth team foul in a quarter.
- Effect substitutions.
- Effect time-outs. The timer must notify the referees of the time-out opportunity when a team has requested a time-out.
- Sound the signal only when the ball becomes dead and before the ball becomes live again. The sound of the timer's signal neither stops the game clock or the game nor causes the ball to become dead.

50.2 The timer shall measure playing time as follows:

- Start the game clock when:
  - During a jump ball, the ball is legally tapped by a jumper.
  - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the court.
  - During a throw-in, the ball touches or is legally touched by any player on the court.
- Stop the game clock when:
  - Time expires at the end of a quarter and overtime, if not stopped automatically by the game clock itself.
  - A referee blows the whistle while the ball is live.
  - A goal is scored against a team which has requested a time-out.
  - A goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

- The shot clock signal sounds while a team is in control of the ball.
- The shot clock signal sounds while a team is in control of the ball and a referee calls a violation.

50.3 The timer shall measure a time-out as follows:

- Start the stopwatch immediately when the referee blows the whistle and gives the time-out signal.
- Sound the signal when 50 seconds of the time-out have elapsed.
- Sound the signal when the time-out has ended.

50.4 The timer shall measure an interval of play as follows:

- Start the stopwatch immediately when a previous quarter or overtime has ended.
- Notify the referees before the first and third quarter when 3 minutes and 1.5 minutes remain until the start of the quarter.
- Sound the signal before the second and fourth quarter and each overtime when 30 seconds remain until the start of the quarter or overtime.
- Sound the signal and simultaneously stop the stopwatch immediately when an interval of play has ended.

Article 51 Shot clock operator: Duties

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

51.1 Started or restarted when:

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

51.2 Stopped, but not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as the result of:

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

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

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

- The ball legally enters the basket.
- The ball touches the ring of the opponents' basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
  - As the result of a foul or violation (except for an out-of-bounds violation).
  - As the result of a jump ball situation for the team that previously did not have the control of the ball.

- The game is stopped because of an action not connected with the team in control of the ball.
- The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.

- The team is awarded free throw(s).

51.4 Stopped and reset to 14 seconds, with 14 seconds visible, when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
  - As the result of a foul or violation (except an out-of-bounds violation).
  - The game being stopped because of an action not connected with the team in control of the ball.
  - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:
  - Personal foul or violation (including for an out-of-bounds violation),
  - Jump ball situation.
- A team shall be awarded a throw-in from the throw-in line in its frontcourt, opposite the scorer's table, as a result of a disruptive, flagrant or disqualifying foul.
- After the ball has touched the ring on an unsuccessful shot for a goal (including when the ball lodges between the ring and the backboard), an unsuccessful last free throw or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- The game clock shows 2:00 minutes or less in the fourth quarter or in each overtime following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the head coach decides that the game shall be resumed with a throw-in for the team from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.

51.5 Switched off, after the ball becomes dead and the game clock was stopped in any quarter or overtime when there is a new control of the ball for either team and there are less than 14 seconds on the game clock.

The shot clock signal neither stops the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

APPENDIX A – REFEREES' SIGNALS

A.1 The hand signals illustrated in these rules are the only valid referees' signals.

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

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

Game clock signals

STOP THE CLOCK



Open palm

STOP THE CLOCK FOR FOUL



One clenched fist

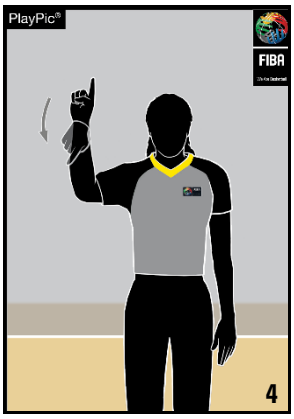
START THE CLOCK



Chop with hand

Scoring

1 POINT



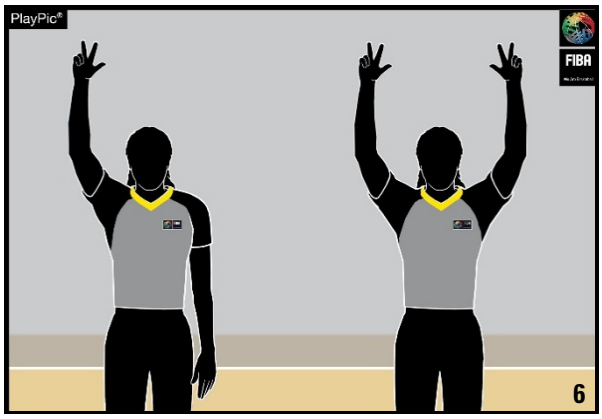
1 finger, 'flag' from wrist

2 POINTS



2 fingers, 'flag' from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

Substitution and Time-out

SUBSTITUTION



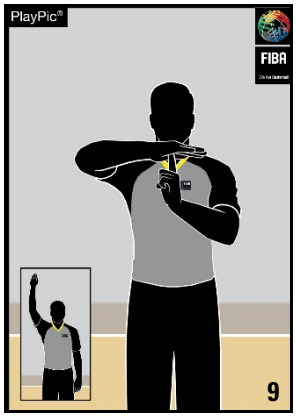
Cross forearms

BECKONING-IN



Open palm, wave towards the body

CHARGED TIME-OUT



Form T, show index finger

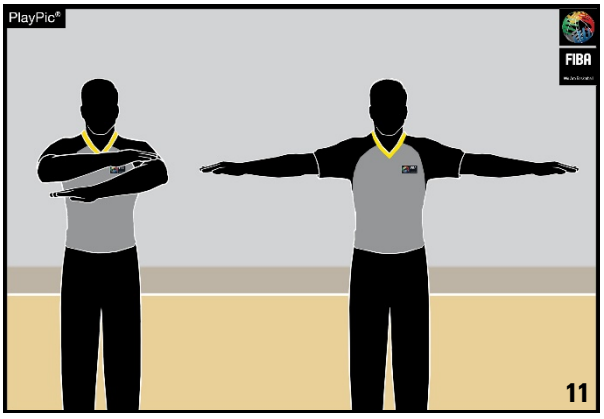
MEDIA TIME-OUT



Open arms with clenched fists

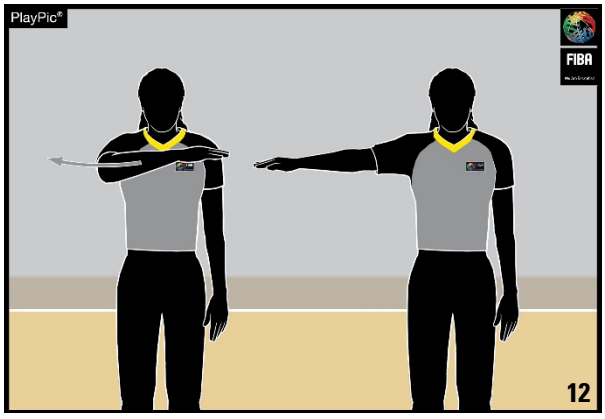
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



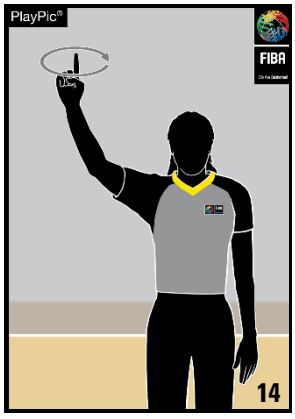
Counting while moving the palm

COMMUNICATION



Thumb up

SHOT CLOCK RESET



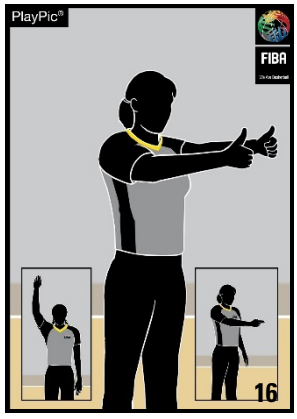
Rotate hand, extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of play, arm parallel to sidelines

