



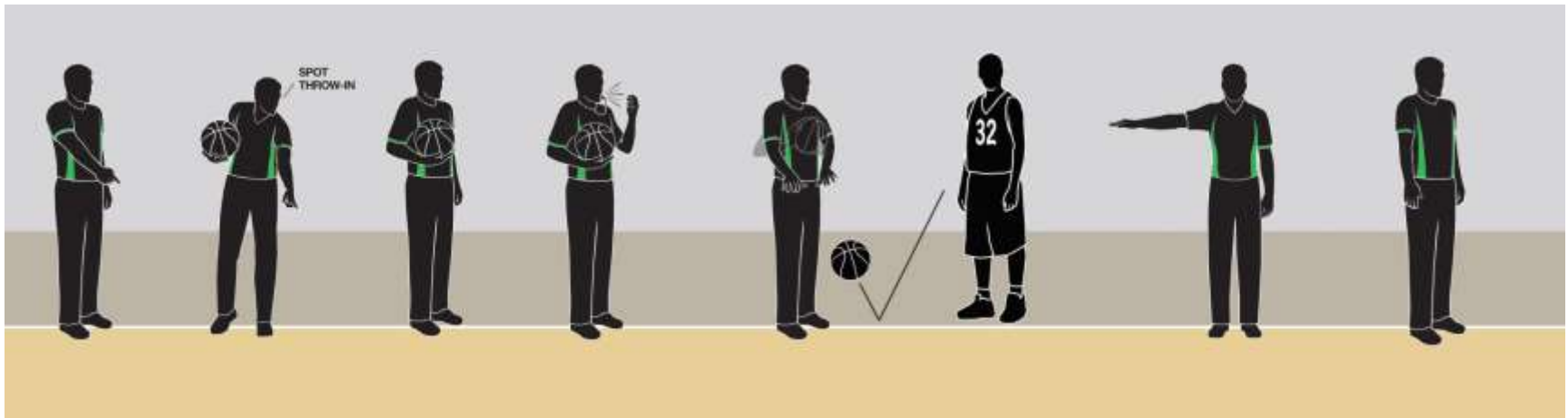
# **FIBA RULES**

- Editorial changes to the rules
- Changes to our mechanics
- Ontario Basketball enforcement

# Endline Throw-In



1. Designate the throw-in spot
2. Ensure thrower-in is at the right spot
3. **Blow the whistle** before placing the ball at the player's disposal for the throw-in.
4. Bounce/Handle the ball to the player for throw-in
5. Valid only on the endline of the front court.



# Endline Throw-In CABO 2-person



- The official will now “box in” the player in this situation. The Lead official will be on the outside of the player with their back to the sideline when handling a throw in.
- The Trail official will now raise their hand and chop in time in the front court when the Lead is handling a throw in. The Lead continues to raise their arm and chop in time as before in this situation.

# New FIBA Signals



## Strike wrist

**NOTE:** Normally used on contact *at the waist level or below.*



## Strike the side of the hand/fist towards the other forearm

**NOTE:** Normally used when contact occurs *on the arm during the act of shooting*

# Art. 10 – Status of the Ball



10.1. The ball can be either live or dead.

10.2. The ball becomes live when:

- During the jump ball, the ball leaves the hand(s) of the referee on the toss.
- During a free throw, the ball is at the disposal of the free-throw shooter.
- During a throw-in, the ball is at the disposal of the player taking the throw-in.

10.3. The ball becomes dead when:

- Any field goal or free throw is made.
- An official blows his whistle while the ball is live.
- It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
  - Another free throw(s).
  - A further penalty (free throw(s) and/or 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:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the period.
  - The shot clock signal sounds.

