



SPORTSPLEX[®]

شركة السركال الرياضية ذ.م.م.
ALSERKAL SPORTS COMPANY LLC

RULES AND REGULATIONS

for

BASKETBALL

(based on FIBA's 2017 Official Basketball Rules)



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THE GAME

Basketball game

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

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

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.

Winner of a game

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



THE TEAMS

Definition

- A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.
- A team member is entitled to play when his name has been entered on the scoresheet before the beginning of the game and as long as he has neither been disqualified nor committed 5 fouls.
- During playing time, a team member is:
 - A player when he is on the playing court and is entitled to play.
 - A substitute when he is not on the playing court but he is entitled to play.
 - An excluded player when he has committed 5 fouls and is no longer entitled to play.
- During an interval of play, all team members entitled to play are considered as players.

Rule

- Each team shall consist of:
 - No more than 12 team members entitled to play, including a captain.
 - A coach and, if a team wishes, an assistant coach.
 - A maximum of 7 accompanying delegation members who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc.
- During playing time 5 players from each team shall be on the playing court and may be substituted.
- A substitute becomes a player and a player becomes a substitute when:
 - The official beckons the substitute to enter the playing court.
 - During a time-out or an interval of play, a substitute requests the substitution to the scorer.

Uniforms

- The uniform of the 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 shirt. The shorts must end above the knee.
 - Socks of the same dominant colour for all players of the team. Socks need to be visible.
- Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.
The numbers shall be clearly visible and:
 - Those on the back shall be at least 20 cm high.
 - Those on the front shall be at least 10 cm high.
 - The numbers shall be at least 2 cm wide.
 - Teams shall use numbers 0 and 00 and from 1 to 99.



- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.
- 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.

Other equipment

- 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.
- Players shall not wear equipment (objects) that may cause injury to other players.
- The following are not permitted:
 - Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
 - Objects that could cut or cause abrasions (fingernails must be closely cut).
 - Hair accessories and jewellery.
- The following are permitted:
 - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - Arm compression sleeves of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour.
 - Leg compression sleeves of the same dominant colour as the shorts, or black, or white, but all players on the team must wear the same colour.
 - Headgear of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour. The headgear shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
 - Knee braces if they are properly covered.
 - Protector for an injured nose, even if made of a hard material.
 - Non-coloured transparent mouth guard.
 - Spectacles, if they do not pose a danger to other players.
 - Wristbands, maximum of 10 cm wide textile material of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour.
 - Taping of arms, shoulders, legs etc. of the same dominant colour as the shirts, or black, or white, but all players on the team must wear the same colour.
 - Ankle braces of transparent colour, or black, or white, but all players on the team must wear the same colour.
- During the game a player may wear shoes of any colour combination, but left and right shoes must match. No flashing lights, reflective material or other adornments are permitted.
- During the game a player may not display any commercial, promotional or charitable name,



mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise.

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

Players: Injury

- In the event of injury to a player(s), the officials may stop the game.
- If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may stop the game immediately.
- If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted unless the team is reduced to fewer than 5 players on the playing court.
- Team bench personnel may enter the playing court, only with the permission of an official, to attend to an injured player before he is substituted.
- A doctor may enter the playing court, without the permission of an official if, in the doctor's judgement, the injured player requires immediate medical treatment.
- During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team, before the scorer's signal for the substitution, that player may continue to play.
- Players who have been designated by the coach to begin the game or who receive treatment between free throws may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

Captain: Duties and powers

- The captain (CAP) is a player designated by his coach to represent his team on the playing court. He may communicate in a courteous manner with the officials during the game to obtain information, however, only when the ball becomes dead and the game clock is stopped.
- The captain shall inform the crew chief no later than 15 minutes following the end of the game, if his team is protesting against the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.

Coaches: Duties and powers

- At least 40 minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain of the team, the coach and the assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the beginning of the game.
- At least 10 minutes before the game is scheduled to begin, each coach shall confirm his agree-



ment with the names and corresponding numbers of his team members and the names of the coaches by signing the scoresheet. At the same time, he shall indicate the 5 players to begin the game. The coach of team 'A' shall be the first to provide this information.

- The team bench personnel are the only persons permitted to sit on the team bench and remain within their team bench area.
- The coach or the assistant coach may go to the scorer's table during the game to obtain statistical information only when the ball becomes dead and the game clock is stopped.
- Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. They may address the players verbally during the game provided they remain within their team bench area. The assistant coach shall not address the officials.
- If there is an assistant coach his name must be entered on the scoresheet before the beginning of the game (his signature is not necessary). He shall assume all duties and powers of the coach if, for any reason, the coach is unable to continue.
- When the captain leaves the playing court the coach shall inform an official of the number of the player who will act as captain on the playing court.
- The captain shall act as player coach if there is no coach, or if the coach is unable to continue and there is no assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the playing court, he may continue to act as coach. If he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.
- The coach shall designate the free-throw shooter of his team in all cases where the free-throw shooter is not determined by the rules.