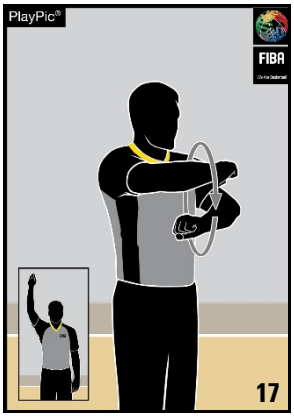
HELD BALL/JUMP BALL SITUATION



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

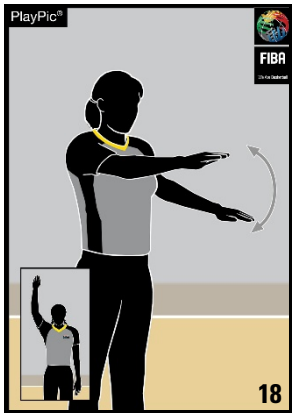
Violations

TRAVELLING



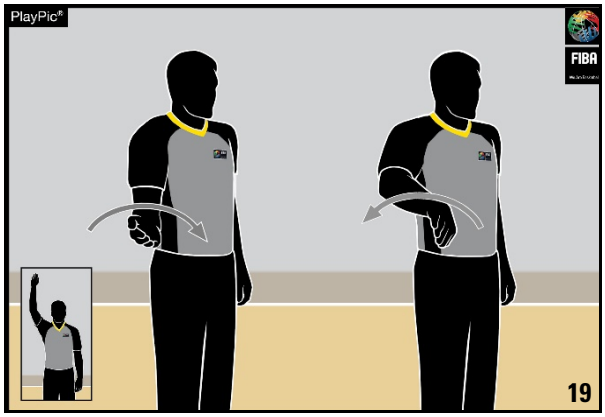
Rotate fists

ILLEGAL DRIBBLE:
DOUBLE DRIBBLING



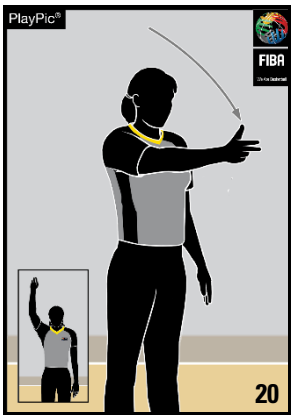
Patting motion with palm

ILLEGAL DRIBBLE:
CARRYING THE BALL



Half rotation with palm

3 SECONDS



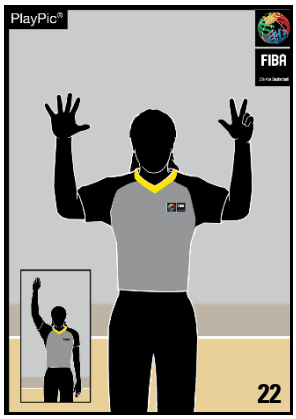
Wave arm,
show 3 fingers

5 SECONDS



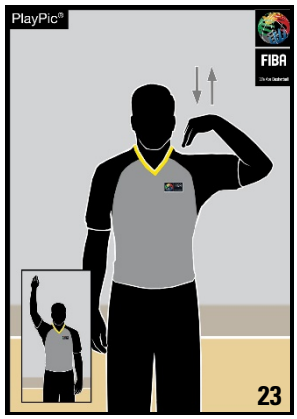
Show 5 fingers

8 SECONDS



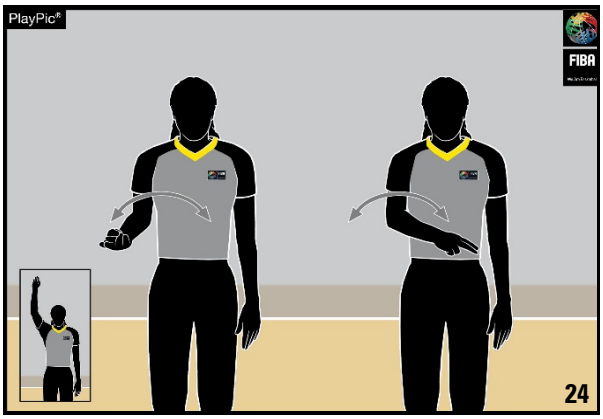
Show 8 fingers

SHOT CLOCK



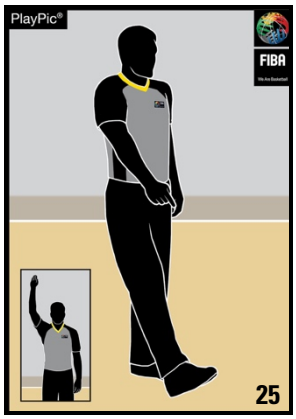
Fingers touch shoulder

BALL RETURNED TO BACKCOURT



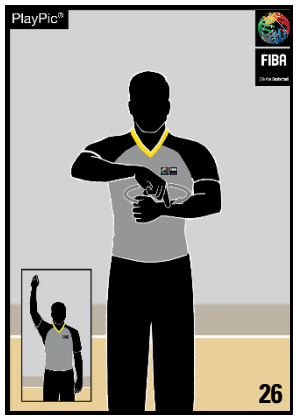
Wave arm front of body

DELIBERATE KICK OR
BLOCK OF THE BALL



Point to the foot

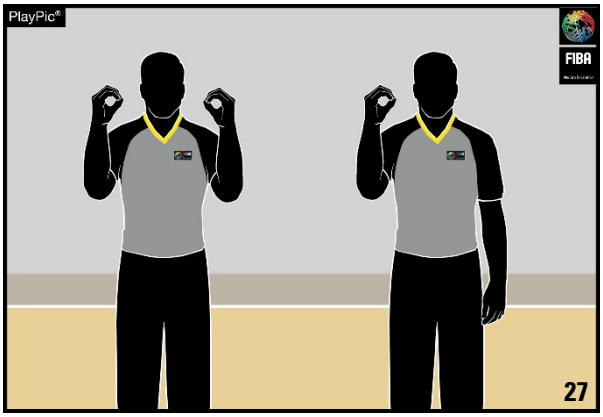
GOALTENDING/
BASKET INTERFERENCE



Rotate finger, extend index finger over the other hand with a circle

Number of Players

No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5

No. 6 - 10



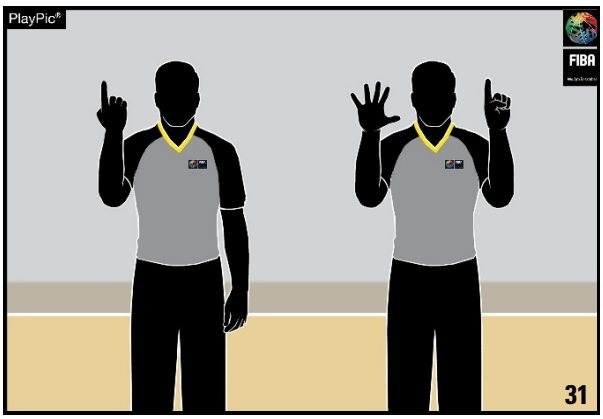
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



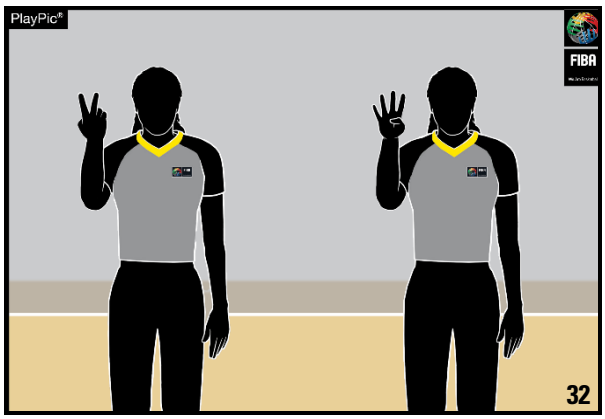
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