# Art. 10 – Status of the Ball



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

- **The ball is in flight on a shot for a field goal and:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the period.
  - The 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**

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

# **Art. 10 – Status of the Ball**

## ***Interpretation***



**If a foul is committed against the team who is in the act of shooting, then the ball does not become dead and the goal counts. The act of shooting must have started before the foul, and the shooter must stay in continuous motion and finish the shot. The situation applies to any member of the team that is shooting, and not just the shooter.**

***So A-1 begins a try and A-2 is fouled after the try begins (off the ball likely), if A-1 completes the try and releases the shot then it counts if it scores.***

## **Art. 16 – Goal: When Made & its Value**



### 16.1. Definition

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

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



# Art. 16 – Goal: When Made & its Value



## 16.2. Rule

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

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

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

16.2.3. If a player deliberately scores a field goal in his team's basket, it is a violation and the goal does not count.

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

16.2.5. The game clock 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

# **Art. 16 – Goal: When Made & its Value**

## ***Interpretation***



16-4 Statement. If the ball enters the basket, the value of the field goal is defined by whether the ball

***(a) has entered the basket directly or***

***(b) on the pass is touched by any player or touches the floor before entering the basket.***

16-5 Example: A1 passes the ball from the 3-point field goal area and the ball directly enters the basket.

***Interpretation: Team A shall be awarded 3 points as A1's pass was released from the 3-point field goal area.***

16-6 Example: A1 passes the ball from the 3-point field goal area and the ball is touched by any player or the ball touches the floor

(a) in team A's 2-point field goal area

(b) in team A's 3-point field goal area before it enters the basket.

***Interpretation: In both cases team A shall be awarded 2 points as the ball did not enter the basket directly.***

# Art. 28 – 8 Seconds



## 28.1. Rule

### 28.1.1. Whenever:

- A player in the backcourt gains control of a live ball,
- On a throw-in, the ball touches or is legally touched by any player in the back-court and the team of that player taking the throw-in remains in control of the ball in its backcourt, that team must cause the ball to go into its frontcourt within 8 seconds.

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

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

### 28.1.3. The 8 second period 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:

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

# **Art. 28 – 8 Seconds**

## ***Interpretations***



28-14 Statement. If the game is stopped by an official for any valid reason not connected with either team and if in the judgement of the officials the opponents would be placed at a disadvantage, the 8 second count shall continue from the time it was stopped.

28-15 Example: With 0:25 to play in the last minute of the game and with the score A 72 – B 72, team A gains control of the ball. A1 has dribbled the ball for 4 seconds in his backcourt when the game is stopped by the officials due to

- (a) The game clock or the shot clock failing to run or to start
- (b) A bottle being thrown on the playing court
- (c) The shot clock being erroneously reset.

***Interpretation: In all cases the game shall be resumed with a team A throw-in in their backcourt with 4 seconds remaining on the 8 second count. Team B would be placed at a disadvantage if the game were resumed with a new 8 second count.***

# Art. 28 – 8 Seconds

## *Interpretations*



There are 2 exceptions to the norm for the beginning of an 8 second count. (i.e. starts when a player gets control in the back-court or on a throw in when ANY PLAYER touches the ball)

30.9 Example: A1 is standing with both feet in the backcourt near the centre line when A1 attempts a bounce pass to A2 who is also standing with both feet in the backcourt near the centre line. On the pass, the ball touches the frontcourt before touching A2.

***Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt the 8-second count stopped at the moment the ball has touched the frontcourt. A new 8-second count shall be started as soon as A2 touches the ball.***

30.10 Example: A1 in his backcourt passes the ball towards his frontcourt. The ball is deflected from an official standing on the playing court with both feet straddling the centre line and is next touched by A2 who is still in his backcourt.

***Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt the 8-second count stopped at the moment the ball has touched the official. A new 8-second count shall be started as soon as A2 touches the ball.***

***The reason being that Team A already had control of the ball (just like on a throw in so touching is all that is required).***

# Art 36 – Technical Fouls



## 36.1. Rules of conduct

36.1.1. 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.

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 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.

# Art 36 – Technical Fouls



## 36.3. Definition

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

- Disregarding warnings given by officials.
- Baiting an opponent or obstructing his vision by waving his hands near his eyes.

# Art 36 – Technical Fouls

## *Interpretations*



36-5 Statement. While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as waving a hand(s) to obstruct the shooter's field of vision, shouting loudly, stamping feet heavily or clapping hands near the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning is given if the shooter is not disadvantaged.