PLAYING REGULATIONS

Playing time, tied score and extra periods

- The game shall consist of 4 periods of 10 minutes each.
- There shall be an interval of play of 20 minutes before the game is scheduled to begin.
- There shall be the intervals of play of 2 minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period.
- There shall be a half-time interval of play of 15 minutes.
- An interval of play begins:
 - 20 minutes before the game is scheduled to begin.
 - When the game clock signal sounds for the end of the period.
- An interval of play ends:
 - At the beginning of the first period when the ball leaves the hand(s) of the crew chief on the toss for the jump ball.
 - At the beginning of all other periods when the ball is at the disposal of the player taking the throw-in.
- If the score is tied at the end of the fourth period, the game shall continue with as many extra periods of 5 minutes 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 2nd game, this game shall continue with as many extra periods of 5 minutes as necessary to break the tie.

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

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

Beginning and end of a period or the game

- The first period begins when the ball leaves the hand(s) of the crew chief on the toss for the jump ball.
- All other periods begin when the ball is at the disposal of the player taking the throwin.
- The game cannot begin if one of the teams is not on the playing court with 5 players ready to play.
- For all games, the first team named in the schedule (home team) shall have the team bench and its own basket on the left side of the scorer's table, facing the playing court. However, if the 2 teams agree, they may interchange the team benches and/or baskets.
- Before the first and third period, teams are entitled to warm-up in the half of the playing court in which their opponents' basket is situated.
- Teams shall exchange baskets for the second half.
- In all extra periods the teams shall continue to play towards the same baskets as in the fourth period.



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

Status of the ball

- The ball can be either live or dead.
- The ball becomes live when:
 - During the jump ball, the ball leaves the hand(s) of the crew chief on the toss.
 - During a free throw, the ball is at the disposal of the free-throw shooter.
 - During a throw-in, the ball is at the disposal of the player taking the throw-in.
- The ball becomes dead when:
 - Any field goal or free throw is made.
 - An official blows his whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 1. Another free throw(s).
 2. A further penalty (free throw(s) and/or possession).
 - The game clock signal sounds for the end of the period.
 - The shot clock signal sounds while a team is in control of the ball.
 - The ball in flight on a shot for a field goal is touched by a player from either team after:
 1. An official blows his whistle.
 2. The game clock signal sounds for the end of the period.
 3. The shot clock signal sounds.
- The ball does not become dead and the goal counts if made when:
 - The ball is in flight on a shot for a field goal and:
 1. An official blows his whistle.
 2. The game clock signal sounds for the end of the period.
 3. The shot clock signal sounds.
 - The ball is in flight on a free throw and an official blows his whistle for any rule infraction other than by the free-throw shooter.
 - A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred.

This provision does not apply and the goal shall not count if

 1. after an official blows his whistle and an entirely new act of shooting is made.
 2. during the continuous motion of a player in the act of shooting the game clock signal sounds for the end of the period or the shot clock signal sounds.

Location of a player and an official

- The location of a player is determined by where he is touching the floor. While he is airborne, he retains the same status he had when he last touched the floor. This includes the boundary line, the centre line, the 3-point line, the free-throw line, the lines delimiting the restricted area and the lines delimiting the no-charge semi-circle area.



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

Jump ball and alternating possession

- **Jump ball definition**
 - A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first period.
 - 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.
- **Jump ball procedure**
 - Each jumper shall stand with both feet inside the half of the centre circle nearest to his own basket with one foot close to the centre line.
 - Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.
 - The official shall then toss the ball vertically upwards between the 2 opponents, higher than either of them can reach by jumping.
 - The ball must be tapped with the hand(s) of at least one of the jumpers after it reaches its highest point.
 - Neither jumper shall leave his position until the ball has been legally tapped.
 - Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor.
 - If the ball is not tapped by at least one of the jumpers, the jump ball shall be repeated.
 - 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 any of the above procedures is a violation.
- **Jump ball situations**

A jump ball situation occurs when:

 - A held ball is called.
 - The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
 - A double free-throw violation occurs during an unsuccessful last or only free throw.
 - A live ball lodges between the ring and the backboard (except between free throws and after the last or only free throw followed by a throw-in at the centre line extended, opposite the scorer's table).
 - The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
 - After the cancellation of equal penalties against both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
 - All periods other than the first period are to begin.
- **Alternating possession definition**
 - Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.
 - Alternating possession throw-in:



1. Begins when the ball is at the disposal of the player taking the throw-in.
 2. Ends when:
 - a. The ball touches or is legally touched by a player on the playing court.
 - b. The team taking the throw-in commits a violation.
 - c. A live ball lodges between the ring and the backboard during a throw-in.
- **Alternating possession procedure**
 - In all jump ball situations teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.
 - The team that does not gain control of the live ball on the playing court after the jump ball will be entitled to the first alternating possession.
 - The team entitled to the next alternating possession at the end of any period shall begin the next period with a throw-in at the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.
 - The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.
 - A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The direction of the alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in at the place of the original throw-in.
 - A foul by either team:
 1. Before the beginning of a period other than the first period, or
 2. During the alternating possession throw-in, does not cause the team entitled to the throw-in to lose that alternating possession.

