



FIBA

We Are Basketball

2018

RULE CHANGES



30 AUGUST 2018
v 3.0

NOTE



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Abbreviations used in the material

1. PF = Personal Foul
2. UF = Unsportsmanlike Foul
3. DQF = Disqualifying Foul
4. OOB = Out-of-bounds
5. L2M = Last 2 minutes of the 4th quarter or overtime.
6. 1 FT = 1 Free throw
7. 2 FTs + P = 2 Free throws and possession for throw-in
8. GT = Goal tending
9. BI = Basket interference
10. IRS = Instant Replay System

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TERMINOLOGY



**NO MORE
~~PERIOD~~**



QUARTER

**NO MORE
~~EXTRA TIME~~**



OVERTIME

ART 4 - UNIFORMS: ACCESSORIES



**ANY ACCESSORIES
USED BY THE TEAM
MUST BE IN ONE
SAME SOLID COLOUR
(ANY COLOUR)**

- ACCESSORIES ARE:**
- **ARM & LEG SLEEVES**
 - **HEAD GEAR**
 - **HEAD & WRISTBAND**
 - **TAPING**

 - **SHIRT UNDER THE
UNIFORM IS NOT
PERMITTED**

4.4.2. "All players on the team must have all their arm and leg compression sleeves, headgear, wristbands and headbands and tapings of the same solid colour."

ART. 17 - THROW-IN



1. **LAST 2 MINUTES OF 4TH QUARTER
OR OVERTIME**
2. **DEFENSIVE PLAYER CANNOT MOVE
OVER THE BOUNDARY LINE**



REFEREE

- **USES PREVENTIVE WARNING SIGNAL**
- **IF VIOLATION, TF AGAINST
DEFENSIVE PLAYER**



ART. 17 - THROW-IN AFTER AN UF - DQF - FIGHTING



**ALL THROW-INS AS PART OF
AN UF - DQF - FIGHTING
SHALL BE ADMINISTERED
FROM THE THROW-IN LINE
IN THE TEAM'S FRONT COURT**

