

2017 OFFICIAL BASKETBALL RULES

OBRI - OFFICIAL INTERPRETATIONS

VALID AS OF 1ST FEBRUARY 2018

OFFICIAL BASKETBALL RULES 2017

OFFICIAL INTERPRETATIONS

Valid as of 1st February 2018

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Throughout the Official Basketball Rules Interpretation, all references made to a player, coach, official, etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

Introduction

The interpretations presented in this document are the FIBA Official Interpretations of the FIBA Official Basketball Rules 2017 and are effective as of 1st February 2018. This document supersedes all previously published FIBA Official Interpretations.

The FIBA Official Basketball Rules are approved by the FIBA Central Board and are periodically revised by the FIBA Technical Commission.

The rules are kept as clear and comprehensive as possible, but they express principles rather than play situations. They cannot, however, cover the rich variety of specific cases that could happen during a basketball game.

The aim of this document is to convert the principles and concepts of the rulebook into practical and specific situations as they might arise during a basketball game.

The interpretations of the different situations can stimulate the officials' minds and will complement an initial detailed study of the rules themselves.

The FIBA Official Basketball Rules shall remain the principal document governing FIBA basketball. However, the officials shall have the full power and authority to make decisions on any point not specifically covered in the FIBA Official Basketball Rules or in the following FIBA Official Interpretations.

For the sake of consistency of this interpretation, 'team A' is the (initial) offensive team, 'team B' is the defensive team. A1 – A5, B1 – B5 are players; A6 – A12, B6 – B12 are substitutes.

Art. 5 Players - Injury

5-1 **Statement.** If a player is injured or appears to be injured and, as a result, the coach, assistant coach, substitute or any other team bench personnel of the same team enters the playing court, that player is considered to have received treatment, whether or not actual treatment has been performed.

5-2 **Example:** A1 appears to have an injured ankle and the game is stopped.

(a) Team A's doctor enters the playing court and treats A1's injured ankle.

(b) Team A's doctor enters the playing court but A1 has already recovered.

(c) Coach A enters the playing court to look after his injured player.

(d) Assistant coach A, substitute A or any other team bench personnel of team A enter the playing court but do not treat A1.

Interpretation: In all cases A1 is considered to have received treatment and shall be substituted.

5-3 **Statement.** There is no time limit for the removal of a seriously injured player from the playing court if according to a doctor's opinion the removal is dangerous for the player.

5-4 **Example:** A1 is seriously injured and the game is stopped for about 15 minutes because the doctor estimates that removal from the playing court could be dangerous for the player.

Interpretation: The doctor's opinion shall determine the appropriate time for the removal of the injured player from the playing court. After the substitution, the game shall be restarted without any sanction.

5-5 **Statement.** If a player is injured or is bleeding, or has an open wound, and cannot continue to play immediately (within approximately 15 seconds), he must be substituted. If a time-out is granted to either team in the same stopped clock period, and that player recovers during the time-out, he may continue to play only if the scorer's signal for the time-out has sounded before an official beckoned a substitute to become a player.

5-6 **Example:** A1 is injured and the game is stopped. As A1 is not able to continue to play immediately, an official blows his whistle making the conventional sign for a substitution. Coach A (or Coach B) requests a time-out:

(a) Before a substitute for A1 has entered the game.

(b) After a substitute for A1 has entered the game.

At the end of the time-out, A1 appears to have recovered and asks to remain in the game.

Interpretation:

(a) Time-out is granted and if A1 recovers during the time-out he may continue to play.

(b) Time-out is granted but a substitute for A1 has already entered the game. Therefore, A1 cannot re-enter until after the clock-running phase of the game.

5-7 **Statement.** Players who have been designated by their coach to start the game or who receive treatment between free throws may be substituted in the event of an injury. In this case the opponents are also entitled to substitute the same number of players, if they so wish.

5-8 **Example:** A1 is fouled by B1 and is awarded 2 free throws. After the 1st free throw the officials discover that A1 is bleeding and he is replaced by A6 who shall attempt the 2nd free throw. Team B now requests to substitute 2 players.

Interpretation: Team B is entitled to substitute only 1 player.

5-9 **Example:** A1 is fouled by B1 and is awarded 2 free throws. After the 1st free throw the officials discover that B3 is bleeding. B3 is replaced by B6 and team A requests to substitute 1 player.

Interpretation: Team A is entitled to substitute 1 player.

Art. 7 Coaches: Duties and Powers

7-1 **Statement.** 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.

The coach is personally responsible that the numbers in the list correspond to the numbers on the shirts of the players. At least 10 minutes before the game is scheduled to begin the coach shall confirm his agreement with the names and corresponding numbers of his team members and the names of coach, assistant coach and captain by signing the scoresheet.

7-2 **Example:** Team A presents in due time the team list to the scorer. The numbers of 2 players are not the same as the numbers displayed on their shirts or the name of a player is omitted on the scoresheet. This is discovered:

(a) Before the start of the game.

(b) After the start of the game.

Interpretation:

(a) The wrong numbers are corrected or the name of the player is added on the scoresheet without any sanction.

(b) The official stops the game at a convenient moment so as not to disadvantage either team. The wrong numbers are corrected without any sanction. However, the name of the player cannot be added to the scoresheet.

7-3 **Statement.** At least 10 minutes before the game is scheduled to begin each coach shall indicate the 5 players who are to start the game. Before the game starts the scorer shall check if there is an error regarding these 5 players and, if so, he shall notify the nearest official as soon as possible. If this is discovered before the start of the game the starting 5 players shall be corrected. If this is discovered after the start of the game it shall be disregarded.

7-4 **Example:** It is discovered that 1 of the players on the playing court is not 1 of the confirmed starting 5 players. This occurs:

(a) Before the start of the game.

(b) After the start of the game.

Interpretation:

(a) The player shall be replaced without any sanction by 1 of the 5 players who were to start the game.

(b) The error is disregarded and the game continues without any sanction.

7-5 **Example:** The coach asks the scorer to enter the small 'x' into the scoresheet for his 5 players who are to start the game.

Interpretation: It is the coach in person who shall indicate the 5 players who are to start the game by marking a small 'x' beside the player's number in the 'Player in' column of the scoresheet.

Art. 8 Playing time, tied score and extra periods

8-1 **Statement.** 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.
- In case of an IRS review at the end of a period or extra period after the crew chief has communicated the final decision.

8-2 **Example:** A1 in the act of shooting is fouled by B1 simultaneously with the game clock signal sounding to end the period and is awarded 2 free throws.

Interpretation: The free throws shall be administered immediately. The timer shall start his stopwatch for measuring the interval of play after the free throws have been completed.

Art. 9 Beginning and end of a period

9-1 **Statement.** A game shall not begin unless each team has a minimum of 5 entitled players on the playing court and ready to play. If fewer than 5 players are on the playing court at the time the game is to begin, the officials must be sensitive to any unforeseeable circumstance(s) that could explain the delay. If a reasonable explanation is provided for the delay, a technical foul shall not be charged. If, however, no such explanation is provided, a technical foul and/or forfeiture of the game may result upon arrival of further entitled players.

9-2 **Example:** When the game is scheduled to begin, team B has fewer than 5 players on the playing court and ready to play.

(a) The representative of team B is able to provide a reasonable and acceptable explanation for the late arrival of the team B players.

(b) The representative of team B is unable to provide a reasonable and acceptable explanation for the late arrival of the team B players.

Interpretation:

The beginning of the game shall be delayed for a maximum of 15 minutes. If the absent players arrive on the playing court ready to play before 15 minutes have passed,

(a) the game shall begin and no penalty shall be charged.

(b) a technical foul may be charged against coach B, recorded as 'B'. Team A shall be awarded 1 free throw and the game shall begin with a jump ball.

In both cases if the absent players have not arrived on the playing court ready to play before 15 minutes have passed, the game may be forfeited to team A and the score recorded as 20:0. In all cases the crew chief shall report it on the reverse side of the scoresheet to the organising body of the competition.

9-3 **Example:** At the beginning of the 2nd half, team A cannot present 5 players entitled to play on the playing court because of injuries, disqualifications etc.

Interpretation: The obligation to present a minimum of 5 players is valid only for the beginning of the game. Team A shall continue to play with fewer than 5 players.

9-4 **Example:** Close to the end of the game, A1 commits his 5th foul and leaves the game. Team A can continue the game with only 4 players as they have no more substitutes available. As team B is leading with more than 15 points, coach B demonstrating fair play wants to remove 1 of his players in order to play also with 4 players.

Interpretation: The request of coach B to play with less than 5 players shall be denied. As long as a team has sufficient players available, 5 players shall be on the playing court.

9-5 **Statement.** Art. 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any period begins with both teams attacking/defending the wrong baskets, the situation shall be corrected as soon as it is discovered, without placing either team at a disadvantage. Any points scored, time used, fouls charged, etc. before the stopping of the game remain valid.

9-6 **Example:** After the start of the game, the officials discover that both teams are playing in the wrong direction.

Interpretation: The game shall be stopped as soon as possible and without placing any team at a disadvantage. Teams shall exchange baskets. The game shall be resumed from the mirror-opposite place nearest to where the game was stopped.

Art. 10 Status of the ball

10-1 **Statement.** The ball does not become dead and the goal counts if made, when a player is in the act of shooting for a field goal and finishes his shot with a continuous motion while a player of the defending team commits a foul on any opponent after the continuous motion of the shooter has started. This statement is equally valid if any player or team bench personnel of a defensive team commits a technical foul.

10-2 **Example:** A1 has begun the act of shooting for a field goal when B2 commits a foul on A2. A1 finishes his shot with a continuous motion.

Interpretation: The goal, if made, shall count.

10-3 **Example:** A1 has begun the act of shooting for a field goal when A2 commits a foul on B2. A1 finishes his shot with a continuous motion.

Interpretation: The ball becomes dead when A2 commits a foul. The goal, if made, shall not count.

Art. 12 Jump ball and alternating possession

12-1 **Statement.** The team that does not obtain control of a live ball on the playing court after the jump ball at the beginning of the game shall be awarded the ball for a throw-in at the place nearest to where the next jump ball situation occurs.

12-2 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1:

(a) A held ball between A2 and B2 is called.

(b) A double foul between A2 and B2 is called.

Interpretation: Since the control of a live ball on the playing court has not yet been established, the official cannot use the alternating possession arrow to award possession. The crew chief shall administer another jump ball in the centre circle and A2 and B2 shall jump. Whatever time has passed on the game clock, after the ball is legally tapped and before the held ball/double foul situation shall remain consumed.

12-3 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1. The ball:

(a) Goes directly out-of-bounds.

(b) Is caught by A1 before it has touched one of the non-jumpers or the floor.

Interpretation: In both cases, team B is awarded a throw-in as the result of the A1 violation. After the throw-in the team that does not gain control of the live ball on the playing court shall be entitled to the 1st alternating possession at the place nearest to where the next jump ball situation occurs.

12-4 **Example:** Team B is entitled to a throw-in under the alternating possession procedure. An official and/or a scorer makes an error and the ball is erroneously awarded to team A for the throw-in.

Interpretation: Once the ball touches or is legally touched by a player on the playing court, the error cannot be corrected. However, team B shall not lose its alternating possession throw-in opportunity as a result of the error and shall be entitled to the next alternating possession throw-in.

12-5 **Example:** Simultaneously with the game clock signal for the end of the 1st period, B1 commits an unsportsmanlike foul on A1.

Interpretation: A1 shall attempt 2 free throws with no line up of players and no playing time remaining. After the 2 minutes interval of play, the game shall be resumed with a throw-in by team A at the centre line extended, opposite the scorer's table. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-6 **Example:** Shortly after the game clock has sounded at the end of the 3rd period, B1 commits an unsportsmanlike foul on A1. Team A has the right for the alternating possession throw-in to start the 4th period.

Interpretation: A1 shall attempt 2 free throws before the start of the 4th period, with no line up. The 4th period shall start with a throw-in by team A at the centre line extended, opposite

the scorer's table. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-7 **Example:** A1 jumps with the ball and is legally blocked by B1. Both players then return to the playing court with both of them having one or both hands firmly on the ball.

Interpretation: A held ball shall be called.

12-8 **Example:** A1 and B1 in the air have their hands firmly on the ball. After returning to the playing court, A1 lands with 1 foot on the boundary line.

Interpretation: A held ball shall be called.

12-9 **Example:** A1 jumps with the ball from his frontcourt and is legally blocked by B1. Both players then return to the playing court with both of them having 1 or both hands firmly on the ball. A1 lands with 1 foot in his backcourt.

Interpretation: A held ball shall be called.

12-10 **Statement.** Whenever a live ball lodges between the ring and the backboard, unless between free throws and unless a possession of the ball is part of the foul penalty, it is a jump ball situation resulting in an alternating possession throw-in. As this does not result in a rebound situation, it is not considered as having the same influence on the game as when the ball simply touches and rebounds from the ring. Therefore, if the team that was in control of the ball before it lodges between the ring and the backboard is entitled to the throw-in, it shall have only the remaining time on the shot clock as in any other jump ball situation.