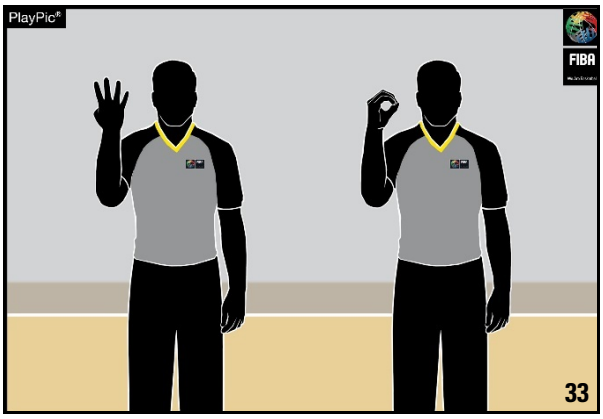
First reverse hand shows number 1 for the decade digit – then open hands show number 6 for the units' digit

No. 24



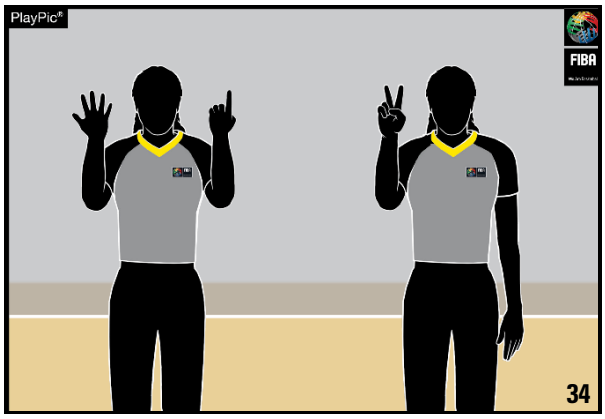
First reverse hand shows number 2 for the decade digit – then open hand shows number 4 for the units' digit

No. 40



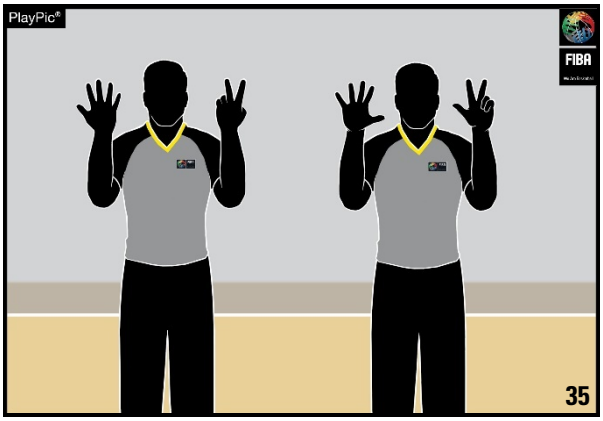
First reverse hand shows number 4 for the decade digit – then open hand shows 0 for the units' digit

No. 62



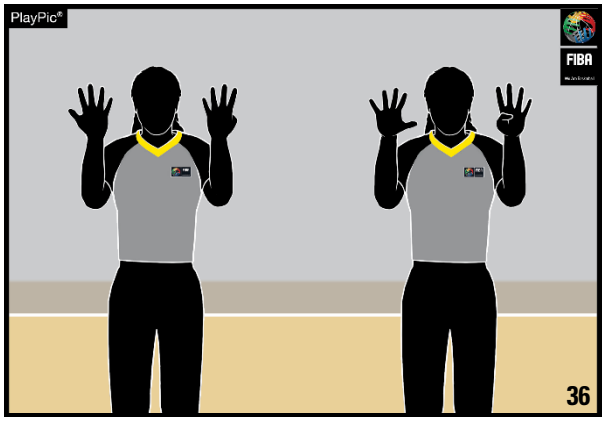
First reverse hands show number 6 for the decade digit – then open hand shows 2 for the units' digit

No. 78



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

No. 99



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

Type of Fouls

HOLDING



Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



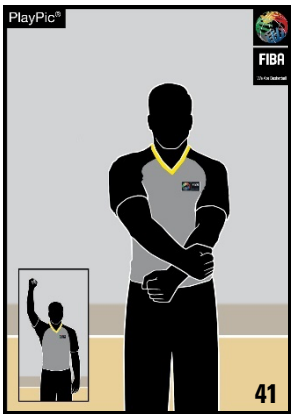
Imitate push

HANDCHECKING



Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HOOKING



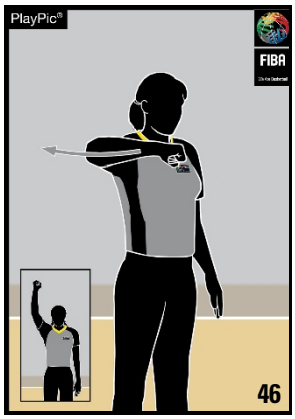
Move lower arm backwards

ILLEGAL CYLINDER



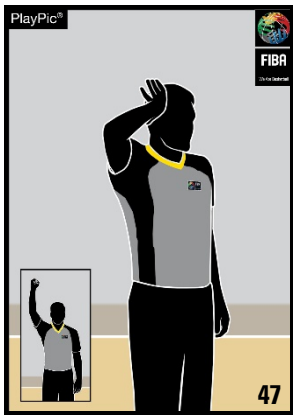
Move both arms with open palm vertically down and up

EXCESSIVE SWINGING OF ELBOW



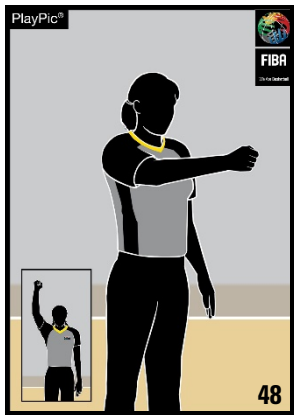
Swing elbow backwards

HIT TO THE HEAD



Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



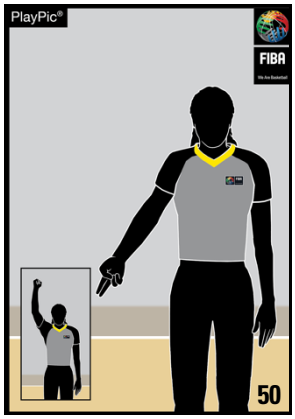
Point clenched fist towards basket of offending team

FOUL ON THE ACT OF SHOOTING



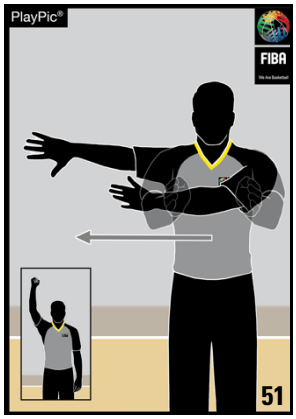
One arm with clenched fist, followed by indication of the number of free throws