**IN ALL THE CASES THE TEAM
SHALL HAVE 14 SECONDS ON
THE SHOT CLOCK**



ART. 24 - DRIBBLING



**TO THROW THE BALL
AGAINST THE
BACKBOARD IS NO
LONGER A DRIBBLE**

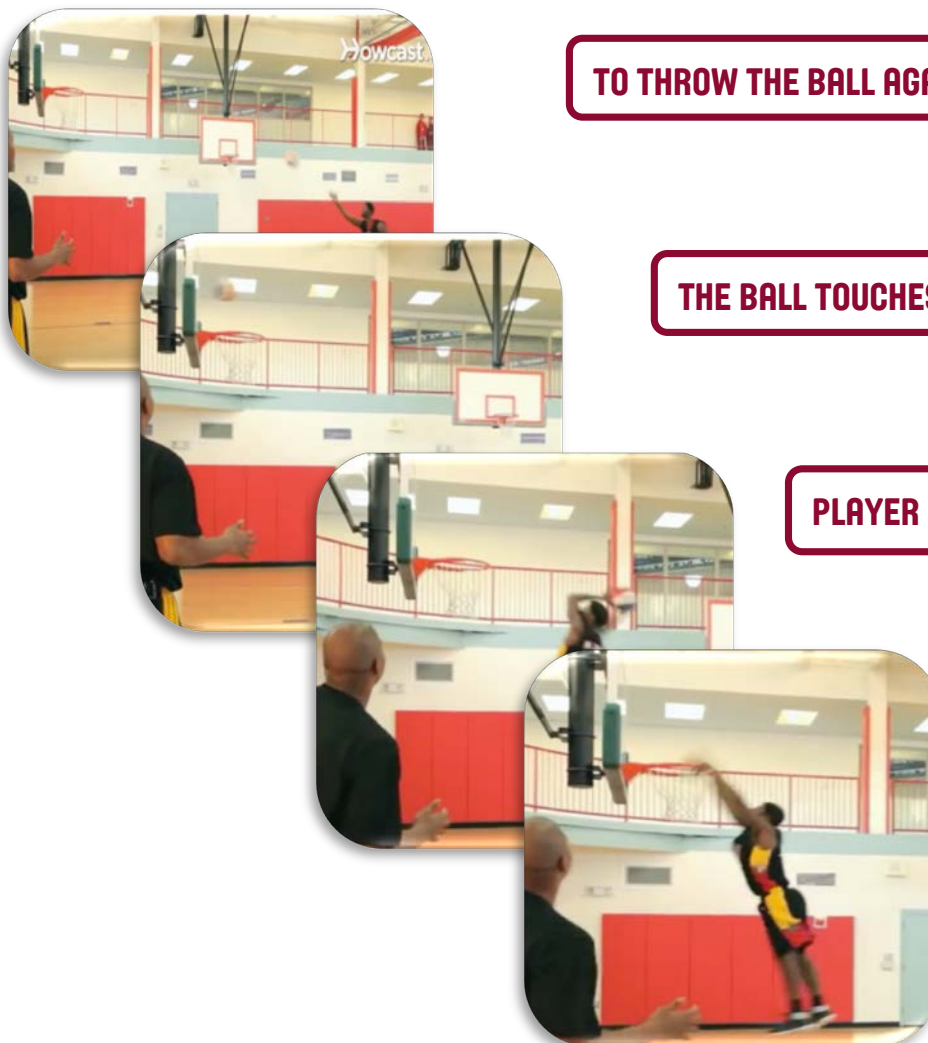
TO THROW THE BALL AGAINST THE BASKET

THE BALL TOUCHES THE BACKBOARD

PLAYER CATCHES THE BALL

**DUNK IS
ALLOWED**

**"BACKBOARD DUNK"
IS ALLOWED AFTER
DRIBBLING**



ART. 29 - 24 SECONDS / 1



**WHENEVER A FOUL OR VIOLATION IS CALLED
AGAINST THE TEAM IN CONTROL OF THE BALL**

**1. SHOT CLOCK
SHALL BE RESET**

**2. THROW-IN FOR THE
OPPONENT TEAM
WITH RESET**

**A. 24 SECONDS
IF THROW-IN IN THE
BACKCOURT**

**B. 14 SECONDS
IF THROW-IN IN THE
FRONT COURT**

24

14

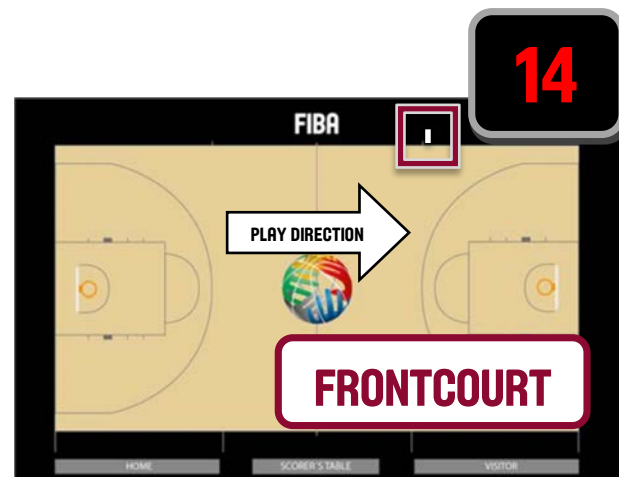
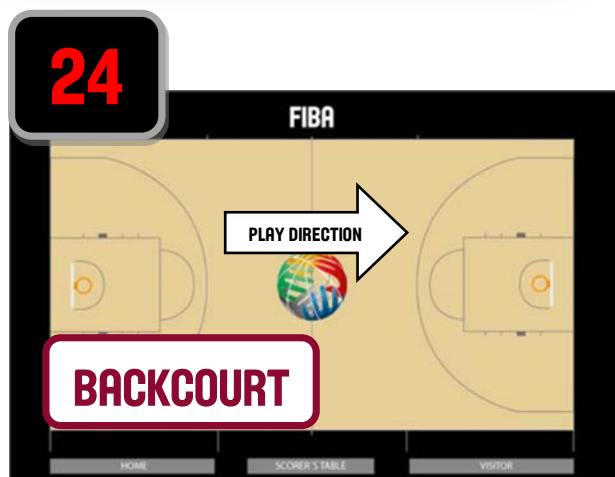
ART. 29 - 24 SECONDS / 2