12-11 **Example:** On a shot for a field goal by A1 the ball lodges between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation: After the throw-in, team A has only the remaining time on the shot clock.

12-12 **Example:** While the ball is in the air on A1's shot for a field goal, the shot clock signal sounds followed by the ball lodging between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation: As team A has no remaining time on the shot clock, a shot clock violation has occurred. Team B is entitled to a throw-in. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-13 **Example:** A1 shoots for a 2-point field goal and is fouled by B2. The official calls an unsportsmanlike foul on B2. During the last free throw:

(a) The ball lodges between the ring and the backboard.

(b) A1 steps on the free-throw line while releasing the ball.

(c) The ball misses the ring.

Interpretation: The free throw shall be considered unsuccessful and the ball shall be awarded to team A for a throw-in at the centre line extended, opposite the scorer's table.

12-14 **Statement.** A held ball occurs when one or more players from opposing teams have 1 or both hands firmly on the ball so that neither player can gain control without undue roughness.

12-15 **Example:** A1 with the ball in his hands is in the continuous motion towards the basket in order to score. At this moment B1 places his hands firmly on the ball and now A1 makes more steps than allowed by the traveling rule.

Interpretation: A held ball shall be called.

12-16 **Statement.** A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

12-17 **Example:** On an alternating possession throw-in:

(a) Thrower-in A1 steps into the playing court while having the ball in his hand(s).

(b) A2 reaches with his hands over the boundary line before the ball has been thrown-in across the boundary line.

(c) Thrower-in A1 takes more than 5 seconds to release the ball.

Interpretation: In all cases the team taking the throw-in commits a violation. The ball shall be awarded to the opponents for a throw-in at the place of the original throw-in and the direction of the alternating possession arrow shall be reversed immediately.

Art. 14 Control of the ball

14-1 **Statement.** Team control starts when a player of that team is in control of a live ball by holding or dribbling it.

14-2 **Example:** In the judgement of the officials, regardless whether the game clock is stopped or not, a player deliberately delays the process of taking the ball.

Interpretation: The ball becomes live when the official places the ball on the floor next to the throw-in place or free-throw line.

14-3 **Example:** Team A has been in control of the ball for 15 seconds. A1 tries to pass the ball to A2 and the ball moves across the boundary line. B1 tries to catch the ball and jumps from the playing court over the boundary line. While B1 is still airborne the ball

(a) is tapped by 1 hand of B1

(b) is caught by B1 with both hands or came to rest in 1 hand

and the ball returns to the playing court where it is caught by A2.

Interpretation:

(a) Team A remains in control of the ball. The shot clock continues.

(b) Team B has gained team control. The shot clock for team A shall be reset.

Art. 15 Player in the act of shooting

15-1 **Statement.** When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to be in the act of shooting.

15-2 **Example:** During his act of shooting A1 has the ball in both hands when he is fouled by B1. After the foul A1 passes to A2.

Interpretation: A1 is no longer considered to be in the act of shooting.

Art. 16 Goal: When made and its value

16-1 **Statement.** The value of a field goal is defined by the place on the floor from where the shot was released. 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. A goal is credited to the team attacking the opponents' basket into which the ball has entered.

16-2 **Example**: A1 released the ball on a shot from the 3-point field goal area. The ball on its upward flight is legally touched by any player who is within the team A's 2-point field goal area. The ball then continues its flight and enters the basket.

Interpretation:

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

16-3 **Example:** A1 released the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by B1 who has jumped from A's 3-point field goal area. The ball then continues its flight and enters the basket.

Interpretation: Team A shall be awarded 2 points as A1's shot was released from the 2-point field goal area.

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.

16-7 **Statement.** In a throw-in situation or on a rebound after the last or only free throw, there is always a time period from the moment the inbounds player touches the ball until that player releases the ball on a shot. This is particularly important to take into consideration near the end of a period. There must be a minimum amount of time available for such a shot before time expires. If 0:00.3 second is displayed on the game clock, it is the duty of the official(s) to determine if the shooter released the ball before the game clock signal sounds for the end of the period. If, however, 0:00.2 or 0:00.1 second is displayed on the game clock, the only type of a valid field goal made by an airborne player is by tapping or directly dunking the ball.

16-8 **Example:** Team A is awarded a throw in with

(a) 0:00.3

(b) 0:00.2 or 0:00.1

displayed on the game clock.

Interpretation:

In (a), if a shot for a field goal is attempted and the game clock signal sounds for the end of the period during the attempt, it is the responsibility of the officials to determine if the ball was released before the game clock signal has sounded for the end of the period.
In (b), the basket can be awarded only if the ball while in the air on the throw-in pass is tapped or directly dunked into the basket.

16-9 **Statement.** A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely. When

(a) a defensive team requires a time-out at any time during the game after a basket has been scored,

(b) the game clock shows 2:00 minutes in the 4th period or in an extra period,

the game clock shall be stopped when the ball has clearly passed the basket as shown in Diagram 1.

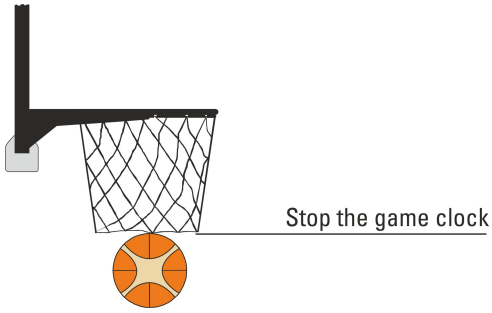


Diagram 1 A goal is made

16-10 **Example:** At the beginning of a period, team A is defending its own basket when B1 erroneously dribbles to his own basket and scores a field goal.

Interpretation: Team A captain on the playing court shall be awarded 2 points.

16-11 **Example:** A1 shoots for a field goal. B1 touches the ball while it is within the basket but has not yet entirely passed through the basket.

Interpretation: This is an interference violation.

Art. 17 Throw-in

17-1 **Statement.** Before the player taking the throw-in has released the ball on a throw-in, it is possible that the throwing-in motion could cause that player's hand(s) with the ball to break the plane of the boundary line separating the inbounds area from the out-of-bounds area. In such situations, it continues to be the responsibility of the defensive player to avoid interfering with the throw-in by contacting the ball while it is still in the hands of the player taking the throw-in.

17-2 **Example:** A1 is awarded a throw-in. While holding the ball, A1's hand(s) crosses the plane of the boundary line so that the ball is above the inbounds area. B1 grabs the ball that is in A1's hand(s) or taps the ball out of A1's hand(s) without causing any physical contact against A1.

Interpretation: B1 has interfered with the throw-in, thereby delaying the resuming of the game. A warning shall be given to B1 and communicated to coach B. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul.

17-3 **Statement.** On a throw-in, the player taking the throw-in must pass the ball (not hand the ball) to a team-mate on the playing court.

17-4 **Example:** On a throw-in A1 hands the ball to A2 who is on the playing court.

Interpretation: A1 has committed a throw-in violation. The ball must leave the player's hand(s) in order for the throw-in to be considered legal. The ball is awarded to team B for a throw-in at the place of the original throw-in.

17-5 **Statement.** During the throw-in other player(s) shall not have any part of their bodies over the boundary line before the ball is passed across the boundary line.

17-6 **Example:** After an out-of-bounds violation, A1 has received the ball from the official for the throw-in. A1

(a) places the ball on the floor after which the ball is taken by A2.

(b) hands the ball to A2 in the out-of-bounds area.

Interpretation: In both cases, this is a violation of A2 as he moves his body over the boundary line before A1 has passed the ball across the boundary line.

17-7 **Example:** After a team A successful field goal or a successful last or only free throw a time-out is granted to team B. Following the time-out, B1 receives the ball from the official for a throw-in at the endline. B1

(a) places the ball on the floor after which the ball is taken by B2.

(b) hands the ball to B2, who is also standing behind the endline.

Interpretation: Legal play. The only restriction for team B to handle the ball on the throw-in is they must pass the ball into the playing court within 5 seconds.

17-8 **Statement.** If a time-out is granted to a team that has been awarded possession of the ball in its backcourt when the game clock shows 2:00 minutes or less in the 4th period and in

each extra period, the throw-in shall be administered at the throw-in line opposite the scorer's table in the team's frontcourt. The player taking the throw-in must pass the ball to a team-mate in the frontcourt.

17-9 **Example:** In the last minute of the game, A1 has dribbled in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended.

(a) A time-out is granted to team B.

(b) A time-out is granted to team A.

(c) A time-out is granted first to team B and immediately after to team A (or vice-versa).

Interpretation:

In (a), team A shall resume the game with a throw-in at the free-throw line extended at its backcourt.

In (b) and (c), team A shall resume the game with a throw-in at the throw-in line opposite the scorer's table in the team's frontcourt.

In all cases team A shall have only whatever time was remaining on the shot clock.

17-10 **Example:** With 0:57 to play in the last period of the game, A1 attempts 2 free throws. During the 2nd free throw A1 steps on the free-throw line while shooting and a violation is called. Team B requests a time-out.

Interpretation: After the time-out team B shall resume the game with a throw-in at the throw-in line opposite the scorer's table in the team's frontcourt, and shall have a new shot clock period of 24 seconds.

17-11 **Example:** With 0:26 to play in the last period of the game, A1 has dribbled for 6 seconds in team A's backcourt, when

(a) B1 taps the ball out-of-bounds

(b) B1 commits the 3rd foul for team B in this period

and team A is granted a time-out.

Interpretation: After the time-out, team A resumes the game with a throw-in at the throw-in line opposite the scorer's table in the team's frontcourt. In both cases team A shall have 18 seconds remaining on the shot clock.

17-12 **Example:** With 1:24 to play in the last period of the game, A1 has dribbled the ball in his frontcourt when B1 taps the ball to team A's backcourt where any player of team A starts to dribble again. B2 now taps the ball out-of-bounds in the team A backcourt with

(a) 6 seconds

(b) 17 seconds

remaining on the shot clock. Team A is granted a time-out.

Interpretation: After the time-out, team A resumes the game with a throw-in at the throw-in line opposite the scorer's table in the team's frontcourt. In both cases, team A shall have only whatever time was remaining on the shot clock.

17-13 **Example:** With 0:48 to play in the last period of the game, A1 has dribbled the ball in his frontcourt when B1 taps the ball to team A's backcourt where any player of team A starts to dribble the ball again. B2 now commits the 3rd foul for team B in this period in the team A backcourt with

(a) 6 seconds

(b) 17 seconds

remaining on the shot clock. Team A is granted a time-out. After the time-out, team A resumes the game with a throw-in at the throw-in line opposite the scorer's table in the team's frontcourt.

Interpretation: When the game resumes team A shall have

(a) 14 seconds

(b) 17 seconds

remaining on the shot clock.

17-14 **Example:** Team A has been in control of the ball in its backcourt for 5 seconds when A6 and B6 are disqualified for entering the playing court in a fighting situation. The foul penalties cancel each other and a throw-in is awarded to team A at the centre line extended, opposite the scorer's table. Before the throw-in is administered, coach A is granted a time-out.

Interpretation: Following a time-out, the throw-in shall be administered at the centre line extended, opposite the scorer's table with the time remaining on the shot clock, in this case with 19 seconds.

17-15 **Statement.** There are additional situations to those listed in Art. 17.2.3 in which the subsequent throw-in shall be administered at the centre line extended, opposite the scorer's table.

17-16 **Example:**

(a) The player taking the throw-in at the centre line extended opposite the scorer's table commits a violation and the ball is awarded to the opponents for a throw-in at the place of the original throw-in.

(b) If during a fighting situation members of both teams are disqualified, there are no other foul penalties remaining for administration, and at the time the game was stopped a team had control of the ball or was entitled to the ball. In this case the throw-in team shall have only whatever time was remaining on the shot clock.

Interpretation: In all the above situations the player taking the throw-in can pass the ball to either the frontcourt or the backcourt.

17-17 **Statement.** On a throw-in the following situations may occur:

(a) The ball is passed over the basket and a player of either team touches it by reaching through the basket from below.

(b) The ball lodges between the ring and the backboard.

(c) The ball is intentionally thrown at the ring in order to reset the shot clock.

17-18 **Example:** On a throw-in A1 passes the ball over the basket when a player of either team touches it by reaching through the basket from below.

Interpretation: This is a violation. The game shall be resumed with a throw-in for the opponents at the free-throw line extended. In case the defensive team commits the violation, an offensive team cannot score any points, as the ball did not come from the inbounds area of the playing court.

17-19 **Example:** On a throw-in A1 passes the ball towards the basket and it lodges between the ring and the backboard.