FOUL NOT ON THE ACT OF SHOOTING



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

PASS-OFF AFTER FOUL



Move both arms with open palm to the side

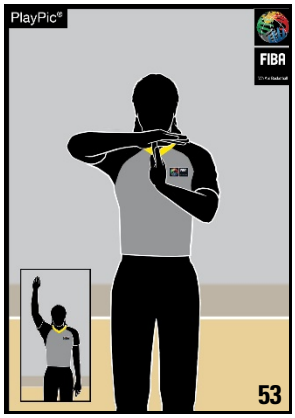
Special Fouls / Warnings

DOUBLE FOUL



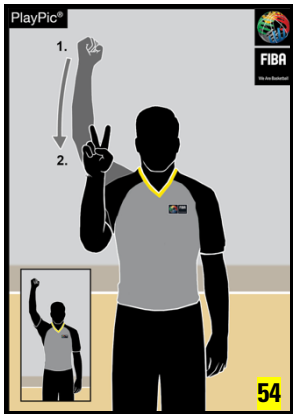
Wave clenched fists on both hands

TECHNICAL FOUL



Form T, showing palms

DISRUPTIVE FOUL



One arm with clenched fist, followed by showing 2 at face level

FLAGRANT FOUL



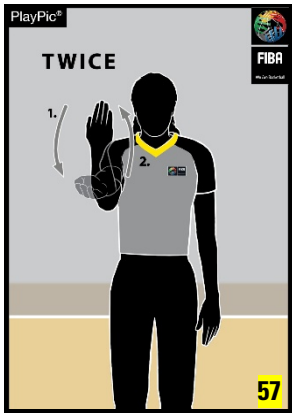
Grasp wrist upward

DISQUALIFYING FOUL



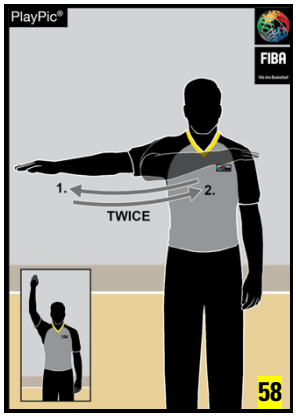
Clenched fists on both hands

FAKE A FOUL



Lower the forearm twice

DELAY OF GAME



Wave forearm horizontally twice

ILLEGAL BOUNDARY LINE CROSSING ON A THROW-IN



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

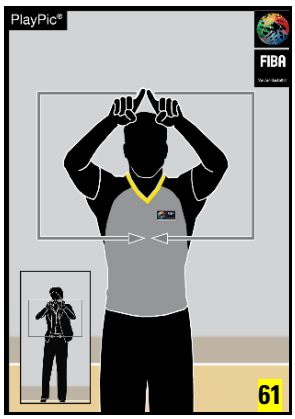
Instant replay system

IRS REVIEW



Rotate hand with horizontal extended index finger

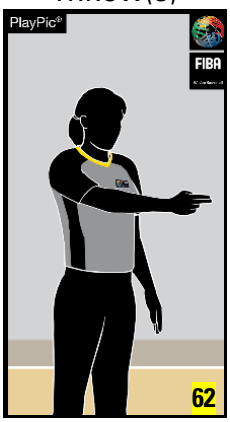
HEAD COACH'S CHALLENGE



Referee confirms head coach's challenge request

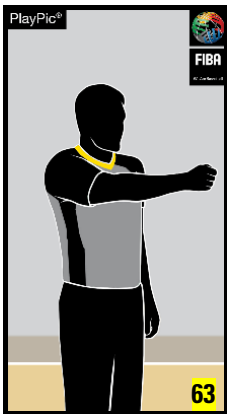
Foul Penalty Administration – Reporting to Table

AFTER FOUL WITHOUT FREE THROW(S)



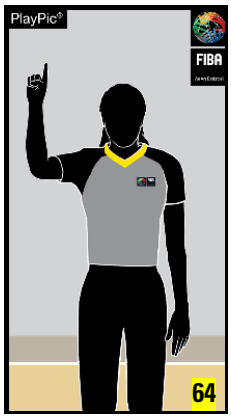
Point in direction of play, arm parallel to sidelines

AFTER FOUL BY TEAM IN CONTROL OF THE BALL



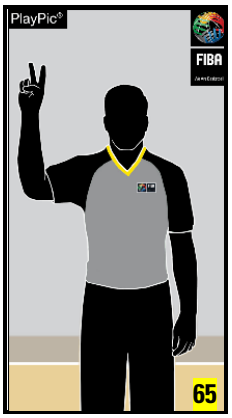
Clenched fist in direction of play, arm parallel to sidelines

1 FREE THROW



Hold up 1 finger

2 FREE THROWS



Hold up 2 fingers

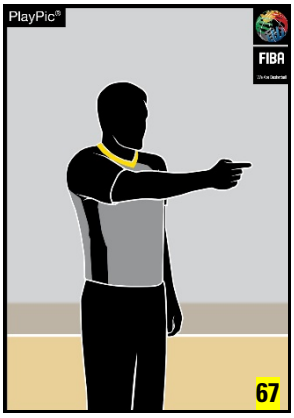
3 FREE THROWS



Hold up 3 fingers

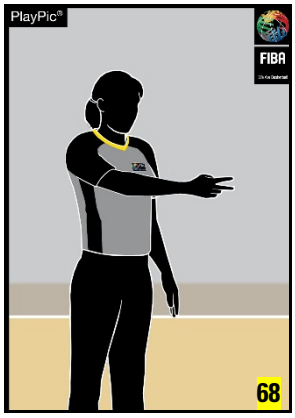
Administrating Free Throws – Active Referee (Lead)

1 FREE THROW



1 finger horizontal

2 FREE THROWS



2 fingers horizontal

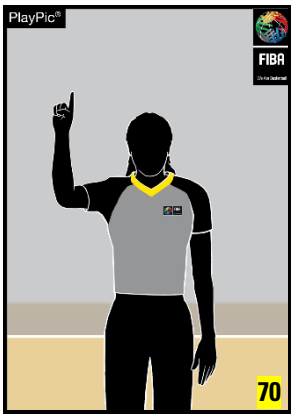
3 FREE THROWS



3 fingers horizontal

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

1 FREE THROW



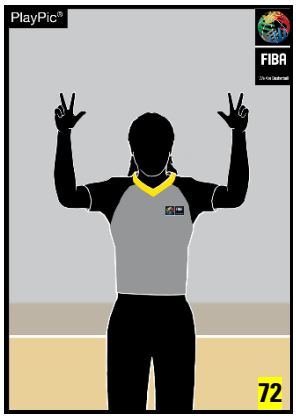
Index finger

2 FREE THROWS



Fingers together on both hands

3 FREE THROWS



3 fingers extended on both hands

Diagram 8 Referees' signals

APPENDIX B – THE SCORESHEET

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION

SCORESHEET

Team A _____ Team B _____

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

Team A _____

Time-outs: H1 ☐☐ H2 ☐☐☐ OT ☐☐☐
Team fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC ☐☐

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

Team B _____

Time-outs: H1 ☐☐ H2 ☐☐☐ OT ☐☐☐
Team fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC ☐☐

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

RUNNING SCORE

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

Scorer _____
Assistant scorer _____
Timer _____
Shot clock operator _____

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

Crew Chief _____
Umpire 1 _____ Umpire 2 _____

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

Captain's signature in case of protest _____

Game ended at (hh:mm) _____

Diagram 9 Scoresheet

B.1 The scoresheet shown in Diagram 9 is the one approved by the FIBA Technical Commission.

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

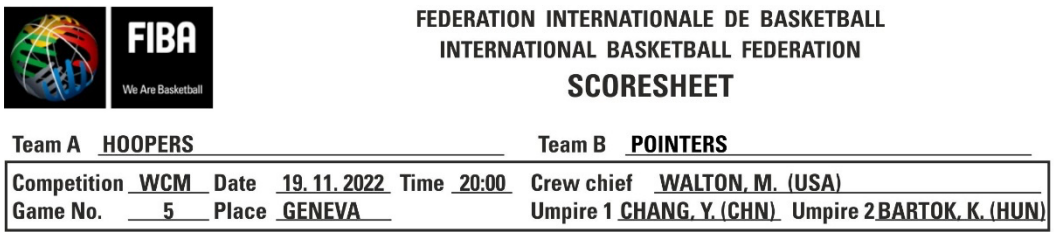
Note:
1. The scorer shall use 2 different coloured pens, RED for the first and third quarter and BLUE or BLACK for the second and fourth quarter. For all overtimes, all entries shall be made in BLUE or BLACK (same colour as for the second and fourth quarter).
2. The scoresheet may be prepared and completed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

B.3 **At least 40 minutes before the game is scheduled to start**, the scorer shall prepare the scoresheet in the following manner:

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

B.3.2 The scorer shall then enter:

- The name of the competition.
- The number of the game.
- The date, the time and the place of the game.
- The names of the crew chief and the umpire(s) and their nationality (IOC code).


FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A HOOPERS Team B POINTERS

Competition WCM Date 19. 11. 2022 Time 20:00 Crew chief WALTON, M. (USA)
Game No. 5 Place GENEVA Umpire 1 CHANG, Y. (CHN) Umpire 2 BARTOK, K. (HUN)

Diagram 10 Top of the scoresheet

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

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

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

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

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

Diagram 11 Teams on the scoresheet (before the game)

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

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

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

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

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

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

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

B.4.4 Sign the scoresheet.

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

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

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

B.7 Time-outs

B.7.1 Time-outs granted shall be entered on the scoresheet below the team's name by entering the minute of the playing time of the quarter or overtime in the boxes next to H1 for the first half, next to H2 for the second half and next to OT for up to 3 overtimes.