LAST 2 MINUTES OF THE 4TH QUARTER OR OVERTIME



**COACH WITH A TEAM'S BACKCOURT
THROW-IN DECIDES AFTER HIS TIME-OUT
WHERE THE GAME SHALL BE RESUMED**



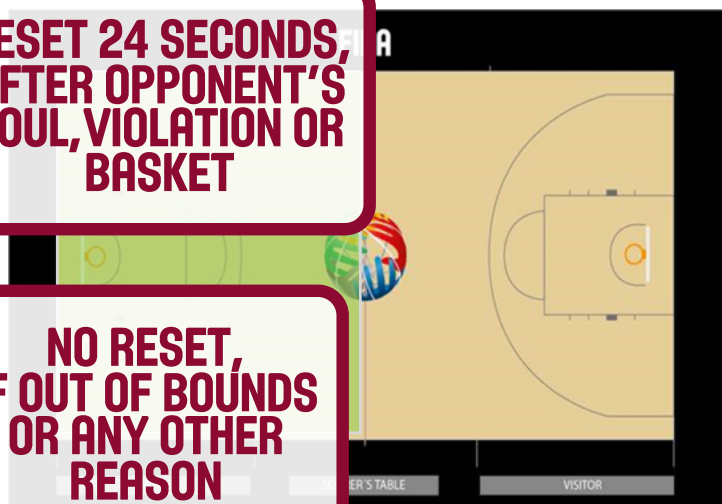
ART. 29 - 24 SECONDS / 3



BACKCOURT

**RESET 24 SECONDS,
AFTER OPPONENT'S
FOUL, VIOLATION OR
BASKET**

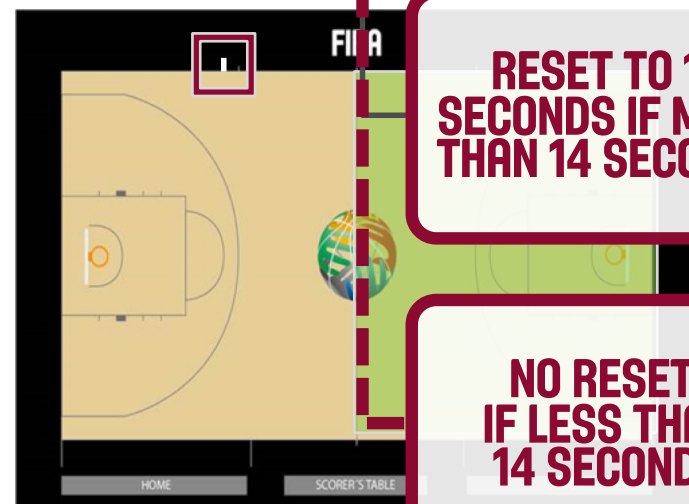
**NO RESET,
IF OUT OF BOUNDS
OR ANY OTHER
REASON**