Interpretation: This is a jump ball situation. The game shall be resumed by applying the alternating possession procedure. If team A is entitled to the throw-in the shot clock shall not be reset.

17-20 **Example:** With 5 seconds remaining on the shot clock during the throw-in A1 passes the ball towards the basket where it touches the ring.

Interpretation: The shot clock operator shall not reset his clock, as the game clock has not started yet. The shot clock shall be started simultaneously with the game clock when the first player on the playing court touches the ball.

17-21 **Statement.** After the ball has been placed at the disposal of the player taking the throw-in, he may not bounce the ball so as to have it touch the inbounds area and then touch the ball again before it has touched or been touched by another player on the playing court.

17-22 **Example:** A1 is awarded a throw-in. A1 then bounces the ball so as to have the ball touch

(a) the inbounds area

(b) the out-of-bounds area

and then catches it again.

Interpretation:

(a) A1 has committed a throw-in violation. Once the ball leaves the hand(s) of the player taking the throw-in and touches the inbounds area, he shall not touch the ball before it touches (or has been touched) by another player on the playing court.

(b) The action is legal and the 5-second period shall continue.

17-23 **Statement.** The player taking the throw-in shall not cause the ball to touch out-of-bounds, after it had been released on the throw-in.

17-24 **Example:** A1 on the throw-in passes the ball to A2 but the ball goes out-of-bounds without touching any player on the playing court.

Interpretation: This is a violation of A1. The game shall be resumed with a team B throw-in at the place of the original throw-in.

17-25 **Example:** A1 on the throw-in passes the ball to A2. A2 receives the ball with one foot touching the boundary line.

Interpretation: This is a violation of A2. The game shall be resumed with a team B throw-in at the place nearest to the infraction.

17-26 **Example:** A1 is awarded a throw-in at the sideline close to the centre line

(a) in his backcourt, entitled to pass the ball at any place into the playing court

(b) in his frontcourt, entitled to pass the ball only into his frontcourt

(c) at the beginning of the 2nd period, from the centre line extended, opposite the scorer's table, entitled to pass the ball at any place into the playing court.

After having the ball at his disposal, A1 makes 1 normal lateral step, therefore changing his position regarding the frontcourt or backcourt.

Interpretation: In all cases A1 keeps the right being entitled to pass the ball either into the frontcourt or into the backcourt as he had at his initial position.

17-27 **Statement.** Following a free throw(s) resulting from a technical, unsportsmanlike or disqualifying foul, the subsequent throw-in shall be administered at the centre line extended, opposite the scorer's table.

17-28 **Example:** With 1:03 to play in the last period of the game, a technical foul is called on B1. Any team A player shoots 1 free throw after which a time-out is granted to team A.

Interpretation: The game resumes with a team A throw-in at the centre line extended, opposite the scorer's table.

Art. 18/19 Time-out / Substitution

18/19-1 **Statement.** A time-out cannot be granted before the playing time for a period has started or after the playing time for a period has ended.

A substitution cannot be granted before the playing time for the 1st period has started or after the playing time for the game has ended. Any substitution can be granted during intervals of play.

18/19-2 **Example:** After the ball has left the hands of the crew chief on the jump ball but before the ball is legally tapped, jumper A2 commits a violation and the ball is awarded to team B for a throw-in. At this moment either coach requests a time-out or a substitution.

Interpretation: Despite the fact that the game has already started the time-out or substitution shall not be granted because the game clock has not yet started.

18/19-3 **Example:** At approximately the same time when the game clock signal sounds for the end of a period or extra period B1 commits a foul on A1 who is awarded 2 free throws. Either team requests:

(a) A time-out.

(b) A substitution.

Interpretation:

(a) A time-out cannot be granted because the playing time for a period or extra period has ended.

(b) A substitution can be granted only after the free-throw attempts have been completed and the interval of play for the next period or extra period has begun.

18/19-4 **Statement.** If the shot clock signal sounds while the ball is in the air during a shot for a field goal, it is not a violation and the game clock does not stop. If the shot for a field goal is successful it is, under certain conditions, a time-out and substitution opportunity for both teams.

18/19-5 **Example:** On a shot for a field goal, the ball is in the air when the shot clock signal sounds. The ball then enters the basket. At this time either or both teams request:

(a) Time-outs.

(b) Substitutions.

Interpretation:

(a) This is a time-out opportunity only for the non-scoring team.

If the non-scoring team is granted a time-out, the opponents may also be granted a time-out and both teams are also granted a substitution, if they request it.

(b) This is a substitution opportunity only for the non-scoring team and only when the game clock shows 2:00 minutes or less in the 4th period and in each extra period.
If the non-scoring team is granted a substitution, the opponents may also be granted a substitution and both teams are also granted a time-out, if they request it.

18/19-6 **Statement.** If the request for time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the 1st or only free throw, the time-out or substitution shall be granted for both teams if:

(a) The last or only free throw is successful or

(b) The last or only free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, or

(c) for any valid reason the ball shall remain dead after the last or only free throw.

18/19-7 **Example:** A1 is awarded 2 free throws. Team A or team B requests a time-out or substitution:

(a) Before the ball is at the disposal of the free-throw shooter A1.

(b) After the 1st free-throw attempt.

(c) After the successful 2nd free throw but before the ball is at the disposal of the player taking the throw-in.

(d) After the successful 2nd free throw but after the ball is at the disposal of the player taking the throw-in.

Interpretation:

(a) The time-out or substitution is granted immediately, before the 1st free-throw attempt.

(b) The time-out or substitution is not granted after the 1st free throw, even if successful.

(c) The time-out or substitution is granted immediately before the throw-in.

(d) The time-out or substitution is not granted.

18/19-8 **Example:** A1 is awarded 2 free throws. After the 1st free-throw attempt, team A or team B requests a time-out or substitution. During the last free-throw attempt:

(a) The ball rebounds from the ring and the game continues.

(b) The free throw is successful.

(c) The ball does not touch the ring or does not enter the basket.

(d) A1 steps on the free-throw line while shooting and the violation is called.

(e) B1 steps into the restricted area before the ball has left the hands of A1. B1's violation is called and the A1's free throw is not successful.

Interpretation:

(a) Time-out or substitution is not granted.

(b), (c) and (d) The time-out or substitution is granted immediately.

(e) A substitute free throw is attempted by A1 and, if successful, the time-out or substitution is granted immediately.

18/19-9 **Statement.** If, following a request for a time-out, a foul is committed by either team, the time-out shall not begin until the official has completed all communication related to that foul with the scorer's table. In the case of a 5th foul by a player, this communication includes the necessary substitution procedure. Once completed, the time-out period shall begin when an official blows his whistle and gives the time-out signal.

18/19-10 **Example:** Coach A requests a time-out after which B1 commits his 5th foul.

Interpretation: The time-out opportunity shall not begin until all communication with the scorer's table relative to that foul has been completed and a substitute for B1 has become a player.

18/19-11 **Example:** Coach A requests a time-out after which any player commits a foul.

Interpretation: Teams shall be permitted to go to their benches if they are aware that a time-out has been requested, even though that time-out period has not formally begun.

18/19-12 **Statement.** Art. 18 and 19 clarify when a substitution or time-out opportunity begins and ends. Coaches requesting a time-out or substitution must be aware of these limitations, otherwise the time-out or substitution shall not be granted immediately.

18/19-13 **Example:** A substitution or time-out opportunity has just ended when coach A runs to the scorer's table, loudly requesting a substitution or a time-out. The scorer reacts and erroneously sounds the signal. The official blows his whistle and interrupts the game.

Interpretation: Because of the official's interruption of the game the ball is dead and the game clock remains stopped, resulting in what would normally be a substitution or time-out opportunity. However, because the request was made too late, the substitution or time-out shall not be granted. The game shall resume immediately.

18/19-14 **Example:** A goaltending violation or an interference violation occurs at any time during the game. Substitutes from either team or both teams are waiting at the scorer's table to enter the game or a time-out has been requested by either team.

Interpretation: The violation causes the game clock to be stopped and the ball to become dead. Substitutions or time-outs shall be permitted.

18/19-15 **Statement.** Each time-out shall last 1 minute. Teams must promptly return to the playing court after the official blows his whistle and beckons the teams on the playing court. If a team extends the time-out beyond 1 minute, it is gaining an advantage by extending the time-out and causing also a delay of the game. A warning to that team shall be given by an official. If that team does not respond to the warning, an additional time-out shall be charged against the offending team. If the team has no time-outs remaining, a technical foul for delaying the game may be charged against the coach, recorded as 'B'. If that team does not return to the playing court promptly after the half-time interval of play, a time-out shall be charged against the offending team.

18/19-16 **Example:** The time-out period ends and the official beckons team A back on the playing court. The coach A continues to instruct his team which still remains in the team bench area. The official re-beckons team A on the playing court and

(a) Team A finally enters the playing court

(b) Team A continues to remain in the team bench area.

Interpretation:

(a) After the team starts to return to the playing court, the official gives a warning the coach that if the same behaviour is repeated, an additional time-out shall be charged against team A.

(b) A time-out, without warning, shall be charged against team A. If team A has no time-out remaining, a technical foul for delaying the game shall be charged against coach A, recorded as 'B'.

18/19-17 **Example:** After the half-time interval of play, team A is still in its dressing room and therefore the start of the 3rd period is delayed.

Interpretation: After team A finally enters the playing court a time-out, without warning, shall be charged against team A.

18/19-18 **Statement.** If a team has not been granted a time-out in the 2nd half until the game clock shows 2:00 in the 4th period, the scorer shall mark 2 horizontal lines on the scoresheet in the 1st box for the team's 2nd half. The scoreboard shall show the 1st time-out as having been taken.

18/19-19 **Example:** With 2:00 on the game clock in the 4th period, both teams have not taken a time-out in the 2nd half.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the 1st box of both teams for the 2nd half. The scoreboard shall show the 1st time-out as having been taken.

18/19-20 **Example:** With 2:09 on the game clock in the 4th period, coach A requests his 1st time-out in the 2nd half while the game is played. With 1:58 on the game clock, the ball goes out-of-bounds and the game clock is stopped. The time-out for team A is now granted.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the 1st box of team A as the time-out was granted at 1:58 in the 4th period. The time-out shall be entered in the 2nd box and team A has only 1 more time-out left. The scoreboard shall show the 2 time-outs as having been taken.

Art. 23 Player out-of-bounds and ball out-of-bounds

23-1 **Statement.** It is a violation when a player leaves the playing court at the endline to avoid a 3-second violation.

23-2 **Example:** A1 in the restricted area for less than 3 seconds moves to out-of-bounds at the endline in order not to commit a 3-second violation and then re-enters the restricted area.

Interpretation: A1 has committed a 3-second violation.

Art. 24 Dribbling

24-1 **Statement.** If a player deliberately throws the ball against a backboard (not attempting a legitimate shot for a field goal) this is considered as if the player has bounced the ball on the floor. If the player then touches the ball again before it has touched (or been touched by) another player, this is considered as a dribble.

24-2 **Example:** A1 has not yet dribbled when A1 throws the ball against the backboard and catches it again before another player has touched the ball.

Interpretation: After catching the ball A1 may shoot or pass but may not begin a new dribble.

24-3 **Example:** After ending a dribble either in the continuous motion or standing still, A1 throws the ball against the backboard and catches or touches it again before it has touched another player.

Interpretation: A1 has committed a double dribble violation.

24-4 **Example:** A1 dribbles and then comes to a stop.

(a) A1 loses his balance and without moving his pivot foot touches the floor with the ball once or twice while holding the ball with his hand(s).

(b) A1 tosses the ball from 1 hand to another without moving his pivot foot.

Interpretation: Legal action in both cases as A1 does not move his pivot foot.

24-5 **Example:** A1 starts his dribble by

(a) throwing the ball over his opponent.

(b) throwing the ball a few meters away from him.

The ball touches the playing court after which A1 continues his dribble.

Interpretation: Legal action in both cases as the ball has touched the playing court before A1 has touched the ball again on his dribble.

Art. 25 Travelling

25-1 **Statement.** It is legal if a player who is lying on the floor gains control of the ball. It is legal if a player who is holding the ball falls on the floor. It is also legal if the player after falling on the floor with the ball slides briefly. If, however, the player then rolls or attempts to stand up while holding the ball, it is a violation.

25-2 **Example:** A1, while holding the ball, loses balance and falls on the floor.

Interpretation: A1's action of unintentionally falling on the floor is legal.

25-3 **Example:** A1, while lying on the floor, gains control of the ball. A1 then

(a) passes the ball to A2.

(b) begins a dribble while still lying on the floor.

(c) attempts to stand up while dribbling the ball.

(d) attempts to stand up while still holding the ball.

Interpretation:

In (a), (b) and (c), the action of A1 is legal.

In (d), a travelling violation has occurred.

25-4 **Example:** A1, while holding the ball, falls to the floor and his momentum causes him to slide.