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

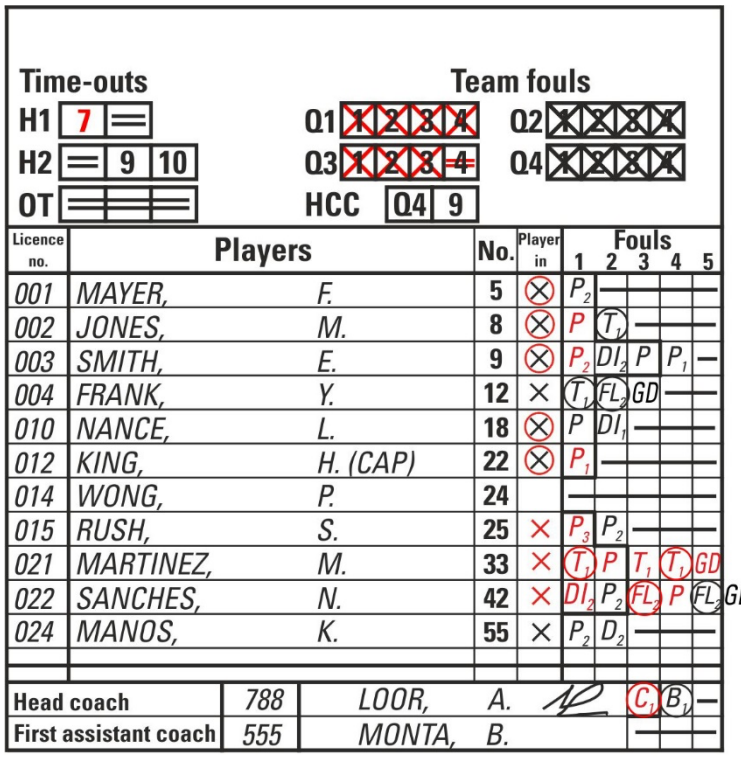


Diagram 12 Teams on the scoresheet (after the game)

B.8 Fouls

B.8.1 Player fouls may be personal, technical, disruptive, flagrant or disqualifying and shall be entered against the player.

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

B.8.3 Any foul counting towards game disqualification (GD) shall be entered with a circle.

B.8.4 Any foul involving a free throw(s) shall be entered with adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'T', 'C', 'B', 'BD', 'DI', 'FL' or 'D'.

B.8.5 All equal penalties according to Article 43 shall be cancelled and entered with a small 'c' added beside the 'P', 'T', 'C', 'B', 'BD', 'DI', 'FL' or 'D'.

B.8.6 All fouls shall be entered as follows:

B.8.6.1 A personal foul shall be entered as a 'P'.

B.8.6.2 A category 1 technical foul against a player shall be entered as a Ⓣ.

B.8.6.3 A category 2 technical foul against a player shall be entered as a 'T'.

B.8.6.4 A second category 1 technical foul shall also be entered as a Ⓣ, followed by a 'GD' for the game disqualification in the following space.

B.8.6.5 A category 1 technical foul against the head coach for the personal unsportsmanlike behaviour shall be entered as a Ⓒ. A second similar technical foul shall also be entered as a Ⓒ, followed by a 'GD' in the following space.

B.8.6.6 A category 1 technical foul against the head coach for any other reason shall be entered as Ⓑ or ⒷⒹ. A third category 1 technical foul (one of them could be a Ⓒ) shall be entered as either a Ⓑ, ⒷⒹ or Ⓒ, followed by a 'GD' in the following space.

B.8.6.7 A disruptive foul against a player shall be entered as a 'DI'.

B.8.6.8 A flagrant foul against a player shall be entered as a Ⓕⓛ.

B.8.6.9 A second flagrant foul shall also be entered as a Ⓕⓛ, followed by a 'GD' in the next following space.

B.8.6.10 A category 1 technical foul against a player with an earlier flagrant foul or a flagrant foul against a player with an earlier category 1 technical foul shall also be entered as a Ⓕⓛ or Ⓣ followed by a 'GD' in the next following space.

B.8.6.11 A player head coach shall be disqualified when committing:

- A technical foul as a coach, entered as a Ⓒ and a flagrant foul or category 1 technical foul as a player, or
- A technical foul as a coach, entered as either a Ⓑ or ⒷⒹ, a technical foul as a coach, entered as a Ⓒ and a flagrant foul or category 1 technical foul as a player, or
- Two technical fouls as a coach, entered as either Ⓑ or ⒷⒹ and a flagrant or category 1 technical foul as a player.

After the last technical foul or a flagrant foul has been entered, it shall be followed by a 'GD' in the following space.

B.8.6.12 A disqualifying foul shall be entered as a 'D'.

B.8.6.13 A disqualifying foul against a first assistant coach, substitute or excluded player shall be entered as a technical foul against the head coach with a Ⓑ.

B.8.6.14 A disqualifying foul against an accompanying delegation member shall be entered as a technical foul against the head coach with a ⒷⒹ.

B.8.6.15 A disqualifying foul against a first assistant coach, substitute or an excluded player for leaving the team bench area in a fight, shall be entered as a technical foul against the head coach with a Ⓑ.

B.8.6.16 A disqualifying foul against an accompanying delegation member for leaving the team bench area in a fight, shall be entered as a technical foul against the head coach with a Ⓑ followed with a 'BD'. The 'BD' shall not count towards the three technical fouls for the head coach's game disqualification.

B.8.6.17 A disqualifying foul against an accompanying delegation member for active involvement in a fight, shall be entered as a technical foul against the head coach with a Ⓑ followed with a 'BD'. The 'BD' shall not count towards the three technical fouls for the head coach's game disqualification.

B.8.6.18 An 'F' shall be entered, after the 'D_2' or 'D', in all remaining spaces of the disqualified head coach, first assistant coach, substitute or excluded player in a fight.

B.8.6.19 **Examples of disqualifying fouls on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

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

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

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

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

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

001	MAYER, F.	5	⊗	D					

and

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

A disqualifying foul against an excluded player after the fifth foul shall be entered as follows:

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

and

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

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

Head coach	788	LOOR, A.	BD_2		
First assistant coach	555	MONTA, B.			

B.8.6.20 **Examples of disqualifying fouls for leaving the team bench area in the fight on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

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

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

If only the head coach is disqualified:

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

If only the first assistant coach is disqualified:

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

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

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

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

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

003	SMITH, E.	9	⊗	P_2	P_2	D	F	F

and

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

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

002	JONES,	M.	8	⊗	T_1	P_3	P_1	P_2	D	F

and

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

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

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

015	RUSH,	S.	25	×	T_1	P_3	P_2	P_1	P_2	DF

and

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

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

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

B.8.6.21 **Examples of disqualifying fouls for the active involvement in the fight on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

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

If the head coach is actively involved in the fight, the head coach shall be charged with one 'D' only, entered as 'D_2'.

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

If only the head coach is disqualified:

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

If only the first assistant coach is disqualified:

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

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

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

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

001	MAYER,	F.	5	⊗	P_2	P_2	D_2	F	F	

and

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

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

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

and

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

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

015	RUSH,	S.	25	×	T_1	P_3	P_2	P_1	P_2	D_2F

and

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

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

Head coach	788	LOOR, A.	B_2	BD_2	
First assistant coach	555	MONTA, B.			

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

Head coach	788	LOOR, A.	B_2	BD_2	BD_2
First assistant coach	555	MONTA, B.			

Note: Technical or disqualifying fouls according to Article 40 shall not count as team fouls.

B.8.7 At the end of second quarter, the scorer shall draw a thick line between the used and unused spaces in the players' and coach's foul columns.
At the end of the game, the scorer shall obliterate the remaining spaces with a thick horizontal line.

B.9 Team fouls

B.9.1 For each quarter (Q1, Q2, Q3 and Q4), 4 spaces are provided on the scoresheet (immediately below the team's name and above the players' names) to enter the team fouls.