How the ball is played

- **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.
- **Rule**

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

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

An infraction the above mentioned rule is a violation.

Control of the ball

- **Definition**

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



- Team control continues when:
 - A player of that team is in control of a live ball.
 - The ball is being passed between team-mates.
- Team control ends when:
 - An opponent gains control.
 - The ball becomes dead.
 - The ball has left the player's hand(s) on a shot for a field goal or for a free throw.

Player in the act of shooting

- **Definition**
 - A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.
 - A tap is when the ball is directed with the hand(s) towards the opponents' basket.
 - A dunk is when the ball is forced downwards into the opponents' basket with one or both hands.
 - A tap and a dunk are also considered as shots for a field goal.
- **The act of shooting:**
 - Begins when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing, tapping or dunking the ball towards the opponents' basket.
 - Ends when the ball has left the player's hand(s) and, in the case of an airborne shooter, both feet have returned to the floor.

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

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

- **A continuous movement in the act of shooting:**
 - Begins when the ball has come to rest in the player's hand(s) and the shooting motion, usually upward, has started.
 - May include the player's arm(s) and/or body movement in his attempt to shoot for a field goal.
 - Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made.
 - When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting.

Goal: When made and its value

- **Definition**
 - A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely.
 - The ball is considered to be within the basket when the slightest part of the ball is within the basket and below the level of the ring.
- **Rule**



- A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows:
 - A goal released from a free throw counts 1 point.
 - A goal released from the 2-point field goal area counts 2 points.
 - A goal released from the 3-point field goal area counts 3 points.
 - After the ball has touched the ring on a last or only free throw and is legally touched by an offensive or defensive player before it enters the basket, the goal counts 2 points.
- If a player accidentally scores a field goal in his team's basket, the goal counts 2 points and shall be recorded as having been scored by the captain of the opposing team on the playing court.
- If a player deliberately scores a field goal in his team's basket, it is a violation and the goal does not count.
- If a player causes the entire ball to pass through the basket from below, it is a violation.
- The game clock must indicate 0:00.3 (3 tenths of a second) or more for a player to gain control of the ball on a throw-in or on a rebound after the last or only free throw in order to attempt a shot for a field goal. If the game clock indicates 0:00.2 or 0:00.1 the only type of a valid field goal made is by tapping or directly dunking the ball.

Throw-in

- **Definition**

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

- **Procedure**

- An official must hand or place the ball at the disposal of the player taking the throw-in. He may also toss or bounce pass the ball provided that:
 1. The official is no more than 4 m from the player taking the throw-in.
 2. The player taking the throw-in is at the correct place as designated by the official.
- The player shall take the throw-in at the place nearest to the infraction or where the game was stopped by the official, except directly behind the backboard.
- In the following situations the subsequent throw-in shall be administered at the centre line extended, opposite the scorer's table:
 1. At the beginning of all periods other than the first period.
 2. Following a free throw(s) resulting from a technical, unsportsmanlike or disqualifying foul.

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

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



est to the infraction.

- Whenever the ball enters the basket, but the field goal or the free throw is not valid, the subsequent throw-in shall be administered at the free-throw line extended.
- Following a successful field goal or a successful last or only free throw:
 1. Any player of the non-scoring team shall take the throw-in at any place behind that team's endline. This is also applicable after an official hands or places the ball at the disposal of the player taking the throw-in after a time-out or after any interruption of the game following a successful field goal or a successful last or only free throw.
 2. The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the 5 second count starts when the ball is at the disposal of the first player out-of-bounds.

- **Rule**

- The player taking the throw-in shall not:
 1. Take more than 5 seconds to release the ball.
 2. Step into the playing court while having the ball in his hand(s).
 3. Cause the ball to touch out-of-bounds, after it has been released on the throw-in.
 4. Touch the ball on the playing court before it has touched another player.
 5. Cause the ball to enter the basket directly.
 6. Move from the designated throw-in place behind the boundary line laterally in one or both directions, exceeding a total distance of 1 m before releasing the ball.
He is, however, permitted to move directly backwards from the boundary line as far as circumstances allow.
- During the throw-in other player(s) shall not:
 1. Have any part of their bodies over the boundary line before the ball has been thrown-in across the boundary line.
 2. Be closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance between the boundary line and any out-of-bounds obstructions.

An infraction of the above mentioned rules is a violation.