Interpretation: The unintentional sliding action of A1 does not constitute a violation. However, if A1 now rolls or attempts to stand up while still holding the ball a travelling violation occurs.

25-5 **Statement.** If a player is fouled in the act of shooting after which he scores while committing a travel violation the basket does not count and free throws shall be awarded.

25-6 **Example:** A1 has started his act of shooting by penetrating towards the basket, having the ball in both hands. In his continuing motion he is fouled by B1 after which A1 commits a travel violation and the ball enters the basket.

Interpretation: The basket shall not count. A1 is awarded 2 or 3 free throws.

Art. 28 8 seconds

28-1 **Statement.** The shot clock is stopped because of a jump ball situation in the backcourt. If the resulting alternating possession throw-in is awarded to the team that was in control of the ball, that team shall have only whatever time is remaining in the 8-second period.

28-2 **Example:** Team A has been in control of the ball for 5 seconds in its backcourt when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

Interpretation: Team A shall have only 3 seconds to cause the ball to go into its frontcourt.

28-3 **Statement.** During a dribble from the backcourt to the frontcourt, the ball goes into a team's frontcourt when both feet of the dribbler and the ball are completely in contact with the frontcourt.

28-4 **Example:** A1 is straddling the centre line. He receives the ball from A2 who is in the backcourt. A1 then passes the ball back to A2 who is still in team A's backcourt.

Interpretation: Legal play. A1 does not have both feet completely in contact with the frontcourt and therefore is entitled to pass the ball into the backcourt. The 8-second period shall continue.

28-5 **Example:** A1 dribbles from his backcourt and ends his dribble holding the ball while straddling the centre line. A1 then passes the ball to A2 who is also straddling the centre line.

Interpretation: Legal play. A1 does not have both feet completely in contact with the frontcourt and therefore is entitled to pass the ball to A2 who is also not in the frontcourt. The 8-second period shall continue.

28-6 **Example:** A1 dribbles from his backcourt and has one foot (but not both feet) already in the frontcourt. After that A1 passes the ball to A2, who is straddling the centre line. A2 then starts to dribble the ball in his backcourt.

Interpretation: Legal play. A1 does not have both feet completely in contact with his frontcourt and therefore is entitled to pass the ball to A2 who is also not in his frontcourt. A2 therefore is entitled to dribble the ball in the backcourt. The 8-second period shall continue.

28-7 **Example:** A1 dribbles from his backcourt and stops his forward motion still dribbling while:

(a) Straddling the centre line.

(b) Both feet are in the frontcourt but the ball is being dribbled in the backcourt.

(c) Both feet are in the frontcourt while the ball is being dribbled in the backcourt, after which A1 returns both feet to his backcourt.

(d) Both feet are in the backcourt but the ball is being dribbled in the frontcourt.

Interpretation: In all cases, dribbler A1 continues to be in the backcourt until both feet as well as the ball are completely in contact with the frontcourt. The 8-second period shall continue.

28-8 **Statement.** Each time the 8-second period continues with any time remaining and the same team that previously had control of the ball is awarded a throw-in, either at the centre line extended, opposite the scorer's table or in the backcourt, the official handing the ball to the player taking the throw-in shall inform him how much time remains from the 8-second period.

28-9 **Example:** A1 dribbles for 4 seconds in his backcourt when a fight starts. The substitutes A7 and B9 are disqualified for entering the playing court. The equal penalties shall be cancelled and the game shall be resumed with A2 throw-in at the centre line extended, opposite the scorer's table. A2 passes the ball to A3 in his backcourt.

Interpretation: Team A has 4 seconds to cause the ball to go into its frontcourt.

28-10 **Example:** Team A has control of the ball in its backcourt. With 6 seconds consumed from the 8-second period a double foul occurs in the

(a) backcourt

(b) frontcourt.

Interpretation:

(a) The game shall be resumed with a team A throw-in in the backcourt at the place nearest to the infraction with 2 seconds to cause the ball to go into its frontcourt.

(b) The game shall be resumed with a team A throw-in in the frontcourt at the place nearest to the infraction.

28-11 **Example:** A1 dribbles for 4 seconds in his backcourt when B1 taps the ball out-of-bounds.

Interpretation: The game shall be resumed with a team A throw-in in the backcourt with 4 seconds to cause the ball to go into its frontcourt.

28-12 **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 period shall continue from the time it was stopped.

28-13 **Example:** With 0:25 to play in the last period 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 its backcourt with 4 seconds remaining in the 8-second period. Team B would be placed at a disadvantage if the game were resumed with a new 8-second period.

28-14 **Statement.** Following the 8-second period violation the throw-in place is determined by the location of the ball where the violation has occurred.

28-15 **Example:** The 8-second period for team A expires and the violation is called when

(a) team A is controlling the ball in its backcourt.

(b) the ball is in the air on the pass of A1 from his backcourt towards his frontcourt.

Interpretation: Team B's throw-in shall be administered at its frontcourt at the place nearest to the

(a) location of the ball where the violation has occurred, except directly behind the backboard.

(b) centre line.

Art. 29/50 24 seconds

29/50-1 **Statement.** A shot for a field goal is attempted near the end of the shot clock period and the shot clock signal sounds while the ball is in the air. If the ball does not touch the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball. The ball shall be awarded to the opponents for the throw-in at the place nearest to where the game was stopped by the official, except directly behind the backboard.

29/50-2 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball touches the backboard and then rolls on the floor, where it is touched by B1 followed by A2 and is finally controlled by B2.

Interpretation: This is a shot clock violation because the ball did not touch the ring and then there was no immediate and clear control of the ball by the opponents.

29/50-3 **Example:** During A1's shot for a field goal the ball touches the backboard but does not touch the ring. On the rebound the ball is then touched but not controlled by B1, after which A2 gains control of the ball. At this time the shot clock signal sounds.

Interpretation: A shot clock violation has occurred. The shot clock continues to run including when the ball is again controlled by a team A player.

29/50-4 **Example:** A1 shoots for a field goal at the end of a shot clock period. The ball is legally blocked by B1 and then the shot clock signal sounds. After the signal B1 fouls A1.

Interpretation: A shot clock violation has occurred. B1's foul shall be disregarded unless it is a technical, an unsportsmanlike or a disqualifying foul.

29/50-5 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball does not touch the ring, after which a held ball between A2 and B2 is immediately called.

Interpretation: A shot clock violation has occurred. Team B did not gain immediate and clear control of the ball.

29/50-6 **Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds. The ball misses the ring and is then touched by B1 causing the ball to go out-of-bounds.

Interpretation: A shot clock violation has occurred. Team B did not gain clear control of the ball.

29/50-7 **Statement.** If the shot clock signal sounds in a situation where, in the judgement of the officials, the opponents gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

29/50-8 **Example:** Near the end of the shot clock period A1's pass is missed by A2 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B1 gains control of the ball with a free path to the basket the shot clock signal sounds.

Interpretation: If B1 gains immediate and clear control of the ball the signal shall be disregarded and the game shall continue.

29/50-9 **Statement.** If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only whatever time was remaining on the shot clock at the time the jump ball situation occurred.

29/50-10 **Example:** Team A is in control of the ball with 10 seconds remaining on the shot clock when a held ball occurs. An alternating possession throw-in is awarded to:

(a) Team A.

(b) Team B.

Interpretation:

(a) Team A shall have only 10 seconds remaining on the shot clock.

(b) Team B shall have a new shot clock period of 24 seconds.

29/50-11 **Example:** Team A is in control of the ball with 10 seconds remaining on the shot clock when the ball goes out-of-bounds. The officials cannot agree on whether it was A1 or B1 who was the last to touch the ball before it went out-of-bounds. A jump ball situation is called and the alternating possession throw-in is awarded to:

(a) Team A.

(b) Team B.

Interpretation:

(a) Team A shall have only 10 seconds remaining on the shot clock.

(b) Team B shall have a new shot clock period of 24 seconds.

29/50-12 **Statement.** If the game is stopped by an official for a foul or violation (not for the ball having gone out-of-bounds) committed by the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in the frontcourt, the shot clock is reset as follows:

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

29/50-13 **Example:** B1 causes an out-of-bounds violation in the frontcourt of team A. The shot clock shows 8 seconds.

Interpretation: Team A shall have only 8 seconds remaining on the shot clock.

29/50-14 **Example:** A1 dribbles in his frontcourt and is fouled by B1. This is the 2nd foul against team B in this period. The shot clock shows 3 seconds.

Interpretation: Team A shall have 14 seconds remaining on the shot clock.

29/50-15 **Example:** With 4 seconds remaining on the shot clock, team A is in control of the ball in the frontcourt when

(a) A1

(b) B1

is injured and the officials interrupt the game.

Interpretation: Team A shall have

(a) 4 seconds

(b) 14 seconds

remaining on the shot clock.

29/50-16 **Example:** A1 releases a shot for a field goal. While the ball is in the air a double foul against A2 and B2 is called with 6 seconds remaining on the shot clock. The ball does not enter the basket. The alternating possession arrow indicates the next possession to team A.

Interpretation: Team A shall have 6 seconds remaining on the shot clock.

29/50-17 **Example:** With 5 seconds remaining on the shot clock, A1 dribbles when a technical foul is called against B1 followed by a technical foul against coach A.

Interpretation: After the cancellation of equal penalties, the game shall resume with a throw-in for team A with 5 seconds remaining on the shot clock.

29/50-18 **Example:** With

(a) 16 seconds

(b) 12 seconds

remaining on the shot clock, A1 passes the ball to A2 in their frontcourt when B1 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist.

Interpretation: Team B's violation. After the throw-in in the frontcourt team A shall have

(a) 16 seconds,

(b) 14 seconds

remaining on the shot clock.

29/50-19 **Example:** During A1's throw-in, B1 in his backcourt places his arms over the boundary line and he blocks A1's pass with

(a) 19 seconds

(b) 11 seconds

remaining on the shot clock.

Interpretation: B1's violation. After the throw-in in the frontcourt team A shall have

(a) 19 seconds

(b) 14 seconds

remaining on the shot clock.

29/50-20 **Example:** A1 dribbles in his frontcourt when B2 commits an unsportsmanlike foul on A2 with 6 seconds remaining on the shot clock.

Interpretation: Regardless of whether the free throws are made or missed team A shall be awarded a throw-in at the centre line extended, opposite to the scorer's table. Team A shall have a new shot clock period of 24 seconds.

The same interpretation is valid for a technical and disqualifying foul.

29/50-21 **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 shot clock shall continue from the time it was stopped.

29/50-22 **Example:** With 0:25 to play in the last period of the game and with the score A 72 – B 72, team A gains control of the ball. A1 has dribbled the ball for 20 seconds 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 with 4 seconds remaining on the shot clock. Team B would be placed at a disadvantage if the game were resumed with a new shot clock period of 24 seconds.

29/50-23 **Example:** After A1's shot for a field goal the ball rebounds from the ring and is then controlled by A2. 9 seconds later the shot clock sounds in error. The officials interrupt the game.

Interpretation: Team A in control of the ball would be placed at a disadvantage if this were a shot clock violation. After consulting with the commissioner, if present, and shot clock operator the officials resume the game with a throw-in for team A with 5 seconds remaining on the shot clock.

29/50-24 **Example:** With 4 seconds remaining on the shot clock, A1 attempts a shot for a field goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 secures the rebound and after a certain time, A3 scores a field goal. At this time the officials are made aware of the situation.

Interpretation: The officials (after consulting with the commissioner, if present) shall confirm that the ball did not touch the ring on the shot for a goal by A1. They shall then decide if the ball left the hand(s) of A3 before the shot clock would have sounded if the reset had not taken place. If so, the basket shall count; if not, a shot clock violation has occurred and the goal by A3 shall not count.

29/50-25 **Statement.** A throw-in resulting from a technical foul, an unsportsmanlike foul or a disqualifying foul penalty shall always be administered at the centre line extended, opposite the scorer's table and the shot clock shall be reset to a new shot clock period of 24 seconds. This also applies when the game clock shows 2:00 minutes or less in the 4th period and in each extra period regardless of whether or not a time-out is awarded to the offensive team.

29/50-26 **Example:** With 1:12 to play in the last period of the game, A1 dribbles in the frontcourt with 6 seconds remaining on the shot clock when

(a) B1 commits an unsportsmanlike foul

(b) Coach B commits a technical foul

A time-out is now granted to either coach A or coach B.

Interpretation: Whether the free throw(s) is made or missed and regardless of which coach requested the time-out, team A shall be awarded a throw-in at the centre line extended, opposite the scorer's table. Team A shall also have a new shot clock period of 24 seconds.

29/50-27 **Statement.** When a shot for a field goal has been released and then a defensive foul is called, the shot clock shall be reset as follows:

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

29/50-28 **Example:** With 17 seconds remaining on the shot clock, A1 releases a shot for a field goal. While the ball is in the air B2 commits a foul on A2. It is team B's 2nd foul in the period. The ball:

(a) Enters the basket.