**This is something we have been very bad at in Ontario as we have ignored this illegal behaviour, especially the hand in the shooter's face that is put there to distract them. This has become a common action taught by coaches. It needs to be stopped.**

36-6 Example: A1 is in the act of shooting for a field goal when B1 attempts to distract A1 by shouting loudly or stamping feet heavily on the floor. The shot for a field goal is:

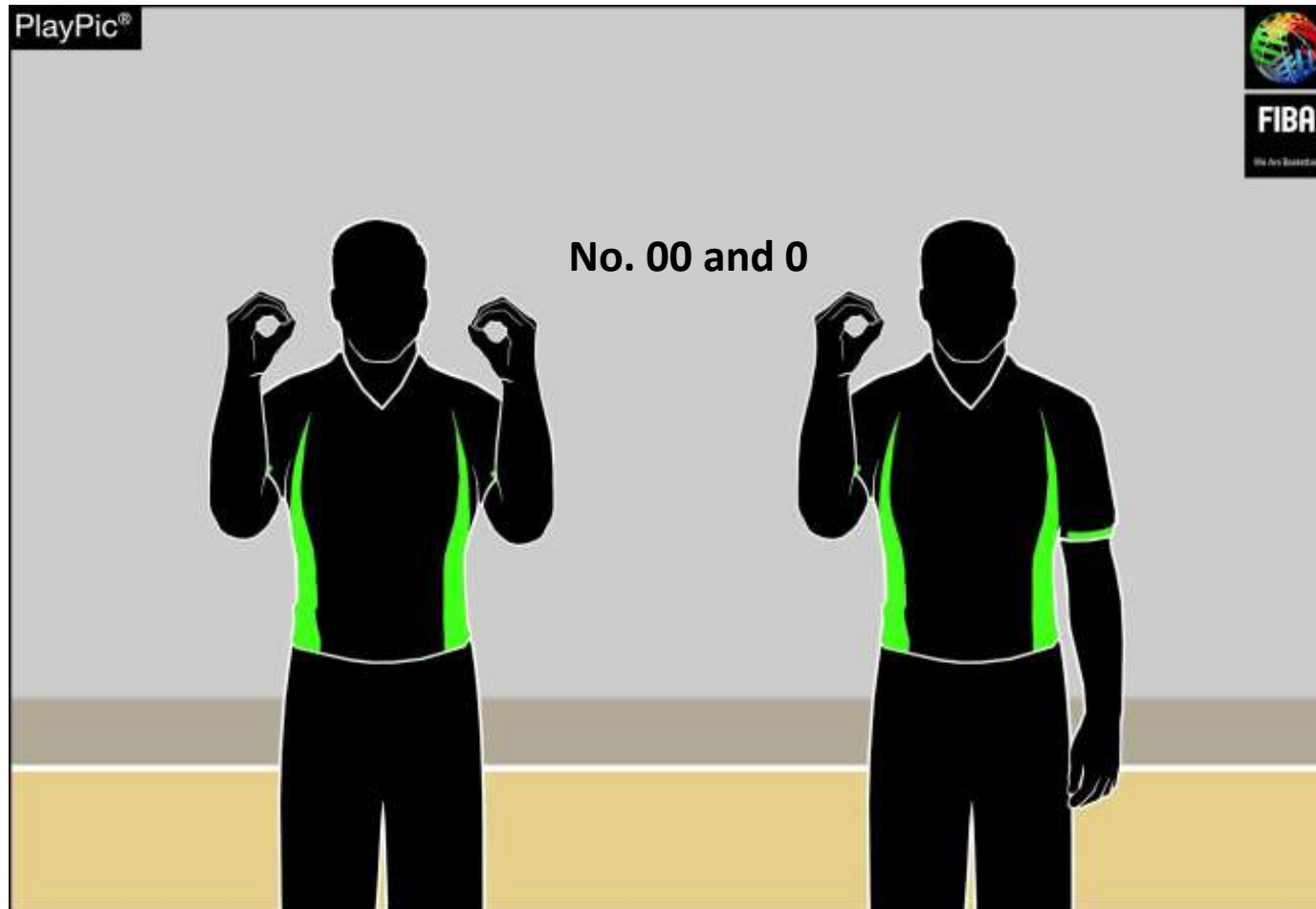
- (a) Successful.
- (b) Unsuccessful.