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

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

B.10 The running score

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

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

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

The scorer shall:

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

B.11 The running score: Additional instructions

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

B.11.2 A goal accidentally scored by a player in own basket shall be entered as having been scored by the captain of the opponents' team on the court.

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

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

B.11.5 At the start of each quarter or overtimes the scorer shall continue to keep a chronological running summary of the points scored from the point of interruption.

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

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

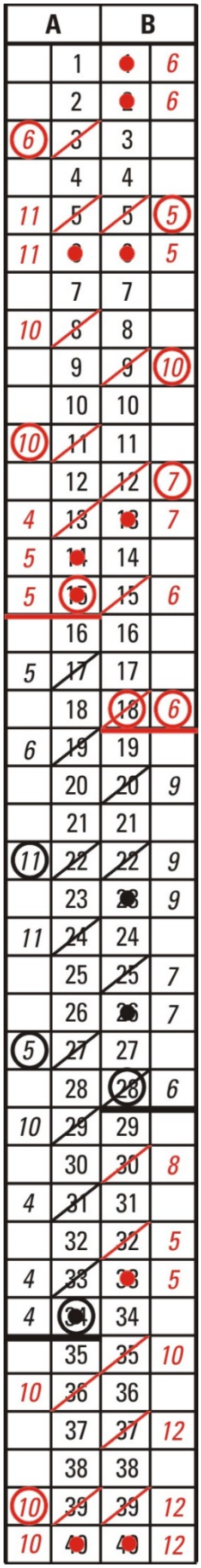


Diagram 13
Running score

B.12 The running score: Summing up

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

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

B.12.3 At the end of the game, the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. The scorer shall also draw a diagonal line to the bottom of the column to obliterate the remaining numbers (running score) for each team.

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

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

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

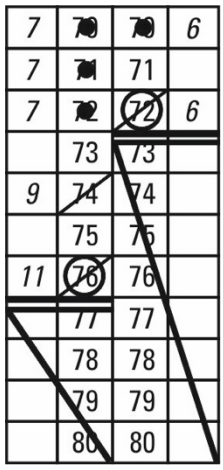


Diagram 14
Summing up

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

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

Diagram 15 Bottom of the scoresheet

B.13 Head coach's challenge

B.13.1 For games where the Instant Replay System is used each team may be granted 1 head coach's challenge (HCC). If granted, the HCC shall be entered on the scoresheet below the team's name in the boxes next to the HCC. In the first box the scorer shall enter the quarter or overtime (Q1, Q2, Q3, Q4 or OT) and in the second box the minute of the playing time of the quarter or overtime.

B.13.2 At the end of the game, the scorer shall obliterate the unused boxes for the HCC with 2 horizontal parallel lines.

APPENDIX C – PROTEST PROCEDURE

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

a) An error in scorekeeping, timekeeping or shot clock operations, which the referees were authorised to correct as provided in these rules and had access to verifiable evidence available at the time of the decision to correct the error under Article 45 (Correctable errors) but failed to do so.

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

c) A violation of the applicable eligibility rules.

C.2 To be admissible, a protest shall comply with the following procedure:

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

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

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

C.3 The crew chief or the commissioner shall, following receipt of the protest reasons, report in writing the incident which leads to the protest, to the FIBA representative or to the competent body. When receiving the protest reasons document, the crew chief or the commissioner shall record on the document the time when the protest has been received.

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

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

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

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

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

APPENDIX D – CLASSIFICATION OF TEAMS

D.1 Procedure

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

D.1.2 The procedure shall be used for all competitions with a round-robin system.

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

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

If, upon application of these criteria, a final decision cannot be reached at the conclusion of the group phase, the relevant FIBA ranking shall determine the final classification in National Teams Competitions. In all other competitions where no FIBA ranking exists, the final classification shall be determined with a draw.

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

D.2 Examples

D.2.1 Example 1

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

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

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

D.2.2 Example 2

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

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

Therefore: 1st A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Classification points	Game points	Game points difference
B	2	1	1	3	175 : 165	+ 10
C	2	1	1	3	150 : 155	- 5
D	2	1	1	3	135 : 140	- 5

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

D.2.3 Example 3

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

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

Therefore: 4th A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Classification points	Game points	Game points difference
B	2	1	1	3	175 : 180	- 5
C	2	1	1	3	160 : 155	+ 5
D	2	1	1	3	140 : 140	0

Therefore: 1st C 2nd D 3rd B

D.2.4 Example 4

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

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

Therefore: 4th A

Classification of the games between B, C, D:

Team	Games played	Wins	Losses	Classification points	Game points	Game points difference
B	2	1	1	3	175 : 175	0
C	2	1	1	3	155 : 155	0
D	2	1	1	3	140 : 140	0

Therefore: 1st B 2nd C 3rd D

D.2.5 Example 5

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

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

Therefore: 5th E 6th F

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

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

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

D.2.6 Example 6

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

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

Therefore: 6th F

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

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

Therefore: 1st C 2nd A

Classification of the games between B, D, E:

Team	Games played	Wins	Losses	Classification points	Game points	Game points difference
B	2	1	1	3	155 : 151	+ 4
D	2	1	1	3	143 : 147	- 4
E	2	1	1	3	143 : 143	0

Therefore: 3rd B 4th E 5th D

D.2.7 Example 7

A vs. B	73 – 71	B vs. F	95 – 90
A vs. C	85 – 86	C vs. D	95 – 96
A vs. D	77 – 75	C vs. E	82 – 75
A vs. E	90 – 96	C vs. F	105 – 75
A vs. F	85 – 80	D vs. E	68 – 67
B vs. C	88 – 87	D vs. F	80 – 75
B vs. D	80 – 79	E vs. F	80 – 75
B vs. E	79 – 80		

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

Therefore: 6th F

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

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

Therefore: 1st C 5th A

Classification of the games between B, D, E:

Team	Games played	Wins	Losses	Classification points	Game points	Game points difference
B	2	1	1	3	159 : 159	0
D	2	1	1	3	147 : 147	0
E	2	1	1	3	147 : 147	0

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

D.3 Forfeit

D.3.1 A team which, without valid reason, fails to show up for a scheduled game or withdraws from the court before the end of the game, shall lose the game by forfeit and receive 0 classification points.

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

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

Example

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

Final standings:

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

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

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

3B vs 4B 88 – 71 4B vs 3B 76 – 75

Therefore: 3rd 3B 4th 4B

Revised final standings in Group B:

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

D.4 Cross-group classifications

D.4.1 To classify teams across groups (e. g. to determine the best second or third placed teams), the following criteria shall be used.
If all teams in all groups have played the same number of games, the teams on the same position in each group shall be placed in one group. The following criteria shall apply in the order listed below:

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

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

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

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

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

To determine the best second placed team:

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

D.4.2 If after grouping the teams on the same position in each group, these teams have played a different number of games in their respective groups, then the games of the last placed team in the group or groups of the teams with the most games shall be nullified. This process shall be repeated across all groups until the number of games are the same across all groups. The following criteria shall apply in the order listed below:

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

Note:
For the avoidance of doubt, the annulation of games referred above, for the purposes of cross-group classifications, shall not alter the initial standing of teams in a particular group.

Example

Group A	Wins	Losses	Classification points
Team 1A	5	0	10
Team 2A	4	1	9
Team 3A	3	2	8
Team 4A	2	3	7
Team 5A	1	4	6
Team 6A	0	5	5

Group B	Wins	Losses	Classification points
Team 1B	4	1	9
Team 2B	4	1	9
Team 3B	4	1	9
Team 4B	2	3	7
Team 5B	1	4	6
Team 6B	0	5	5

Group C	Wins	Losses	Classification points
Team 1C	4	0	8
Team 2C	3	1	7
Team 3C	2	2	6
Team 4C	1	3	5
Team 5C	0	4	4

Group D	Wins	Losses	Classification points
Team 1D	3	1	7
Team 2D	3	1	7
Team 3D	2	2	6
Team 4D	2	2	6
Team 5D	0	4	4

To determine the best third placed team, all third placed teams shall be put into one group:

Group X	Wins	Losses	Classification points
Team 3B	4	1	9
Team 3A	3	2	8
Team 3D	2	2	6
Team 3C	2	2	6

However, teams 3B and 3A have played five games whereas teams 3D and 3C have played four games.