(b) Hits the ring but does not enter the basket.

(c) Misses the ring.

Interpretation:

(a) Basket of A1 is valid and the ball shall be awarded to team A for a throw-in at the place nearest to the infraction, with 14 seconds remaining on the shot clock.

(b) and c) The ball shall be awarded to team A for a throw-in at the place nearest to the infraction, with 17 seconds remaining on the shot clock.

29/50-29 **Example:** With 10 seconds remaining on the shot clock, A1 releases a shot for a field goal. While the ball is in the air B2 commits a foul on A2. It is team B's 2nd foul in the period. The ball:

(a) Enters the basket.

(b) Hits the ring but does not enter the basket.

(c) Misses the ring.

Interpretation:

In (a) the basket of A1 is valid.

In all three cases the ball shall be awarded to team A for a throw-in at the place nearest to the infraction, with 14 seconds remaining on the shot clock.

29/50-30 **Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds and then B2 commits a foul on A2. It is team B's 2nd foul in the period. The ball:

(a) Enters the basket.

(b) Hits the ring but does not enter the basket.

(c) Misses the ring.

Interpretation:

In (a) the basket of A1 is valid.

In all three cases no shot clock violation has occurred and the ball shall be awarded to team A for a throw-in at the place nearest to the infraction, with 14 seconds remaining on the shot clock.

29/50-31 **Example:** With 10 seconds remaining on the shot clock, A1 releases a shot for a field goal. While the ball is in the air B2 commits a foul on A2. It is team B's 5th foul in the period. The ball:

(a) Enters the basket.

(b) Hits the ring but does not enter the basket.

(c) Misses the ring.

Interpretation:

In (a) the basket of A1 is valid.

In all three cases A2 is awarded 2 free throws.

29/50-32 **Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds and then B2 commits a foul on A2. It is team B's 5th foul in the period. The ball:

(a) Enters the basket.

(b) Hits the ring but does not enter the basket.

(c) Misses the ring.

Interpretation:

In (a) the basket of A1 is valid.

In all three cases no shot clock violation has occurred and A2 is awarded 2 free throws.

29/50-33 **Statement.** After the ball has touched the ring of the opponents' basket for any reason, the shot clock shall be reset to 14 seconds, if the team which gains control of the ball is the same team that was in control of the ball before the ball touched the ring.

29/50-34 **Example:** On a pass by A1 to A2 the ball touches B2 after which the ball touches the ring. A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball.

29/50-35 **Example:** A1 shoots for a field goal with

(a) 4 seconds

(b) 20 seconds

remaining on the shot clock. The ball touches the ring, rebounds and A2 gains control of the ball.

Interpretation: In both cases the shot clock shall be reset to 14 seconds regardless of whether A2 gains control of the ball in the frontcourt or in the backcourt.

29/50-36 **Example:** A1 shoots for a field goal. The ball touches the ring. B1 touches the ball and then A2 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A2 gains control of the ball.

29/50-37 **Example:** A1 shoots for a field goal. The ball touches the ring. B1 touches the ball which then goes out-of-bounds.

Interpretation: Throw-in for team A at the place nearest to the violation. The shot clock shall be reset to 14 seconds regardless of whether the throw-in shall be in the frontcourt or in the backcourt.

29/50-38 **Example:** With 4 seconds on the shot clock, A1 throws the ball toward the ring in order to reset the shot clock. The ball touches the ring. B1 touches the ball which then goes out-of-bounds in team A's backcourt.

Interpretation: Throw-in for team A in its backcourt. The shot clock shall be reset to 14 seconds.

29/50-39 **Example:** A1 shoots for a field goal. The ball touches the ring. A2 taps the ball and then A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball anywhere on the playing court.

29/50-40 **Example:** A1 shoots for a field goal. The ball touches the ring and on the rebound B2 fouls A2. This is team B's 3rd team foul in the period.

Interpretation: Throw-in for team A at the place nearest to the infraction. The shot clock shall be reset to 14 seconds.

29/50-41 **Example:** A1 shoots for a field goal. The ball enters the basket and now B2 fouls A2. This is team B's 3rd team foul in the period.

Interpretation: The basket is valid, throw-in for team A at the place nearest to the infraction. The shot clock shall be reset to 14 seconds.

29/50-42 **Example:** A1 shoots for a field goal. The ball touches the ring and on the rebound a held ball between A2 and B2 is called. The possession arrow shows for team A.

Interpretation: Throw-in for team A at the place nearest to where the held ball situation occurred. The shot clock shall be reset to 14 seconds.

29/50-43 **Example:** A1 shoots for a field goal. The ball lodges between the ring and the backboard. The possession arrow shows for team A. The shot clock shows 8 seconds.

Interpretation: Throw-in for team A from the endline next to the backboard. The shot clock shall continue with 8 seconds.

29/50-44 **Example:** A1 in his frontcourt passes the ball for an alley-hoop to A2. The ball is missed by A2 and touches the ring after which A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball. If A3 touches the ball in his backcourt, this is a backcourt violation.

29/50-45 **Example:** After a defensive rebound by A1, B1 taps the ball out of A1's hands. The ball then touches the ring and is caught by B2.

Interpretation: As the team which has gained control of the ball is not the same team that was in control of the ball before the ball touched the ring, team B shall have a new shot clock period of 24 seconds.

29/50-46 **Example:** A1 shoots for a field goal with 6 seconds remaining on the shot clock. The ball touches the ring, rebounds and A2 gains control of the ball in his backcourt. A2 is then fouled by B1. This is team B's 3rd team foul in the period.

Interpretation: The game shall be resumed with a team A throw-in from his backcourt with a new shot clock period of 24 seconds.

29/50-47 **Statement.** Whenever a team gains possession of a live ball in either the frontcourt or the backcourt and 14 seconds or less remain on the game clock, the shot clock shall be switched off.

29/50-48 **Example:** Team A is awarded a new possession of the ball with 12 seconds remaining on the game clock.

Interpretation: The shot clock shall be switched off.

29/50-49 **Example:** With 18 seconds on the game clock and 3 seconds on the shot clock, player B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a throw-in for team A in his frontcourt with 18 seconds on the game clock and 14 seconds on the shot clock.

29/50-50 **Example:** With 7 seconds on the game clock and 3 seconds on the shot clock, player B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a throw-in for team A in its frontcourt with 7 seconds on the game clock and the shot clock shall be switched off.

29/50-51 **Example:** With 23 seconds on the game clock, team A gains new control of the ball. With 19 seconds on the game clock A1 shoots for a field goal. The ball touches the ring and A2 gets the rebound.

Interpretation: The shot clock shall not be started when team A originally gains new control of the ball. However, it shall be reset to 14 seconds as soon as A2 gains control of the ball as there is still more than 14 seconds on the game clock.

29/50-52 **Example:** With 58 seconds remaining on the game clock in the 4th period, A1 is fouled in his backcourt by B1. Team A has 19 seconds remaining on the shot clock. This is team B's 3rd foul in the period. Team A is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in at the throw-in line, opposite the scorer's table in the team's frontcourt with 19 seconds on the shot clock.

29/50-53 **Example:** With 58 seconds remaining on the game clock in the 4th period, A1 is fouled in his backcourt by B1. Team A has 19 seconds remaining on the shot clock. This is team B's 3rd team foul in the period. Team B is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in from his backcourt with a new shot clock period of 24 seconds.

29/50-54 **Example:** With 30 seconds remaining on the game clock in the 4th period, A1 dribbles in his frontcourt. B1 taps the ball to team A's backcourt where A2 now controls the ball. B2 fouls A2 with 8 seconds remaining on the shot clock. This is team B's 3rd team foul in the period. Team A is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in at the throw-in line, opposite the scorer's table in the team's frontcourt and with 14 seconds on the shot clock.

29/50-55 **Example:** With 25.2 seconds remaining on the game clock in the 2nd period, team A gains control of the ball. With 1 second remaining on the shot clock, A1 shoots for a field goal. While the ball is in the air the shot clock signal sounds. The ball does not touch the ring and after another 1.2 seconds the game clock signal sounds to end the period.

Interpretation: This is not a shot clock violation. The official did not call a violation while waiting if team B gains clear control of the ball. The period has ended.

29/50-56 **Example:** With 25.2 seconds remaining on the game clock in the 2nd period, team A gains control of the ball. With 1 second remaining on the shot clock, A1 shoots for a field goal. While the ball is in the air the shot clock signal sounds. The ball does not touch the ring and the official calls the violation with the game clock showing 0.8 seconds.

Interpretation: Shot clock violation. The ball shall be awarded to team B for a throw-in with 0.8 seconds remaining on the game clock.

29/50-57 **Example:** With 25.2 seconds remaining on the game clock in the 2nd period, team A gains control of the ball. With 1.2 second remaining on the game clock and with A1 having the ball in his hand(s), the shot clock signal sounds. The official calls the violation with the game clock showing 0.8 seconds.

Interpretation: Shot clock violation. The ball shall be awarded to team B for a throw-in with 1.2 seconds remaining on the game clock.

Art. 30 Ball returned to the backcourt

30-1 **Statement.** While airborne, a player retains the same status relative to the floor as where he was last touching the floor before jumping into the air. However, when an airborne player jumps from his frontcourt and gains control of the ball while still airborne, he is the 1st player on his team to establish team control.
If his momentum then returns him to his backcourt, he is helpless to avoid not returning also with the ball to the backcourt. Therefore, if an airborne player establishes a new team control, that player's position relative to the frontcourt/backcourt shall not be determined until the player has returned with both feet to the floor.

30-2 **Example:** A1 in his backcourt attempts a fast break pass to A2 in the frontcourt. B1 jumps from the team B frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: No violation has occurred. B1 established the 1st team B control of the ball while airborne and his position relative to frontcourt/backcourt was not determined until both his feet returned to the floor. In all cases B1 is legally in his backcourt.

30-3 **Example:** On the jump ball between A1 and B1 that begins the 1st period, the ball has been legally tapped when A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: No violation has occurred. A2 establishes the 1st team A control of the ball while airborne. In all cases A2 is legally in his backcourt.

30-4 **Example:** A1 taking the throw-in in his frontcourt attempts a pass to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: Team A violation. With A1 throw-in, team A has established control of the ball in the frontcourt, before A2 caught the ball while airborne and landed in his backcourt. In all cases A2 has illegally returned the ball to the backcourt.

30-5 **Example:** A1 straddles the centre line to start the 2nd period and passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: Team A violation. A1 has established the team A control of the ball. A2 jumping from his frontcourt and catching the ball while airborne has established the team A control of the ball in the frontcourt. In all cases by landing in his backcourt A2 has caused the ball to return illegally to his backcourt.

30-6 **Example:** A1 taking the throw-in in his backcourt attempts a pass to A2 in his frontcourt. B1 jumps from his frontcourt, catches the ball while airborne and before he lands in his backcourt he passes the ball to B2 in his backcourt.

Interpretation: Team B violation for illegally returning the ball to the backcourt.

30-7 **Statement.** A live ball has been illegally returned to the backcourt when a team A player who is completely in the frontcourt, causes the ball to touch the backcourt, after which a team A player is the first to touch the ball either in the frontcourt or backcourt. However, it is legal when a team A player in the backcourt causes the ball to touch the frontcourt, after which a team A player is the first to touch the ball, either in the frontcourt or the backcourt.

30-8 **Example:** A1 is standing completely with both feet in the frontcourt near the centre line when A1 attempts a bounce pass to A2 who is also standing with both feet in the frontcourt near the centre line. On the pass, the ball touches the backcourt before touching A2.

Interpretation: Team A violation for illegally returning the ball to the backcourt.

30-9 **Example:** A1 and A2 are both standing in their frontcourt with both feet near the centre line when A1 attempts a bounce pass to A2. On the pass the ball touches the backcourt and then touches the frontcourt, after which the ball is touching A2.

Interpretation: Team A violation for illegally returning the ball to the backcourt.

30-10 **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 period stopped at the moment the ball has touched the frontcourt. A new 8-second period shall be started as soon as A2 touches the ball.

30-11 **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 period stopped at the moment the ball has touched the official. A new 8-second period shall be started as soon as A2 touches the ball.

30-12 **Example:** Team A is in control of the ball in its frontcourt when the ball is simultaneously touched by A1 and B1 and then goes into the team A's backcourt, where the ball is first touched by A2.

Interpretation: Team A has caused the ball to be illegally returned into its backcourt.

30-13 **Example:** A1 dribbles from his backcourt to the frontcourt. Having both feet in his frontcourt he still dribbles the ball in his backcourt. Then the ball touches his leg and bounces into his backcourt where A2 starts a dribble.

Interpretation: Legal play as A1 has not yet established control of the ball in his frontcourt.