- **Penalty**

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

Time-out

- **Definition**

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

- **Rule**

- Each time-out shall last 1 minute.
- A time-out may be granted during a time-out opportunity.
- A time-out opportunity begins when:
 1. For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
 2. For both teams, the ball becomes dead following a successful last or only free throw.
 3. For the non-scoring team, a field goal is scored.
- A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for



- a first or only free throw.
 - Each team may be granted:
 1. 2 time-outs during the first half,
 2. 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
 3. 1 time-out during each extra period.
 - Unused time-outs may not be carried over to the next half or extra period.
 - A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called.
 - A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth period and in each extra period and, following a successful field goal unless an official has interrupted the game.
 - **Procedure**
 - Only a coach or assistant coach has the right to request a time-out. He shall establish visual contact with the scorer or he shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his hands.
 - A time-out request may be cancelled only before the scorer's signal has sounded for such a request.
 - The time-out period:
 1. Begins when the official blows his whistle and gives the time-out signal.
 2. Ends when the official blows his whistle and beckons the teams back on the playing court.
 - As soon as a time-out opportunity begins, the scorer shall sound his signal to notify the officials that a team has requested a time-out.
 - If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound his signal.
 - During the time-out and during an interval of play before the beginning of the second, fourth or each extra period the players may leave the playing court and sit on the team bench and the team bench personnel may enter the playing court provided they remain within the vicinity of their team bench area.
 - If the request for the time-out is made by either team after the ball is at the disposal of the free-throw shooter for the first or only free throw, the time-out shall be granted if:
 1. The last or only free throw is successful.
 2. The last or only free throw is followed by a throw-in at the centre line extended, opposite the scorer's table.
 3. A foul is called between free throws. In this case the free throw(s) will be completed and the time-out will be permitted before the new foul penalty is administered.
 4. A foul is called before the ball becomes live after the last or only free throw. In this case the time-out will be permitted before the new foul penalty is administered.
 5. A violation is called before the ball becomes live after the last or only free throw. In this case the time-out will be permitted before the throw-in is administered.
- In the event of consecutive sets of free throws and/or possession of the ball resulting from



more than 1 foul penalty, each set is to be treated separately.

Substitution

- **Definition**

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

- **Rule**

- A team may substitute a player(s) during a substitution opportunity.
- A substitution opportunity begins when:
 1. For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
 2. For both teams, the ball becomes dead following a successful last or only free throw.
 3. For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period.
- A substitution opportunity ends when the ball is at the disposal of a player for a throwin or a first or only free throw.
- A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game, unless:
 1. The team is reduced to fewer than 5 players on the playing court.
 2. 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.
- A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful field goal when the game clock shows 2:00 minutes or less in the fourth period and in each extra period unless an official has interrupted the game.

- **Procedure**

- Only a substitute has the right to request a substitution. He (not the coach or the assistant coach) shall go to the scorer's table and ask clearly for a substitution, making the proper conventional sign with his hands, or sit on the substitution chair. He must be ready to play immediately.
- A substitution request may be cancelled only before the scorer's signal has sounded for such a request.
- As soon as a substitution opportunity begins the scorer shall sound his signal to notify the officials that a request for a substitution has been made.
- The substitute shall remain outside the boundary line until the official blows his whistle, gives the substitution signal and beckons him to enter the playing court.
- The player being substituted is permitted to go directly to his team bench without reporting either to the scorer or the official.
- Substitutions shall be completed as quickly as possible. A player who has committed 5 fouls or has been disqualified must be substituted immediately (within approximately 30 seconds). If, in the judgement of an official, there is a delay of the game, a time-out shall be charged against the offending team. If the team has no time-out remaining a technical foul for delaying the game may be charged against the coach, recorded as 'B'.
- If a substitution is requested during a time-out or during an interval of play other than the



half-time interval, the substitute must report to the scorer before entering the game.

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

1. Is injured.
2. Has committed 5 fouls.
3. Has been disqualified.

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

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

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

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

Game lost by forfeit

• Rule

– A team shall lose the game by forfeit if:

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

• Penalty

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

Game lost by default

• Rule

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

• Penalty

- If the team to which the game is awarded is ahead, the score shall stand as at the time



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

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



VIOLATIONS

Violations

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

Player out-of-bounds and ball out-of-bounds

- **Definition**
 - A player is out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line.
 - The ball is out-of-bounds when it touches:
 1. A player or any other person who is out-of-bounds.
 2. The floor or any object above, on or outside the boundary line.
 3. The backboard supports, the back of the backboards or any object above the playing court.
- **Rule**
 - 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.
 - 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.
 - If a player(s) move(s) to out-of-bounds or to his backcourt during a held ball, a jump ball situation occurs.

Dribbling

- **Definition**
 - A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor or deliberately throws it against the backboard.
 - A dribble starts when a player, having gained control of a live ball on the playing court, throws, taps, rolls, dribbles it on the floor or deliberately throws it against the backboard and touches it again before it touches another player.

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.
 - During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his hand. There is no limit to the number of steps a player may take when the ball is not in contact with his hand.
 - A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.
 - The following are not dribbles:
 1. Successive shots for a field goal.
 2. Fumbling the ball at the beginning or at the end of a dribble.