The games of the last placed team in groups A and B must be annulled to level all third placed teams to four games, and a new table established.

The games' results of group A and B were as follows:

Group A

Away / Home	2A	3A	4A	5A	6A
1A	71 – 65	86 – 85	77 – 75	86 – 80	~~85 – 80~~
2A		80 – 75	90 – 84	98 – 79	~~87 – 85~~
3A			87 – 67	101 – 76	~~86 – 74~~
4A				78 – 54	~~87 – 81~~
5A					~~84 – 65~~

Group B

Away / Home	2B	3B	4B	5B	6B
1B	81 – 76	85 – 86	77 – 75	90 – 80	~~85 – 69~~
2B		90 – 85	96 – 79	81 – 73	~~87 – 85~~
3B			87 – 67	101 – 76	~~86 – 74~~
4B				78 – 54	~~87 – 81~~
5B					~~84 – 65~~

Upon annulation of games of teams 6A and 6B, the revised standings of the group to determine the best third team are as follows:

Group X	Wins	Losses	Classification points	Game points	Game points difference
Team 3B	3	1	7	359 – 323	
Team 3A	2	2	6	348 – 309	+ 39
Team 3D	2	2	6	363 – 359	+ 4
Team 3C	2	2	6	302 – 298	+ 4

D.5 Classifications of teams in a Tournament of Phases

D.5.1 In a tournament where game results in a group are carried over from one phase to another, but a team is withdrawn from the tournament or forfeits for a second time a game for any reason, then the results of all games played by the withdrawn or forfeiting team shall be nullified from all relevant phases. The following criteria shall apply in the order listed below:

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

Example

Round 1

Two groups of four teams each, playing home and away, with standings as follows:

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

Group B	Wins	Losses	Classification points
Team 1B	5	1	11
Team 2B	4	2	10
Team 3B	2	4	8
Team 4B	1	5	7

Group A

Away / Home	1A	2A	3A	4A
1A		71 – 65	86 – 85	101 – 76
2A	80 – 86		80 – 75	90 – 84
3A	80 – 85	79 – 98		87 – 67
4A	75 – 77	85 – 87	74 – 86	

Group B

Away / Home	1B	2B	3B	4B
1B		71 – 65	86 – 85	101 – 76
2B	81 – 76		80 – 75	90 – 84
3B	80 – 92	98 – 79		87 – 67
4B	75 – 77	85 – 100	86 – 65	

Round 2

The top three teams from Groups A and B go into group C, carrying forward their results and classification points. The initial ranking shall be as follows:

Group C	Wins	Losses	Classification points	Game points	Game points difference
Team 1A	6	0	12	506 – 461	+ 45
Team 1B	5	1	11	503 – 462	+ 41
Team 2A	4	2	10	500 – 480	+ 20
Team 2B	4	2	10	495 – 489	+ 6
Team 3A	2	4	8	492 – 490	+ 2
Team 3B	2	4	8	490 – 490	0

If teams play the home and away against teams not previously in their group with the following results:

Away / Home	1A	1B	2A	2B	3A	3B
1A		77 – 98		100 – 89		95 – 74
1B	87 – 83		87 – 75		99 – 92	
2A		71 – 96		87 – 86		88 – 84
----2B	65 – 76		FORFEIT		FORFEIT	
3A		87 – 97		69 – 73		83 – 81
3B	68 – 96		82 – 81		74 – 67	

Since team 2B has forfeited twice, the results of all games involving team 2B (in both rounds) shall be nullified as follows:

Round 1 revised results:

Away / Home	1B	2B	3B	4B
1B		~~71 – 65~~	86 – 85	101 – 76
2B	~~81 – 76~~		~~80 – 75~~	~~90 – 84~~
3B	80 – 92	~~98 – 79~~		87 – 67
4B	75 – 77	~~85 – 100~~	86 – 65	

Round 2 revised results:

Away / Home	1A	1B	2A	2B	3A	3B
1A		77 – 98		~~100 – 89~~		95 – 74
1B	87 – 83		87 – 75		99 – 92	
2A		71 – 96		~~87 – 86~~		88 – 84
2B	~~65 – 76~~		~~FORFEIT~~		~~FORFEIT~~	
3A		87 – 97		~~69 – 73~~		83 – 81
3B	68 – 96		82 – 81		74 – 67	

Final standings:

Group C	Wins	Losses	Classification points	Game points	Game points difference
Team 1B	10	0	20	916 – 801	+ 115
Team 1A	8	2	18	857 – 788	+ 69
Team 2A	5	5	15	815 – 785	+ 30
Team 3A	4	6	14	825 – 837	- 12
Team 3B	3	7	13	780 – 841	- 61

D.5.2 To classify teams eliminated at the tournament after the Group Phase, and the qualification for the Quarterfinals and/or the Quarterfinals, the 4 eliminated teams at each respective elimination phase shall be placed in one group. The following criteria shall apply in the order listed below:

- Higher group placing after all games played in the Group Phase.
- Better win-loss record of all games played in the Group Phase.
- Higher game points difference of all games played in the Group Phase.
- Higher number of the game points scored in all games played in the Group Phase.

If these criteria still cannot decide, the relevant FIBA ranking shall decide on the classification.

Example

The final standings of 16 teams, divided for the Group Phase in 4 groups of 4 teams is as follows:

Group A	Wins	Losses	Classification points	Game points	Game points difference
Team A1	3	0	6	300 – 223	+ 77
Team A2	2	1	5	255 – 266	- 11
Team A3	1	2	4	250 – 270	- 20
Team A4	0	3	3	245 – 291	- 46

Group B	Wins	Losses	Classification points	Game points	Game points difference
Team B1	3	0	6	237 – 165	+ 72
Team B2	2	1	5	271 – 209	+ 62
Team B3	1	2	4	197 – 252	- 55
Team B4	0	3	3	184 – 263	- 79

Group C	Wins	Losses	Classification points	Game points	Game points difference
Team C1	3	0	6	283 – 225	+ 58
Team C2	2	1	5	249 – 225	+ 24
Team C3	1	2	4	232 – 251	- 19
Team C4	0	3	3	212 – 275	- 63

Group D	Wins	Losses	Classification points	Game points	Game points difference
Team D1	3	0	6	312 – 242	+ 70
Team D2	2	1	5	260 – 265	- 5
Team D3	1	2	4	239 – 246	- 7
Team D4	0	3	3	195 – 253	- 58

Final classification of 4 teams (13th – 16th) eliminated after the Group Phase.

The teams placed 1st in each group of the Group Phase are directly qualified for the Quarterfinals. The teams placed 4th in each group in the Group Phase are eliminated. The table of the team's final classification is as follows:

Final classification	Classification points	Game points	Game points difference
13th Team A4	3	245 – 291	- 46
14th Team D4	3	195 – 253	- 58
15th Team C4	3	212 – 275	- 63
16th Team B4	3	184 – 263	- 79

Final classification of 4 teams (9th – 12th) eliminated after the qualification for the Quarterfinals.

The teams placed 2nd and 3rd in each group of the Group Phase shall play one elimination game as follows: A2 v B3, B2 v A3, C2 v D3, D2 v C3. The winning teams (example: A2, A3, D3, D2) are qualified for the Quarterfinals. The losing teams (example: B3, B2, C2, C3) are eliminated. The table of the team's final classification is as follows:

Final classification	Classification points	Game points	Game points difference
9th Team B2	5	271 – 209	+ 62
10th Team C2	5	249 – 225	+ 24
11th Team C3	4	232 – 251	- 19
12th Team B3	4	197 – 252	- 55

Final classification of 4 teams (5th – 8th) eliminated after the Quarterfinals.