30-14 **Example:** A1 in his backcourt passes the ball to A2 who is in his frontcourt. A2 touches the ball which returns to A1 who is still in the backcourt.

Interpretation: Legal play as A2 has not established control of the ball in his frontcourt.

30-15 **Example:** On the throw-in from the centre line after an unsportsmanlike foul, A1 passes the ball to A2. A2 jumps over the centre line, catches the ball with his left foot in his frontcourt and with right foot still in the air. Then he puts his right foot into his backcourt.

Interpretation: Legal play. Only after touching the frontcourt with both feet A2 establishes team control in his frontcourt.

30-16 **Example:** On the throw-in in his frontcourt, A1 passes the ball to A2. A2 jumps over the centre line, catches the ball with his left foot in his frontcourt and with right foot still in the air. Then he puts his right foot into his backcourt.

Interpretation: A2 has caused the ball to be illegally returned into his backcourt, as thrower-in A1 had already established team control in team A's frontcourt.

30-17 **Example:** A1 dribbles in his frontcourt near the centre line when B1 taps the ball into team A's backcourt. A1 with both feet still in his frontcourt continues to dribble the ball which has bounced in his backcourt.

Interpretation: Legal play. Team A was not the last touching the ball in his frontcourt. A1 could even continue his dribbling completely into his backcourt with a new 8-second period.

30-18 **Example:** A1 in his backcourt passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) touching the centre line.

(c) straddling the centre line and then passes or dribbles the ball to his backcourt.

Interpretation: Team A violation for illegally returning the ball to the backcourt. A2 has established team A control in the frontcourt when catching the ball in the air.

Art. 31 Goaltending and Interference

31-1 **Statement.** When the ball is above the ring during a shot for a field goal or a free-throw attempt, it is interference if a player reaches through the basket from below and touches the ball.

31-2 **Example:** On A1's last or only free throw,

(a) before the ball has touched the ring,

(b) after the ball has touched the ring and still has the possibility to enter the basket,

B1 reaches through the basket from below and touches the ball.

Interpretation: B1's violation for touching the ball illegally.

(a) A1 shall be awarded 1 point and a technical foul shall be called on B1.

(b) A1 shall be awarded 1 point but no technical foul shall be called on B1.

31-3 **Statement.** When the ball is above the ring during a pass or after it has touched the ring, it is interference if a player reaches through the basket from below and touches the ball.

31-4 **Example:** The ball is above the ring as a result of a pass from A1 when B1 reaches through the basket from below and touches the ball.

Interpretation: B1's interference violation. Team A shall be awarded 2 or 3 points.

31-5 **Statement.** Following the last or only free throw and after the ball has touched the ring, the free-throw attempt changes its status and becomes a 2-point field goal if the ball is legally touched by any player before it enters the basket.

31-6 **Example:** After A1's last or only free throw, the ball has touched the ring and is bouncing above it. B1 tries to tap the ball away but the ball enters the basket.

Interpretation: The ball has been legally touched. The free-throw attempt has changed its status and team A's captain on the playing court shall be awarded 2 points.

31-7 **Statement.** After the ball has touched the ring on a field goal attempt, last or only free throw or after the game clock has sounded for the end of the period and the ball has still the chance to enter the basket, a foul is called. It is a violation if any player then touches the ball.

31-8 **Example:** After A1's last or only free throw, the ball has touched the ring and is bouncing above it when on the rebound A2 is fouled by B2 (3rd team foul). The ball still has the chance to enter and is touched by

(a) A3

(b) B3

Interpretation: This is an interference violation.

(a) No point shall be awarded. Both throw-in penalties cancel each other. The game shall be resumed with an alternating possession throw-in at the endline nearest to where the foul has occurred, except directly behind the backboard.

(b) A1 shall be awarded 1 point. The game shall be resumed with a team A throw-in at the endline nearest to where the foul has occurred, except directly behind the backboard.

31-9 **Example:** After A1's last or only free throw, the ball has touched the ring and is bouncing above it when on the rebound A2 is fouled by B2 (5th team foul). The ball still has the chance to enter and is touched by

(a) A3

(b) B3

Interpretation: This is an interference violation.

(a) No point shall be awarded. A2 shall be awarded 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the free-throw line extended.

(b) A1 shall be awarded 1 point. A2 shall be awarded 2 free throws. The game shall be resumed as after any normal free throw(s).

31-10 **Example:** A1 shoots for a field goal, the ball touches the ring and is bouncing above and still has the chance to enter when the game clock signal sounds. The ball is touched by

(a) A2

(b) B2

Interpretation: This is an interference violation.

(a) No points shall be awarded.

(b) 2 or 3 points shall be awarded to A1.

31-11 **Statement.** If, during a field goal attempt, a player touches the ball on its upward flight, all restrictions related to goaltending and interference shall apply.

31-12 **Example:** A1 attempts a shot for a field goal and the ball on its upward flight is touched by A2 or B2. On its downward flight to the basket the ball is touched by:

(a) A3.

(b) B3.

Interpretation: The contact of A2 or B2 with the ball on its upward flight is legal and does not change the status of a shot for a field goal. However, the subsequent contact with the ball on its downward flight by A3 or B3 is a violation.

(a) The ball is awarded to team B for a throw-in at the free-throw line extended.

(b) 2 or 3 points are awarded to A1.

31-13 **Statement.** It is an interference violation if a player causes the backboard or the ring to vibrate in such a way that the ball, in the judgment of an official, has been prevented from entering the basket or has been caused to enter the basket.

31-14 **Example:** A1 attempts a shot for a 3-point field goal near the end of the game. While the ball is in the air the game clock signal sounds for the end of the game. After the signal, B1 causes the backboard or the ring to vibrate and therefore, in the judgment of the official, the ball is prevented from entering the basket.

Interpretation: Even after the game clock signal sounds for the end of the game, the ball remains live and therefore an interference violation has occurred. 3 points are awarded to A1.

31-15 **Statement.** Interference is committed by a defensive or offensive player during a shot for a field goal when a player touches the basket or the backboard while the ball is in contact with the ring and still has a possibility to enter the basket.

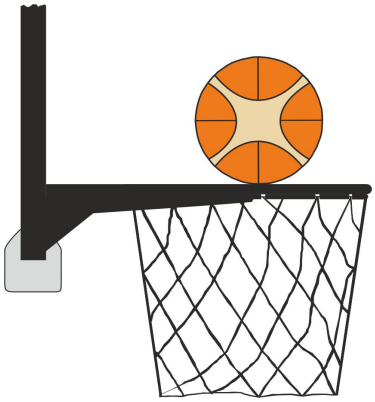


Diagram 2 Ball in contact with the ring

31-16 **Example:** After A1's shot for a field goal, the ball has rebounded from the ring and then again landed on the ring. B1 touches the basket or backboard while the ball is on the ring.

Interpretation: B1's violation. The interference restrictions apply as long as the ball has the possibility to enter the basket.

31-17 **Statement.** Whenever there are contradictory decisions of the officials or the infractions of the rules occur at approximately the same time and one of the sanctions is to cancel the goal scored, that sanction prevails and no points shall be awarded.

31-18 **Example:** A shot for a field goal by A1 on its downward flight and completely above the level of the ring is simultaneously touched by A2 and B2. The ball then

(a) enters the basket.

(b) doesn't enter the basket.

Interpretation: In both cases no points shall be awarded. This is a jump ball situation.

31-19 **Statement.** It is an interference violation if a player grasps the basket to play the ball.

31-20 **Example:** A1 attempts a shot for a 3-point field goal. The ball rebounds from the basket when:

(a) A2 grasps the basket and taps the ball into the basket.

(b) B1 grasps the basket and taps the ball away from the basket.

Interpretation: Interference committed by both A2 and B1.

(a) No points shall be awarded. The game shall resume with team B throw-in at the free-thrown line extended.

(b) A1 is awarded 3 points.

31-21 **Statement.** It is an interference violation if a defensive player touches the ball while the ball is within the basket.

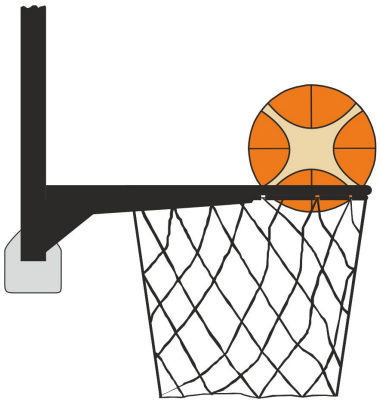


Diagram 3 Ball is within the basket

31-22 **Example:** A1 attempts a shot for a field goal. While the ball turns around the ring and its slightest part is within or below the level of the ring, B1 touches the ball.

Interpretation: Interference committed by B1 as the ball is within the basket as the slightest part of the ball is within and below the level of the ring.

Art. 33 Contact: General principles

33.10 No-charge semi-circle areas

33-1 **Statement.** The purpose of the no-charge semi-circle rule is not to reward a defensive player who has taken a position under his own basket in order to draw a charging foul against an offensive player who is in control of the ball and is penetrating towards the basket.

For the no-charge semi-circle rule to be applied:

(a) The defensive player shall have one foot or both feet in contact with the semi-circle area (see Diagram 4). The semi-circle line **is part** of the semi-circle area.

(b) The offensive player shall drive to the basket across the semi-circle line and attempt a shot for a field goal or a pass while airborne.

The no-charge semi-circle rule is **not** to be applied and any contact shall be judged according to normal regulations, e. g. cylinder principle, charge/block principle:

(a) For all play situations occurring outside the no-charge semi-circle area, also developing from the area between the semi-circle area and the endline.

(b) For all rebounding play situations when, after a shot for a field goal, the ball rebounds and a contact situation occurs.

(c) For any illegal use of the hands, arms, legs or body by either offensive or defensive player.

33-2 **Example:** A1 attempts a jump shot that begins outside the semi-circle area and charges into B1 who is in contact with the semi-circle area.

Interpretation: A1's action is legal as the no-charge semi-circle rule is applied.

33-3 **Example:** A1 dribbles along the endline and, after reaching the area behind the backboard, jumps diagonally or backwards and charges into B1 who is in a legal guarding position in contact with the semi-circle area.

Interpretation: A1's charging foul. The no-charge semi-circle rule is not applied as A1 has entered the no-charge semi-circle area from the playing court directly behind the backboard and its extended imaginary line.

33-4 **Example:** A1's shot for a field goal touches the ring and rebounds from it. A2 jumps into the air, catches the ball and then charges into B1 who is in a legal guarding position in contact with the semi-circle area.

Interpretation: A2's charging foul. The no-charge semi-circle rule is not applied.

33-5 **Example:** A1 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal A1 passes the ball to A2 who is directly following him. A1 then charges into B1 who is in contact with the no-charge semi-circle area. At approximately the same time A2, with the ball in his hands is on a direct drive to the basket in an attempt to score.

Interpretation: A1's charging foul. The no-charge semi-circle rule is not applied as A1 illegally uses his body to clear the way to the basket for A2.

33-6 **Example:** A1 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal A1 passes the ball to A2 who is standing in the corner of the playing court. A1 then charges into B1 who is in contact with the no-charge semi-circle area.

Interpretation: A1's legal action. The no-charge semi-circle rule is applied.



Diagram 4 Position of a player inside/outside the no-charge semi-circle area

Art. 35 Double foul

35-1 **Statement.** Whenever there are contradictory decisions of the officials or the infractions of the rules occur at approximately the same time and one of the sanctions is to cancel the goal scored, that sanction prevails and no points shall be awarded.

35-2 **Example:** While A1 is in the act of shooting, there is physical contact between shooter A1 and B1. The ball enters the basket. The lead official calls an offensive foul against A1 and therefore the basket shall not count. The trail official calls a defensive foul against B1 and therefore the basket shall count.

Interpretation: The officials agree to a double foul and the goal shall not count. The game shall be resumed with a team A throw-in at the free-throw line extended.

Team A shall have only whatever time was remaining on the shot clock at the time the double foul occurred.

35-3 **Statement.** All the following conditions are necessary for 2 fouls to be considered as a double foul:

(a) Both fouls are player's fouls.

(b) Both fouls involve physical contact.

(c) Both fouls are between two opponents fouling each other.

(d) Both fouls are committed at approximately the same time.

35-4 **Example:**

(a) On fighting for the post position A1 and B1 are pushing each other.

(b) On the rebound A1 and B1 are pushing each other.

(c) On receiving a pass from A2, A1 and B1 are pushing each other.

Interpretation: A double foul shall be called in all 3 situations. On the throw-in, team A shall have only whatever time was remaining on the shot clock at the time the double foul occurred.

Art. 36 Technical foul

36-1 **Statement.** An official warning is given to a player for an action or behaviour which, if repeated, may lead to a technical foul. That warning shall also be communicated to the coach of that team and shall apply to any member of that team for any similar actions for the remainder of the game. An official warning shall be given only when the ball becomes dead and the game clock is stopped.