3. Attempts to gain control of the ball by tapping it from the vicinity of other players.
4. Tapping the ball from the control of another player.
5. Deflecting a pass and gaining control of the ball.
6. Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.

- **Rule**

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

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

Travelling

- **Definition**

- Travelling is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court.
- A pivot is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept at its point of contact with the floor.

- **Rule**

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

- A player who catches the ball while standing with both feet on the floor:
 1. The moment one foot is lifted, the other foot becomes the pivot foot.
 2. To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
 3. To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s).
- A player who catches the ball while he is progressing, or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball:
 1. If receiving the ball the player shall release the ball to start his dribble before his second step.
 2. The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
 3. The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
 4. If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously he may pivot using either foot as his pivot foot. If he then jumps with both feet no foot may return to the floor before the ball is released from the hand(s).
 5. If a player lands with one foot he may only pivot using that foot.
 6. If a player jumps off one foot on the first step he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor no foot may return to the floor before the ball is released from the hand(s).



7. If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot.
 8. A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.
- A player falling, lying or sitting on the floor:
 1. It is legal when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
 2. It is a violation if the player then rolls or attempts to stand up while holding the ball.

3 seconds

- Rule

- A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.
- Allowances must be made for a player who:
 1. Makes an attempt to leave the restricted area.
 2. Is in the restricted area when he or his team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
 3. Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.
- To establish himself outside the restricted area, the player must place both feet on the floor outside the restricted area.

Closely guarded player

- Definition

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

- Rule

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

8 seconds

- 28.1. Rule

- Whenever:
 1. A player in the backcourt gains control of a live ball,
 2. On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt, that team must cause the ball to go into its frontcourt within 8 seconds.
- The team has caused the ball to go into its frontcourt whenever:
 1. The ball, not in control of any player, touches the frontcourt,
 2. The ball touches or is legally touched by an offensive player who has both feet completely in contact with his frontcourt,
 3. The ball touches or is legally touched by a defensive player who has part of his body in contact with his backcourt,



4. The ball touches an official who has part of his body in contact with the frontcourt of the team in control of the ball.
 5. During a dribble from the backcourt to the frontcourt, the ball and both feet of the dribbler are completely in contact with the frontcourt.
- The 8 second period will continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of:
 1. A ball having gone out-of-bounds.
 2. A player of the same team having been injured.
 3. A jump ball situation.
 4. A double foul.
 5. A cancellation of equal penalties against both teams.

24 seconds

- **Rule**
 - Whenever:
 1. A player gains control of a live ball on the playing court,
 2. On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball, that team must attempt a shot for a field goal within 24 seconds.
 - To constitute a shot for a field goal within 24 seconds:
 1. The ball must leave the player's hand(s) before the shot clock signal sounds, and
 2. After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.
 - When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:
 1. If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
 2. 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.
 3. If the ball misses the ring, a violation has occurred. However, if the opponents have gained immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

All restrictions related to goaltending and interference shall apply.

- **Procedure**
 - The shot clock shall be reset whenever the game is stopped by an official:
 1. For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
 2. For any valid reason by the team not in control of the ball,
 3. For any valid reason not connected with either team.
In these situations the possession of the ball shall be awarded to the same team that previously had control of the ball. Then
 4. If the throw-in is administered in the backcourt, the shot clock shall be reset to 24 seconds.



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

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

- The shot clock shall be reset to 24 seconds whenever a throw-in is awarded to the opponent team after the game is stopped by an official for a foul or violation committed by the team in control of the ball.
- After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to
 1. 24 seconds, if the opposing team gains control of the ball.
 2. 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.
- If the shot clock signal sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue.

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

Ball returned to the backcourt

- **Definition**
 - A team is in control of a live ball in their frontcourt if
 1. a player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
 2. the ball is passed between the players of that team in their frontcourt.
 - A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to their backcourt if a player of that team is the last to touch the ball in his frontcourt and the ball is then first touched by a player of that team
 1. who has part of his body in contact with the backcourt or
 2. after the ball has touched the backcourt of that team.

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

- **Rule**

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

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



Goaltending and Interference

- **Definition**
 - A shot for a field goal or a free throw:
 1. Begins when the ball leaves the hand(s) of a player in the act of shooting.
 2. Ends when the ball:
 - a. Enters the basket directly from above and remains within the basket or passes through the basket entirely.
 - b. No longer has the possibility to enter the basket.
 - c. Touches the ring.
 - d. Touches the floor.
 - e. Becomes dead.
- **Rule**
 - Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and:
 1. It is on its downward flight to the basket, or
 2. After it has touched the backboard.
 - 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.
 - The goaltending restrictions apply until:
 1. The ball no longer has the possibility to enter the basket.
 2. The ball has touched the ring.
 - Interference occurs when:
 1. After a shot for a field goal or the last or only free throw a player touches the basket or the backboard while the ball is in contact with the ring.
 2. After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket.
 3. A player reaches through the basket from below and touches the ball.
 4. 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.
 5. A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of an official, the ball has been prevented to enter the basket or has been caused to enter the basket.
 6. A player grasps the basket to play the ball.
 - No player shall touch the ball after it has touched the ring while it still has the possibility to enter the basket, when
 1. an official blows the whistle while the ball is in the hands of a player in the act of shooting, or the ball is in flight on a shot for a field goal or on a last or only free throw.
 2. the game clock signal sounds for the end of the period while the ball is in flight on a shot for a field goal.