The 4 winning teams of the elimination for the Quarterfinals games shall play one elimination game for the Semi-Finals as follows: A1 v D3, B1 v D2, C1 v A2, D1 v A3. The winning teams (example: A1, B1, C1, D1) are qualified for the Semi-Finals. The losing teams (example: D3, D2, A2, A3) are eliminated. The table of the team's final classification is as follows:

Final classification	Classification points	Game points	Game points difference
5th Team D2	5	260 – 265	- 5
6th Team A2	5	255 – 266	- 11
7th Team D3	4	239 – 246	- 7
8th Team A3	4	250 – 270	- 20

D.6 Home and away games (aggregate score)

D.6.1 For a 2-games home and away total points series (aggregated score) competition system, the 2 games shall be considered as 1 game of 80 minutes duration.

D.6.2 If the score is tied at the end of the first game, no overtime shall be played.

D.6.3 If the aggregated score of both games is tied, the second game shall continue with as many overtimes of 5 minutes as necessary to break the tie.

D.6.4 The winner of the series shall be the team that:

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

D.7 Examples

D.7.1 Example 1

A vs B 80 – 75
B vs A 72 – 73

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

D.7.2 Example 2

A vs B 80 – 75
B vs A 73 – 72

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

D.7.3 Example 3

A vs B 80 – 80
B vs A 92 – 85

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

D.7.4 Example 4

A vs B 80 – 85
B vs A 75 – 75

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

D.7.5 Example 5

A vs B 83 – 81
B vs A 79 – 77

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

B vs A 95 – 88

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

D.7.6 Example 6

A vs B 76 – 76
B vs A 84 – 84

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

B vs A 94 – 91

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

APPENDIX E – MEDIA TIME-OUTS

E.1 Definition

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

E.2 Rule

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

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

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

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

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

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

E.3 Procedure

E.3.1 Ideally, the Media time-out shall be taken before the game clock shows 5:00 minutes or less remaining in the quarter. However, there is no guarantee that this shall be the case.

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

E.3.3 If either team has been granted a time-out before the game clock shows 5:00 minutes or less remaining in the quarter, that time-out shall be used as a Media time-out.

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

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

APPENDIX F – INSTANT REPLAY SYSTEM

F.1 Definition

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

F.2 Procedure

F.2.1 The referees are authorised to use the IRS until the crew chief has signed the scoresheet, within the limits provided in this Appendix.

F.2.2 The review shall take place when the referees have stopped the game for any reason, after the situation for the review has occurred, unless otherwise stated in Article 45 (Correctable errors).

F.2.3 For the use of the IRS the following procedure shall apply:

- The crew chief shall approve the IRS equipment before the game, if available.
- The crew chief makes the decision whether the review shall be used or not.
- If a decision of the referees is subject to the review, the initial decision must be shown by the referees on the court.
- After gathering all information from the other referees, table officials and commissioner, if present, the crew chief shall start the review as fast as possible.
- The crew chief and at a minimum of 1 umpire (who made the call) shall take part in the review. If the crew chief made the call, one of the umpires shall be chosen to accompany the review.
- During the review the crew chief shall ensure that no unauthorised persons have access to the IRS monitor.
- The review shall take place before time-outs or substitutions are administered, an interval of play starts, or the game is resumed.
- If a time-out has started or a substitution has occurred when the referees identify the need for a review, the time-out and any substitutions shall be cancelled until the final decision is communicated.
- After the final decision is communicated, either head coach may request a time-out or may withdraw it, or either player may request a substitution.
- After the review the referee who made the call shall report the final decision and the game shall be resumed accordingly.
- The initial decision of the referee(s) can be corrected only if the review provides the referees with clear and conclusive visual evidence for the correction.

F.3 Rule

The following game situations may be reviewed:

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

- whether a shot for a successful goal was released before the game clock signal sounded for the end of the quarter or overtime.
- whether and how much time shall be displayed on the game clock, if
  - an out-of-bounds violation of the shooter occurred,
  - a shot clock violation occurred,
  - an 8-second violation occurred,
  - a foul was committed

  before the end of the quarter or overtime.

The interval of play shall not start until after the IRS decision is communicated and any additional playing time in the quarter or overtime is completed.

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

- whether a shot for a successful goal was released before the shot clock signal sounded.
  - The referees are authorised to stop the game immediately to review whether a successful goal was released before the shot clock signal sounded.
  - The referees must identify the need for the review which must take place after the goal when the referees have stopped the game for the first time for any reason.
- when a foul was committed away from a shooting situation
  - whether the game or shot clock had expired,
  - whether the act of shooting had started when the foul was committed by an opponent of the shooter, or
  - whether the ball was still in the hand(s) of the shooter when the foul was committed by a team-mate of the shooter.
- whether the ball was still in the hand(s), or at the disposal, of the thrower-in when a foul was committed by a defensive team during the throw-in situation.
- whether a goaltending or basket interference violation was called correctly. When the review determines that a goaltending or basket interference violation was not called correctly the game shall be resumed as follows, if after the call:
  - The ball has legally entered the basket, the goal shall count and the defensive team shall be entitled to a throw-in from the endline.
  - A player of either team has gained an immediate and clear control of the ball, that team shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.
  - Neither team has gained an immediate and clear control of the ball, a jump ball situation occurs.
- to identify the player who has caused the ball to go out-of-bounds.

F.3.3 At any time of the game,

- whether the successful goal was released from the 2- or 3-point area.
  - The referees are authorised to stop the game immediately to review whether a successful goal was released from the 2- or 3-point area.
  - The review must take place when the referees have stopped the game for the first time for any reason after the goal.
- whether 2 or 3 free throws shall be awarded, after a foul was committed on a shooter for an unsuccessful goal.
- whether a goaltending or basket interference violation occurred after a foul was committed and whether any such violation was called correctly.
- whether a personal, disruptive, flagrant or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- whether a technical foul shall be considered as a disruptive, flagrant or disqualifying foul.
- whether one of the correctable errors category 1 has occurred and is still correctable within the limits defined in Article 45 (Correctable errors). If so:
  - The referees are authorised to stop the game immediately to review whether a correctable error category 1 has occurred.
  - The error may only be corrected as defined in Article 45 (Correctable errors).

- whether one of the correctable errors category 2 has occurred and is still correctable within the limits defined in Article 45 (Correctable errors). If so, the error may only be corrected as defined in Article 45 (Correctable errors).
- after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
- to identify the correct free-throw shooter.
- to identify the involvement of players and persons permitted to sit on the team benches during any act of violence or potential act of violence.
  - The referees are authorised to stop the game immediately to review any act of violence or potential act of violence.
  - The review must take place before the ball becomes live after the referees have stopped the game for the first time for any reason, following the act of violence or potential act of violence.

F.4 Head coach's challenge

F.4.1 In all games where the Instant Replay System (IRS) is used the head coach may request a head coach's challenge (HCC), i.e. ask the nearest referee to verify the decision of referees by using the IRS to review the game situation.

F.4.2 For the HCC, the following procedure shall apply:

- The head coach shall be granted only one HCC in a game, regardless of whether the challenge is successful or not.
- Only the game situations as in the Appendix F.3 may be challenged.
- The time restrictions within Appendix F.3.1 and 3.2 do not apply. The HCC may be requested at any time in the game.
- The head coach requesting a challenge shall establish visual contact with the nearest referee and ask clearly for the HCC. The head coach shall say loudly in English "challenge" and at the same time show the HCC signal (drawing a rectangular with the hands). The request shall be final and irreversible.
- The head coach request for the HCC can be cancelled until the referee grants the request with the HCC signal.
- The head coach must request the HCC and the review must take place at the latest when the referees have stopped the game for the first time after the decision, unless otherwise stated in these rules.
- If the game continued without a stoppage the referees are authorised to stop the game immediately when they identify the HCC unless neither team shall be placed at a disadvantage.
- The head coach shall indicate to the nearest referee the game situation to be reviewed.
- The referee shall notify the scorer, using signal no. 61 that the HCC has been granted.
- During the review the players shall remain on the court.
- If the review provides the challenged decision is in favour of the requesting team, the initial decision shall be overturned.
- If the review provides the challenged decision is not in favour of the requesting team, the initial decision shall remain.
- The referees shall use the same procedure as in the review rule.
- After the referee has reported the final decision of the review, the game shall be resumed as after any review.

END OF RULES AND GAME PROCEDURES

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