36-2 **Example:** Team A member is given a warning for:

(a) Interfering with throw-in.

(b) His behaviour.

(c) Any other action which, if repeated, may lead to a technical foul.

Interpretation: The warning shall be communicated also to coach A and shall apply to all team A members, for similar actions, for the remainder of the game.

36-3 **Statement.** While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as placing hand(s) near to the shooter's eyes, 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 may be given if the shooter is not disadvantaged.

36-4 **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 members have 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.

36-5 **Statement.** If the officials discover that more than 5 players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.
Assuming that the officials and the table officials are doing their job correctly, 1 player must have re-entered or remained on the playing court illegally. The officials must therefore order 1 player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B'. The coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

36-6 **Example:** While the game is being played it is discovered that team A has more than 5 players on the playing court.

(a) At the time of the discovery, team B (with 5 players) is in control of the ball.

(b) At the time of the discovery, team A (with more than 5 players) is in control of the ball.

Interpretation:

(a) The game shall be stopped immediately unless team B is placed at a disadvantage.

(b) The game shall be stopped immediately.

In both cases the player who has re-entered (or remained in) the game illegally must be removed from the game and a technical foul shall be charged against coach A, recorded as 'B'.

36-7 **Statement.** After it is discovered that a team is participating with more than 5 players, it is also discovered that points have been scored or a foul has been committed by a player of this team while participating illegally. All such points shall remain valid and any foul(s) committed by (or against) that player shall be considered as player fouls.

36-8 **Example:** With the game clock running, team A has 6 players on the playing court. This is discovered and the game is interrupted after:

(a) A1 commits an offensive foul.

(b) A1 scores a field goal.

(c) B1 fouls A1 during his unsuccessful shot for a field goal.

(d) The 6th player has left the playing court.

Interpretation:

(a) A1's foul is a player foul.

(b) A1's field goal shall count.

(c) A1 shall be awarded 2/3 free throws.

In (a), (b) and (c) the 6th team A player must leave the playing court and in addition in all cases a technical foul shall be charged against coach A, recorded as 'B'.

(d) A technical foul shall be charged against coach A, recorded as 'B'.

36-9 **Statement.** After having been notified of being no longer entitled to participate because of a 5th foul, a player re-enters the game. The illegal participation shall be penalised immediately upon discovery, without placing the opponents at a disadvantage.

36-10 **Example:** After committing a 5th foul, B1 is notified of being no longer entitled to participate. B1 later re-enters the game as a substitute. B1's illegal participation is discovered before:

(a) The ball has become live for the resuming of the game.

Or after:

(b) The ball has again become live while the ball is in control of team A.

(c) The ball has again become live while the ball is in control of team B.

(d) The ball has again become dead following B1's re-entering the game.

Interpretation:

(a) B1 shall be removed from the game immediately.

(b) The game shall be stopped immediately unless team A is placed at a disadvantage. B1 shall be removed from the game.

(c), (d) The game shall be stopped immediately. B1 shall be removed from the game.
In all cases a technical foul shall be charged against coach B, recorded as 'B'.

36-11 **Statement.** After having been notified of having committed his 5th foul, a player re-enters the game and scores a field goal or commits a foul or is fouled by an opponent before the illegal participation is discovered. All such points shall remain valid and any foul(s) committed by (or against) that player shall be considered as player fouls.

36-12 **Example:** After committing a 5th foul, B1 is notified of being no longer entitled to participate. B1 later re-enters the game as a substitute. B1's illegal participation is discovered after:

(a) B1 scores a field goal.

(b) B1 commits a foul.

(c) B1 is fouled on his dribbling by A1 (5th team foul).

Interpretation:

(a) B1's field goal shall count.

(b) B1's foul is a player foul and shall be recorded on the scoresheet in the space behind his 5th foul.

(c) The 2 free throws shall be awarded to B1's substitute.

In all cases a technical foul shall be charged against coach B, recorded as 'B'.

36-13 **Statement.** After not having been notified of being no longer entitled to participate because of a 5th foul, a player remains in or re-enters the game. That player shall be removed from the game as soon as the error is discovered without placing the opponents at a disadvantage. No penalty shall be applied for the player's illegal participation. If that player scores a field goal, commits a foul or is fouled by an opponent, the field goal shall count and the foul shall be considered as a player foul.

36-14 **Example:** A6 asks to substitute for A1. The ball next becomes dead as a result of a foul by A1 and A6 enters the game. The officials fail to notify A1 that the foul is his 5th foul. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after:

(a) The game clock has started while A1 is participating as a player.

(b) A1 has scored a field goal.

(c) A1 fouls B1.

(d) B1 fouls A1 during an unsuccessful shot for a field goal.

Interpretation:

No penalty shall be charged because of A1's illegal participation.

(a) The game shall be stopped without placing team B at a disadvantage. A1 shall be removed from the game immediately and replaced by a substitute.

(b) A1's field goal shall count.

(c) A1's foul is a player foul and penalised accordingly. It shall be recorded on the scoresheet in the space behind his 5th foul.

(d) The 2 or 3 free throws shall be awarded to A1's substitute.

36-15 **Example:** 10 minutes before the start of the game, a technical foul is called on A1. Before the start of the game, coach B designates B1 to attempt 1 free throw, however B1 is not 1 of the team B starting 5 players.

Interpretation: 1 of the players designated as team B starting 5 players must attempt the free throw. Substitution cannot be granted before the playing time has started.

36-16 **Statement.** Whenever a player fakes a foul the following procedure shall be applied:

- Without interrupting the game, the official signals the fake with showing twice the "rise-the-lower-arm" signal.
- As soon as the game is stopped, the next time a warning shall be communicated to the player and the coach of this team. Both teams are entitled for 1 warning.
- The next time a player of this team fakes a foul, a technical foul shall be called. This applies also if the game was not stopped to communicate the earlier warning.
- In an excessive case without any contact, a technical foul may be called immediately without a warning.

36-17 **Example:** A1 dribbles with B1 defending him. A1 makes a sudden move with his head giving the impression as he was fouled by B1. Later at the game, A1 falls on the floor giving the impression as he was pushed by B1.

Interpretation: The official gives A1 a warning for his fake with the head with twice showing him the "rise-the-lower-arm" signal. A1 shall be charged with a technical foul for his fake falling on the floor as this is the 2nd fake even there was no interruption of the game to communicate the warning to A1 for his 1st fake.

36-18 **Example:** A1 dribbles with B1 defending him. A1 then makes a sudden move with his head giving the impression as he was fouled by B1. Later at the game, B2 falls on the floor giving the impression as he was pushed by A2.

Interpretation: The official gives A1 and B2 a warning for their fakes with twice showing them the "rise-the-lower-arm" signal. During the next interruption of the game the warnings shall be communicated to A1, B2 and both coaches.

36-19 **Statement.** When a player falls down to fake a foul in order to get an advantage by having a foul called unjustly on an opponent or to create an unsportsmanlike atmosphere amongst spectators towards the officials, such behaviour shall be considered unsportsmanlike.

36-20 **Example:** A1 is driving to the basket when B1 falls backwards to the floor without contact having occurred between these players or after A1's negligible contact followed by B1's theatrical display. A warning for such action has already been communicated to the team B players through the team B coach.

Interpretation: Such behaviour is obviously unsportsmanlike and poisons the smooth running of the game. A technical foul shall be called on B1.

36-21 **Statement.** Serious injury may occur by excessive swinging of elbows, especially in rebounding activity and closely guarded player situations. If such action results in contact, then a personal foul may be called. If the action does not result in contact, a technical foul may be called.

36-22 **Example:** A1 rebounds a ball and returns to the floor. A1 is immediately closely guarded by B1. Without contacting B1, A1 excessively swings the elbows in an attempt to intimidate B1 or to clear enough space to pivot, pass, or dribble.

Interpretation: A1's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A1.

36-23 **Statement.** A player shall be disqualified when he is charged with 2 technical fouls.

36-24 **Example:** A1 has committed his 1st technical foul during the 1st half for hanging on the ring. A 2nd technical foul is called against him during the 2nd half for unsportsmanlike behaviour.

Interpretation: A1 shall be automatically disqualified and shall go to and remain in the team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. This 2nd technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 2 technical fouls and should be disqualified.

36-25 **Statement.** After having committed his 5th foul a player becomes an excluded player. After his 5th foul any further technical fouls called against him shall be charged against his coach and recorded as 'B'. This is also valid if one of his 5 fouls was a technical or unsportsmanlike foul. He is not disqualified and may stay in his team bench area.

36-26 **Example:** B1 has committed a technical foul during the 1st period. In the 4th period B1 has committed his 5th foul. On the way to his team bench B1 is charged with a technical foul.

Interpretation: With his 5th foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach. B1 is not disqualified.

36-27 **Example:** B1 has committed an unsportsmanlike foul during the 3rd period. In the 4th period B1 has committed his 5th foul. On the way to his team bench B1 is charged with a technical foul.

Interpretation: With his 5th foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach. B1 is not disqualified.

36-28 **Statement.** A player shall be disqualified when he is charged with 1 technical and 1 unsportsmanlike foul.

36-29 **Example:** A1 has committed a technical foul during the 1st half for delaying the game. An unsportsmanlike foul is called against him during the 2nd half for a hard foul against B1.

Interpretation: A1 shall be automatically disqualified and shall go to and remain in the team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. The unsportsmanlike foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 1 technical foul and 1 unsportsmanlike foul and should be disqualified.

36-30 **Example:** A1 has committed an unsportsmanlike foul during the 1st half for stopping with an unnecessary contact the progress of the offensive team in transition. A technical foul is called against him during the 2nd half for faking being fouled.

Interpretation: A1 shall be automatically disqualified and shall go to and remain in the team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. The technical foul is the only foul to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 1 unsportsmanlike foul and 1 technical foul and should automatically be disqualified.

36-31 **Statement.** A player coach shall be disqualified if he was charged with the following fouls:

- 2 technical fouls as a player
- 2 unsportsmanlike fouls as a player
- 1 unsportsmanlike foul and 1 technical foul as a player
- 1 technical foul as a coach, recorded as 'C' and 1 unsportsmanlike or technical foul as a player
- 1 technical fouls as a coach, recorded as 'B', 1 technical foul as a coach, recorded as 'C' and 1 unsportsmanlike or technical foul as a player
- 2 technical fouls as a coach, recorded as 'B' and 1 unsportsmanlike or technical foul as a player
- 2 technical fouls as a coach, recorded as 'C'
- 1 technical fouls as a coach, recorded as 'C' and 2 technical fouls as a coach, recorded as 'B'
- 3 technical fouls as a coach, recorded as 'B'.

36-32 **Example:** Player coach A1 has committed a technical foul during the 1st period for faking a foul as a player. In the 4th period he has been charged with a technical foul for his personal unsportsmanlike behaviour as a coach, recorded as 'C'.

Interpretation: Player coach A1 shall be automatically disqualified and shall go to and remain in the team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. The 2nd technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 technical foul as a player and 1 personal technical foul as a coach and should be disqualified.

36-33 **Example:** Player coach A1 has committed an unsportsmanlike foul during the 2nd period on B1 as a player. In the 3rd period he has been charged with a technical foul for unsportsmanlike behaviour of his physiotherapist, recorded as 'B' and in the 4th period he has been charged with a technical foul for substitute A6, recorded as 'B' as a coach.

Interpretation: Player coach A1 shall be automatically disqualified and shall go to and remain in the team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. The 2nd technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 unsportsmanlike foul as a player and is charged with 2 technical fouls of his team bench personnel as a coach and should be disqualified.

36-34 **Example:** Player coach A1 has committed a technical foul during the 2nd period for his personal unsportsmanlike behaviour as a coach, recorded as 'C'. In the 4th period he has committed an unsportsmanlike foul against B1 as a player.

Interpretation: Player coach A1 shall be automatically disqualified and shall go to and remain in the team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. The unsportsmanlike foul is the only foul to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 personal technical foul as a coach and 1 unsportsmanlike foul as a player and should automatically be disqualified.

Art. 37 Unsportsmanlike foul

37-1 **Statement.** The game clock shows 2:00 minutes or less in the 4th period and in each extra period, and the ball is out-of-bounds for a throw-in still in the hands of the official or already at the disposal of the player taking the throw-in. If at this moment a defensive player on the playing court causes contact with a player of the offensive team on the playing court and a foul is called, it is an unsportsmanlike foul.

37-2 **Example:** With 0:53 to play in the last period of the game, A1 has the ball in his hands or at his disposal for a throw-in when B2 causes contact with A2 on the playing court and a foul is called on B2.

Interpretation: B2 obviously has made no effort to play the ball and has gained an advantage by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

37-3 **Example:** With 0:53 to play in the last period of the game, A1 has the ball in his hands or at his disposal for a throw-in when A2 causes contact with B2 on the playing court and a foul is called on A2.