All restrictions related to goaltending and interference shall apply.
- **Penalty**
 - If the violation is committed by an offensive player, no points can be awarded. The ball shall



be awarded to the opponents for a throw-in at the free-throw line extended, unless otherwise stated in the rules.

- If the violation is committed by a defensive player, the offensive team is awarded:
 1. 1 point, if the ball was released for a free throw.
 2. 2 points, if the ball was released from the 2-point field goal area.
 3. 3 points, if the ball was released from the 3-point field goal area.The awarding of the points is considered as if the ball had entered the basket.
- If the goaltending is committed by a defensive player during a last or only free throw, 1 point shall be awarded to the offensive team, followed by a technical foul penalty charged against the defensive player.



FOULS

Fouls

- **Definition**
 - A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.
 - Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised accordingly.

Contact: General principles

- **Cylinder principle**

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

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

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

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

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

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

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

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

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

- **Legal guarding position**

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

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

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

- **Guarding a player who controls the ball**



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

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

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

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

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

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

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

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

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

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

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

If a defensive player does not respect the elements of time and distance in taking his initial legal guarding position and contact with an opponent occurs, he is responsible for the contact. Once a defensive player has established an initial legal guarding position, he may move to guard his opponent. He may not prevent him from passing by extending his arms, shoulders, hips or legs in his path. He may turn within his cylinder to avoid injury.

- **A player who is in the air**

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



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

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

An opponent may not move into the path of a player after that player has jumped into the air. Moving under a player who is in the air and causing contact is usually an unsportsmanlike foul and in certain circumstances may be a disqualifying foul.

- **Screening: Legal and illegal**

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

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

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

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

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

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

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

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

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

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

- **Charging**

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

- **Blocking**

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

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



If a player disregards the ball, faces an opponent and shifts his position as the opponent shifts, he is primarily responsible for any contact that occurs, unless other factors are involved. The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened.

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

- **No-charge semi-circle areas**

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

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

This rule applies when

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

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

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

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

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

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

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

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



- Create more space for him.
- **Post play**
The principle of verticality (cylinder principle) applies also to post play. The offensive player in the post position and the defensive player guarding him must respect each other's rights to a vertical position (cylinder). It is a foul by an offensive or defensive player in the post position to shoulder or hip his opponent out of position or to interfere with his opponent's freedom of movement using extended arms, shoulders, hips, legs or other parts of the body.
- **Illegal guarding from the rear**
Illegal guarding from the rear is personal contact with an opponent, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify his contact with an opponent from the rear.
- **Holding**
Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.
- **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.
- **Fake a foul**
Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

Personal foul

- **Definition**
 - A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.
A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in any rough or violent play.
- **Penalty**
A personal foul shall be charged against the offender.
 - If the foul is committed on a player not in the act of shooting:
 1. The game shall be resumed with a throw-in by the non-offending team at the place nearest to the infraction.
 2. If the offending team is in the team foul penalty situation, then Art. 41 shall apply.
 - If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:
 1. If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw.
 2. If the shot released from the 2-point field goal area is unsuccessful, 2 free throws.
 3. If the shot released from the 3-point field goal area is unsuccessful, 3 free throws.

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

Double foul

- **Definition**

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

- **Penalty**

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

If at approximately the same time as the double foul

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

Technical foul

- **Rules of conduct**

- The proper conduct of the game demands the full and loyal cooperation of the players and team bench personnel with the officials, table officials and commissioner, if present.
- Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.
- Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.
- The official may prevent technical fouls by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.
- 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.

- **Violence**

- Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the officials and, if necessary, by public order enforcement officers.
- Whenever acts of violence occur involving players or team bench personnel on the playing court or in its vicinity, the officials shall take the necessary action to stop them.
- Any of the above persons who are guilty of flagrant acts of aggression against opponents or

officials shall be disqualified. The crew chief must report the incident to the organising body of the competition.

- Public order enforcement officers may enter the playing court only if requested to do so by the officials. However, should spectators enter the playing court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and officials.
- All other areas, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and the public order enforcement officers.
- Physical actions by players or team bench personnel which could lead to damaging of game equipment must not be permitted by the officials.