**Interpretation:**      ***(a) B1 shall be given a warning, which shall also be communicated to coach B. If team B has already been given a warning for similar behaviour, B1 shall be charged with a technical foul.***

***(b) B1 shall be charged with a technical foul.***



# Player Numbers (Reminder)



# Player Numbers (Reminder)



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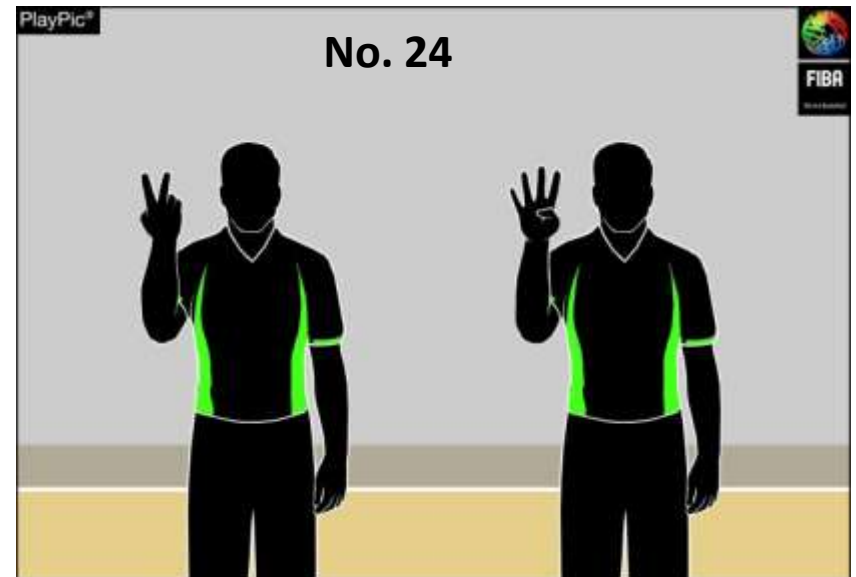
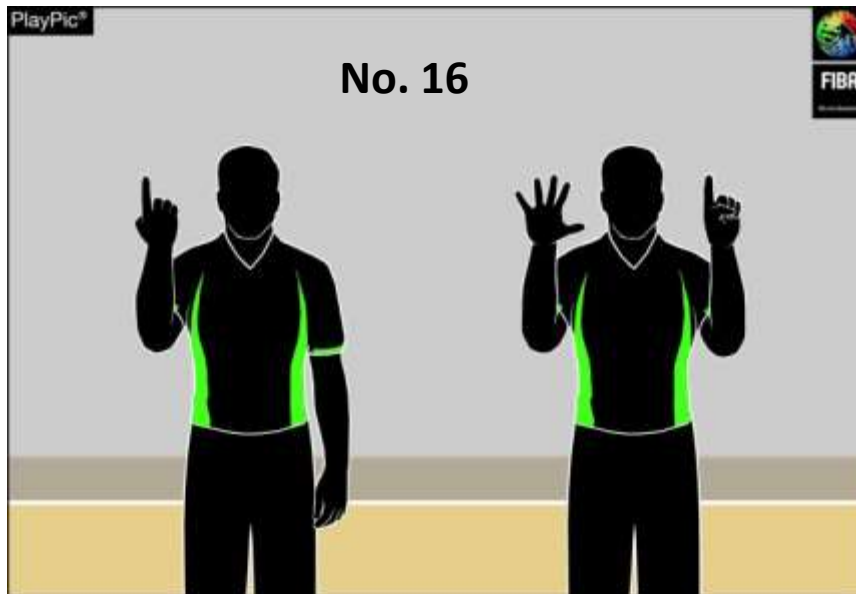
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# Player Numbers (Reminder)



# Player Numbers (Reminder)