FRONTCOURT

**RESET TO 14
SECONDS IF MORE
THAN 14 SECONDS**

**NO RESET,
IF LESS THAN
14 SECONDS**



PLAY DIRECTION

ART. 29 - SHOT CLOCK RESET 24 SECONDS PRINCIPLES



24

24

24

24

**A TEAM GAINS
CONTROL OF A LIVE
BALL ON THE
PLAYING COURT**

**THROW-IN AFTER
A VALID FIELD
GOAL**

**THROW-IN FROM
THE BACKCOURT
AFTER A FOUL OR
VIOLATION BY THE
OPPONENT TEAM**

**THE GAME BEING
STOPPED
BECAUSE OF
AN ACTION
CONNECTED WITH
THE TEAM IN NOT
CONTROL OF THE
BALL**

ART. 29 - SHOT CLOCK RESET 14 SECONDS PRINCIPLES



14

**THE SAME TEAM
RECOVERS BALL
CONTROL AFTER AN
UNSUCCESSFUL
SHOT (BALL
TOUCHES THE RING)**

14

**THROW-IN FROM
THE FRONT COURT
AFTER A FOUL OR
VIOLATION BY THE
OPPONENT TEAM**

14

**THROW-IN DURING
AN UF/DQF
PENALTY FROM
THE THROW-IN
LINE IN THE FRONT
COURT**

14

**L2M / TIME-OUT &
COACH'S OPTION:
THROW-IN FROM
THE FRONT COURT
WITH 14 OR MORE
SECONDS OF
POSSESSION**

ART. 29 - SHOT CLOCK NO RESET PRINCIPLES



9

**THE GAME
BEING STOPPED
BECAUSE OF AN
ACTION
CONNECTED
WITH THE TEAM
IN CONTROL OF
THE BALL**

9

**THE GAME
BEING STOPPED
BECAUSE OF AN
ACTION NOT
CONNECTED
WITH EITHER
TEAM, UNLESS
THE OPPONENTS
WOULD BE
PLACED AT A
DISADVANTAGE**

9

**THE TEAM
CONTROLLING
THE BALL
TAKES THE
THROW-IN
AFTER THE
BALL HAVING
GONE OUT-OF-
BOUNDS**

9

**L2M / TIME-OUT
& COACH'S
OPTION:
THROW-IN FROM
THE FRONT COURT
WITH 13 OR LESS
SECONDS**

9

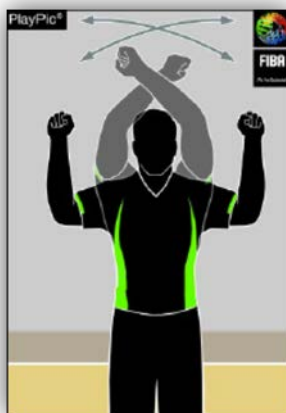
**A TECHNICAL
FOUL IS
COMMITTED
BY THE TEAM
IN CONTROL OF
THE BALL**

ART. 35 - DOUBLE FOUL



TO BE A DOUBLE FOUL

**2 OPPONENT PLAYERS
FOULING EACH OTHER
WITH PHYSICAL
CONTACT AND THERE
IS THE SAME PENALTY**



ART. 36 - TECHNICAL FOUL



PENALTY:
1 FREE THROW,
TO BE ADMINISTERED
IMMEDIATELY (BUT AFTER TIME-OUT)

TO RESUME:
BALL RETURNS TO THE
TEAM WHICH WAS
CONTROLLING THE BALL OR
WAS ENTITLED TO THE BALL



ART. 39 - FIGHTING



**IF A TEAM MEMBER
(SUBSTITUTE, DOCTOR ETC...) LEAVES THE TEAM BENCH AREA DURING A FIGHT**

**WITHOUT BEING INVOLVED:
DISQUALIFIED & TF TO COACH
"F" (2 FT + P) X TEAM**



**BEING ACTIVELY INVOLVED:
DISQUALIFIED FOUL
"D" (2 FT + P) X PERSON**

ART. 46 CREW CHIEF : DUTIES IRS



**LAST TWO MINUTES
OF THE GAME**

**CALLED GT / BI
YES / NO**



**DURING ANY TIME
OF THE GAME**

**SHOOTER 2/3
FREE THROWS**

**PF - UF - DQF
UP OR DOWN**



ART. 50 SHOT CLOCK OPERATOR : DUTIES



BALL LODGED BETWEEN THE RING AND THE BACKBOARD



JUMP BALL SITUATION

**RESET 14" IF BALL FOR TEAM A,
WHO CONTROLLED THE BALL**

**RESET 24" IF BALL FOR TEAM B,
WHO DID NOT CONTROLLED THE BALL**

EQUIPMENT: SHOT CLOCK DEVICE



**FIBA LEVEL 1 COMPETITIONS
SHOT CLOCK
WITH DOUBLE SIDED DISPLAYS
TO BE VISIBLE TO EVERYONE
IN THE GAME**

STANDARD QUALITY

GLOBAL CONNECTION

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