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

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

- **Definition**

- A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:
 1. Disregarding warnings given by officials.
 2. Disrespectfully dealing with the officials, the commissioner, the table officials or the team bench personnel.
 3. Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.
 4. Using language or gestures likely to offend or incite the spectators.
 5. Baiting and taunting an opponent
 6. Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
 7. Excessive swinging of elbows.
 8. Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly.
 9. Fake being fouled.
 10. Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of an official, is trying to prevent injury to himself or to another player.
 11. Goaltending during the last or only free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player.
- A technical foul by team bench personnel is a foul for disrespectfully communicating with or touching the officials, the commissioner, the table officials or the opponents, or an infraction of a procedural or an administrative nature.
- A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.
- A coach shall be disqualified for the remainder of the game when:
 1. He is charged with 2 technical fouls ('C') as a result of his personal unsportsmanlike

behaviour.

2. He is charged with 3 technical fouls, either all of them ('B') or one of them ('C'), as a result of the unsportsmanlike behaviour of other team bench personnel.
- If a player or a coach is disqualified under Art. 36.3.3 or Art. 36.3.4, that technical foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.
- **Penalty**
 - If a technical foul is committed:
 1. By a player, a technical foul shall be charged against him as a player foul and shall count as one of the team fouls.
 2. By team bench personnel, a technical foul shall be charged against the coach and shall not count as one of the team fouls.
 - The opponents shall be awarded 1 free throw, followed by:
 1. A throw-in at the centre line extended, opposite the scorer's table.
 2. A jump ball in the centre circle to begin the first period.

Unsportsmanlike foul

- **Definition**
 - An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:
 1. Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
 2. Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
 3. An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition.

This applies until the offensive player begins his act of shooting.
 4. Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.

This applies until the offensive player begins his act of shooting.
 5. Contact by the defensive player on an opponent on the playing court during the last 2 minutes in the fourth period and in each extra period, when the ball is outof- bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.
 - The official must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.
- **Penalty**
 - An unsportsmanlike foul shall be charged against the offender.
 - Free throw(s) shall be awarded to the player who was fouled, followed by:
 1. A throw-in at the centre line extended, opposite the scorer's table.
 2. A jump ball in the centre circle to begin the first period.The number of free throws shall be awarded as follows:
 1. If the foul is committed on a player not in the act of shooting: 2 free throws.
 2. 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.

3. If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.
- A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.
- If a player is disqualified under Art. 37.2.3, the unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Disqualifying foul

- **Definition**
 - A disqualifying foul is any flagrant unsportsmanlike action by a player or team bench personnel.
 - A coach who has received a disqualifying foul shall be replaced by the assistant coach as entered on the scoresheet. If no assistant coach is entered on the scoresheet, he shall be replaced by the captain (CAP).
- **Penalty**
 - A disqualifying foul shall be charged against the offender.
 - Whenever the offender is disqualified according to the respective articles of these rules, he shall go to and remain in his team's dressing room for the duration of the game or, if he so wishes, he shall leave the building.
 - Free throw(s) shall be awarded:
 1. To any opponent, as designated by his coach in the case of a non-contact foul.
 2. To the player who was fouled in the case of a contact foul.
 Followed by:
 1. A throw-in at the centre line extended, opposite the scorer's table.
 2. A jump ball in the centre circle to begin the first period.
 - The number of free throws shall be awarded as follows:
 1. If the foul is a non-contact foul: 2 free throws.
 2. If the foul is committed on a player not in the act of shooting: 2 free throws.
 3. 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.
 4. If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.

Fighting

- **Definition**

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

This article only applies to the team bench personnel who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.
- **Rule**
 - Substitutes, excluded players or team followers who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

- Only the coach and/or assistant coach are permitted to leave the team bench area during a fight, or during any situation which may lead to a fight, to assist the officials to maintain or to restore order. In this situation, they shall not be disqualified.
- If a coach and/or assistant coach leaves the team bench area and does not assist or attempt to assist the officials to maintain or to restore order, they shall be disqualified.
- **Penalty**
 - Irrespective of the number of team bench personnel disqualified for leaving the team bench area, a single technical foul ('B') shall be charged against the coach.
 - If team bench personnel of both teams is disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.
 - If at approximately the same time as the game was stopped because of the fighting:
 1. A valid field goal or a last or only free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in at any place at the endline.
 2. A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the centre line extended, opposite the scorer's table.
 3. Neither team has control of the ball nor was entitled to the ball, a jump ball situation occurs.
 - All disqualifying fouls shall be recorded as described in B.8.3 and shall not count as a team foul.
 - All possible foul penalties against players on the playing court involved in fighting or any situation which leads to a fight, shall be dealt with in accordance with Art. 42.

GENERAL PROVISIONS

5 fouls by a player

- A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.
- A foul by a player who has previously committed 5 fouls is considered as an excluded player's foul and it is charged and entered on the scoresheet against the coach ('B').

Team fouls: Penalty

- **Definition**
 - A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a period.
 - All team fouls committed in an interval of play shall be considered as being committed in the following period or extra period.
 - All team fouls committed in an extra period shall be considered as being committed in the fourth period.
- **Rule**
 - When a team is in the team foul penalty situation, all subsequent player personal fouls committed on a player not in the act of shooting shall be penalised by 2 free throws, instead of a throw-in. The player against whom the foul was committed shall attempt the free throws.
 - 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.

Special situations

- **Definition**

In the same stopped-clock period which follows an infraction, special situations may arise when additional foul(s) are committed.
- **Procedure**
 - All fouls shall be charged and all penalties identified.
 - The order in which all infractions occurred shall be determined.
 - All equal penalties against the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been recorded and cancelled they are considered as never having occurred.
 - The right to possession of the ball as part of the last penalty shall cancel any prior rights to possession of the ball.
 - Once the ball has become live on the first or only free throw or on a throw-in penalty, that penalty can no longer be used for cancelling any remaining penalties.
 - All remaining penalties shall be administered in the order in which they were called.
 - If, after the cancellation of equal penalties against 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:

 1. A valid field goal or a last or only free throw is scored, the ball shall be awarded to the

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

Free throws

- **Definition**

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

- **Rule**

- When a personal, an unsportsmanlike or a disqualifying contact foul is called the free throw(s) shall be awarded as follows:
 1. The player against whom the foul was committed shall attempt the free throw(s).
 2. If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
 3. If he must leave the game due to injury, having committed 5 fouls or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate as designated by his coach shall attempt the free throw(s).
- When a technical or a disqualifying non-contact foul is called, any member of the opponent's team as designated by his coach shall attempt the free throw(s).
- The free-throw shooter shall:
 1. Take a position behind the free-throw line and inside the semi-circle.
 2. 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.
 3. Release the ball within 5 seconds after it is placed at his disposal by the official.
 4. Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
 5. Not fake a free throw.
- The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces, which are considered to be 1 m in depth (Diagram 6).
- During the free throws these players shall not:
 1. Occupy free-throw rebound places to which they are not entitled.
 2. 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.
 3. Distract the free-throw shooter by their actions.
- Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point field goal line until the free throw ends.
- During a free throw(s) to be followed by another set(s) of free throws or by a throwin, all players shall remain behind the free-throw line extended and behind the 3-point field goal line.

An infraction of any of the above rules is a violation.

- **Penalty**

- If a **free throw is successful** and the violation(s) is committed by the free-throw shooter, the point, if made, shall not count.
Any other player's violation which occurs during a shot for a successful free throw or after the violation committed by the free-throw shooter shall be disregarded.
The ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless there is a further free throw(s) or possession penalty to be administered.
- If a **free throw is successful** and the violation(s) is committed by any player(s) other than the free-throw shooter:
 1. The point, if made, shall count.
 2. The violation(s) shall be disregarded.In case of the last or only free throw, the ball shall be awarded to the opponents for a throw-in at any place at the endline.
- If a **free throw is not successful** and the violation is committed by:
 1. A **free-throw shooter** or his **team-mate** on the last or only free throw, the ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless that team is entitled to further possession.
 2. An **opponent** of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
 3. **Both teams**, on the last or only free throw, a jump ball situation occurs.

Correctable errors

- **Definition**

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

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

- **General procedure**

- To be correctable the above-mentioned errors must be recognized by the officials, commissioner, if present, or table officials before the ball becomes live following the first dead ball after the game clock has started following the error.
- An official may stop the game immediately upon recognition of a correctable error, as long as neither team is placed at a disadvantage.
- Any fouls committed, points scored, time used and additional activity which may have occurred after the error has occurred and before its recognition, shall remain valid.
- After the correction of the error the game shall be resumed at the point it was stopped to correct the error, unless otherwise stated in these rules. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.
- Once an error that is still correctable has been recognised, and
 1. the player involved in the correction of the error is on the team bench after being legal-

ly substituted, he must re-enter the playing court to participate in the correction of the error, at which point he becomes a player.

Upon completion of the correction, he may remain in the game unless a legal substitution has been requested again, in which case the player may leave the playing court.

2. the player was substituted due to his injury, having committed 5 fouls or having been disqualified, his substitute must participate in the correction of the error.

- Correctable errors cannot be corrected after the crew chief has signed the scoresheet.
- An error in scorekeeping, time-keeping or shot clock operations involving the score, number of fouls, number of time-outs, game clock and shot clock time consumed or omitted, may be corrected by the officials at any time before the crew chief signs the scoresheet.

- **Special procedure**

- Awarding an unmerited free throw(s).

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

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

2. If the game clock has started and:

a. The team in control of the ball or entitled to the ball at the time the error is recognised is the same team that was in control of the ball at the time the error occurred, or

b. Neither team is in control of the ball at the time the error is recognised, the ball shall be awarded to the team entitled to the ball at the time of the error.

3. If the game clock has started and, at the time the error is recognised, the team in control of the ball or entitled to the ball is the opponent of the team that was in control of the ball at the time of the error, a jump ball situation occurs.

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

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

1. If there has been no change in possession of the ball after the error occurred, the game shall be resumed after correction of the error as after any normal free throw.

2. If the same team scores after having been erroneously awarded possession of the ball for a throw-in, the error shall be disregarded.

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

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