Interpretation: A2 did not gain an advantage by committing a foul. A personal foul shall be called on A2, unless there is hard contact which shall be called as an unsportsmanlike foul. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

37-4 **Statement.** When the game clock shows 2:00 minutes or less in the 4th period and in each extra period, and after the ball has left the hands of the player taking the throw-in, a defensive player, in order to stop or not to restart the game clock, causes contact with an offensive player who is just about to receive or has received the ball on the playing court. Such contact shall be called immediately as a personal foul unless there is hard contact which shall be called as an unsportsmanlike or disqualifying foul. The principle of advantage/disadvantage shall not be applied.

37-5 **Example:** With 1:02 to play in the last period of the game and with the score A 83 – B 80, the ball has left the hands of A1 on a throw-in, when B2 causes contact on the playing court with A2 who is about to receive the ball. A foul is called on B2.

Interpretation: A personal foul shall be called on B2 immediately unless the officials judge that the severity of the B2 contact requires an unsportsmanlike or disqualifying foul to be called.

37-6 **Example:** With 1:02 to play in the last period of the game and with the score A 83 – B 80, the ball has left the hands of A1 on a throw-in, when A2 causes contact on the playing court with B2. A foul is called on A2.

Interpretation: A2 has not gained an advantage by committing a foul. A personal foul shall be called on A2 immediately, unless there is hard contact. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

37-7 **Example:** With 1:02 to play in the last period of the game and with the score A 83 – B 80, the ball has left the hands of A1 on a throw-in, when B2 causes contact with A2 in a different area of the playing court to where the throw-in is administered. A foul is called on B2.

Interpretation: B2 obviously has made no effort to play the ball and has gained an advantage by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

37-8 **Statement.** Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and with no other defensive player between the offensive player and the opponents' basket shall be called as an unsportsmanlike foul only until the offensive player begins his act of shooting. However, not a legitimate attempt to directly play the ball or any hard contact may be called as an unsportsmanlike foul at any time during the game.

37-9 **Example:** While A1 is dribbling to the basket on a fast break and there is no defensive player between A1 and the opponents' basket, B1 contacts A1 illegally from behind and a foul is called.

Interpretation: This shall be called as an unsportsmanlike foul.

37-10 **Example:** Finishing his fast break A1 starts his act of shooting when B1 contacts his arm from behind

(a) on trying to block the ball.

(b) with an excessive hard contact.

Interpretation: This shall be called as

(a) a normal foul.

(b) an unsportsmanlike foul.

Art. 38 Disqualifying foul

38-1 **Statement.** With a disqualification a person is no longer a team member or team bench personnel. Therefore, he may no longer be penalised for additional unsportsmanlike behaviour.

38-2 **Example:** A1 is disqualified for flagrant unsportsmanlike behaviour. He leaves the playing court and verbally insults an official.

Interpretation: A1 is already disqualified and may no longer be penalised. The official or the commissioner, if present, shall send a report describing the incident to the organising body of the competition.

38-3 **Statement.** When a player is disqualified for a flagrant unsportsmanlike non-contact action, the penalty is the same as for a contact disqualifying foul.

38-4 **Example:** A travelling violation is called against A1. Frustrated, he verbally insults the official. A1 is charged with a disqualifying foul.

Interpretation: The penalty shall be 2 free throws and possession of the ball for team B.

38-5 **Statement.** When an assistant coach, substitute, excluded player or accompanying delegation member is disqualified and the coach is charged with a technical foul recorded as 'B', the penalty shall be the same as for any other disqualifying foul.

38-6 **Example:** A1 has been charged with his 5th personal foul. Frustrated, he verbally insults the official. A1 is charged with a disqualifying foul.

Interpretation: A1's disqualifying foul is charged to the coach A and recorded as 'B_2'. The penalty shall be 2 free throws and possession of the ball for team B.

38-7 **Statement.** A disqualifying foul is any flagrant unsportsmanlike action by a player, coach or team bench personnel. It can be either:

(a) Against a person from the opposing team, officials, table officials and commissioner.

(b) Against any member of his own team.

(c) Against anybody else present in the sport venue including spectators.

(d) For any intentional physical actions damaging game equipment.

38-8 **Example:** The following flagrant unsportsmanlike actions occur:

(a) In the 3rd period A1 on the playing court punches his team-mate A2.

(b) A1 leaves the playing court and punches a spectator.

(c) A6 in his team bench area punches his team-mate A7.

(d) A6 hits the scorer's table and damages the shot clock.

Interpretation: In (a) and (b) A1 and in (c) and (d) A6 shall be disqualified and shall go to and remain in his team's dressing room for the duration of the game or, if he so wishes, shall leave the building. The penalty shall be 2 free throws for team B followed by a throw-in at the centre line extended, opposite the scorer's table.

Art. 39 Fighting

39-1 **Statement.** A team is awarded a throw-in because that team was in control of the ball at the time a fight breaks out or threatens to break out. That team shall have only whatever time was remaining on the shot clock when the game resumes.

39-2 **Example:** Team A has possession of the ball for 20 seconds when a situation which may lead to a fight occurs. The officials disqualify members of both teams for leaving their team bench area.

Interpretation: Team A, who controlled the ball before the fighting started, shall be awarded a throw-in at the centre line extended, opposite the scorer's table with only 4 seconds remaining on the shot clock.

39-3 **Statement.** When an assistant coach, substitute, excluded player or accompanying delegation member is disqualified in a fighting situation and the coach is charged with a technical foul recorded as 'B', the penalty shall be the same as for any other disqualifying foul.

39-4 **Example:** In a fighting situation, A6 has entered the playing court and has therefore been disqualified.

Interpretation: The foul is charged to the coach A and recorded as 'B_2'. As it is a disqualifying foul of A6, the penalty shall be 2 free throws and possession of the ball for team B.

39-5 **Example:** A1 and B1 start fighting on the playing court. A6 and B6 enter the playing court but do not get involved in the fighting. A7 also enters the playing court and punches B1 in his face.

Interpretation: A1 and B1 shall be disqualified, recorded as 'D_2'. A6, A7 and B6 are disqualified for having entered the playing court during fighting and coach A and coach B shall both be charged with a technical foul recorded as 'B_2'. On the scoresheet the remaining foul spaces of A6, A7 and B6 shall be filled with 'F'. The penalties for both disqualifying and both technical fouls cancel each other.

Art. 42 Special situations

42-1 **Statement.** In special situations with a number of penalties to be administered during the same stopped clock period, officials must pay particular attention to the order in which the violation or fouls occurred in determining which penalties are to be administered and which penalties are to be cancelled.

42-2 **Example:** A1 attempts a jump shot for a field goal. While the ball is in the air, the shot clock signal sounds. After the signal, with A1 still in the air, B1 commits an unsportsmanlike foul on A1 and:

(a) The ball misses the ring.

(b) The ball only touches the ring but does not enter the basket.

(c) The ball enters the basket.

Interpretation: In all cases B1's unsportsmanlike foul cannot be disregarded.

(a) A1 was fouled by B1 while A1 was in the act of shooting. The shot clock violation by team A shall be disregarded as it would have occurred after the unsportsmanlike foul. A1 shall be awarded 2 or 3 free throws, followed by a team A's throw-in at the centre line extended, opposite the scorer's table.

(b) No shot clock violation has occurred. A1 shall be awarded 2 or 3 free throws, followed by a team A's throw-in at the centre line extended, opposite the scorer's table.

(c) A1 shall be awarded 2 or 3 points and 1 additional free throw followed by a team A throw-in at the centre line extended, opposite the scorer's table.

42-3 **Example:** A1 in his act of shooting for a field goal is fouled by B2. Afterwards, while A1 is still in the act of shooting, he is fouled by B1.

Interpretation: B1's foul shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

42-4 **Example:** B1 commits an unsportsmanlike foul against A1. After the foul, technical fouls are committed by coach A and coach B.

Interpretation: Only equal penalties shall be cancelled in the order in which they occur. Therefore, the penalties for the coaches' technical fouls shall be cancelled. The game shall be resumed with 2 free throws for A1 and possession of the ball for team A.

42-5 **Example:** B1 commits an unsportsmanlike foul against A1 on a successful field goal. A1 then commits a technical foul.

Interpretation: A1's field goal counts. The foul penalties for the unsportsmanlike and the technical foul (1 free throw plus possession for both teams) cancel each other and the game shall be resumed with a throw-in at any place from the endline as after any successful field goal.

42-6 **Example:** On getting a free position B1 pushes off A1, called as a personal foul. This is team B's 3rd team foul. Later (not at approximately the same time) A1 hits B1 with his elbow, called as an unsportsmanlike foul.

Interpretation: This is not a double foul as the fouls of B1 and A1 did not occur at approximately the same time. The game shall be resumed with 2 free throws for B1 and possession of the ball for team B.

42-7 **Example:** B1 fouls dribbler A1, this is the 3rd team B foul. After that, A1 throws the ball against B1 body (hands, legs, torso etc).

Interpretation: A1 is charged with a technical foul. Any team B player is awarded 1 free throw, followed by a team B throw-in at the centre line extended, opposite the scorer's table.

42-8 **Example:** B1 fouls dribbler A1, this is the 5th team B foul. After that, A1 throws the ball from the short distance directly to B1 face (head).

Interpretation: A1 is charged with a disqualifying foul and shall go to and remain in his team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. The substitute for A1 shall be awarded 2 free throws, no line up. After that, any team B player is awarded 2 free throws, followed by a team B throw-in at the centre line extended, opposite the scorer's table.

42-9 **Example:** B1 fouls A1 dribbler, this is the 3rd team B foul. After that, A1 throws the ball from the short distance directly to B1 face (head).

Interpretation: A1 is charged with a disqualifying foul and shall go to and remain in his team's dressing room for the duration of the game or, if he so chooses, he shall leave the building. Any team B player is awarded 2 free throws followed by a team B throw-in at the centre line extended, opposite the scorer's table.

42-10 **Example:** B1 fouls A1 dribbler, this is the 5th team B foul. After that, A1 throws the ball against B1 body (hands, legs, torso etc.).

Interpretation: A1 is charged with a technical foul. A1 is awarded 2 free throws, no line up. After that, any team B player is awarded 1 free throw, followed by a team B throw-in at the centre line extended, opposite the scorer's table.

42-11 **Statement.** If double fouls or fouls with equal penalties are committed during free-throw activity, the fouls shall be charged but no penalties are administered.

42-12 **Example:** A1 is awarded 2 free throws. After the 1st free throw:

(a) A2 and B2 commit a double foul.

(b) A2 and B2 commit technical fouls.

Interpretation: Fouls shall be charged against A2 and B2, after which A1 shall attempt the 2nd free throw. The game shall resume normally as after any last or only free throw.

42-13 **Example:** A1 is awarded 2 free throws. Both free throws are successful. Before the ball becomes live after the last free throw:

(a) A2 and B2 commit a double foul.

(b) A2 and B2 commit technical fouls.

Interpretation: Fouls shall be charged against A2 and B2, after which the game shall resume with a throw-in at the endline as after any successful last or only free throw.

42-14 **Statement.** In the case of double fouls and after cancellation of equal penalties against both teams, if there are no other penalties remaining for administration, the game shall be resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball or was entitled to the ball before the first infraction, this is a jump ball situation. The game shall be resumed with an alternating possession throw-in.

42-15 **Example:** During the interval of play between the 1st and 2nd period players A1 and B1 commit disqualifying fouls or coach A and coach B commit technical fouls.

The alternating possession arrow favours:

(a) Team A.

(b) Team B.

Interpretation:

(a) The game shall be resumed with a team A throw-in at the centre line extended, opposite the scorer's table. The moment the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed towards team B.

(b) The same procedure is followed, beginning with a throw-in awarded to team B.

Art. 44 Correctable errors

44-1 **Statement.** To be correctable the error must be recognized by the officials, table officials or commissioner, if present, before the ball becomes live following the first dead ball after the game clock has started following the error. That is:

Error occurs during a dead ball	Error is correctable
Ball live	Error is correctable
Game clock starts or continues to run	Error is correctable
Dead ball	Error is correctable
Ball live	Error is no longer correctable

After the correction of the error, the game shall be resumed and the ball shall be awarded to the team entitled to the ball at the time the game was interrupted to correct the error.

44-2 **Example:** B1 fouls A1 and this is team B's 4th team foul. The official commits an error by awarding A1 2 free throws. Following the successful last free throw, the game continues and the game clock starts. B2 receives the ball, dribbles and scores.

The error is discovered:

(a) Before

(b) After

the ball is at the team A's player disposal for the throw-in at the end line.

Interpretation:

B2's basket counts.

In (a), the error is still correctable. Any free throw made shall be cancelled and team A shall be awarded the ball for a throw-in at the end line where the game was interrupted to correct the error.

In (b), the error is no longer correctable and the game continues.

44-3 **Example:** A1 is fouled by B1 and is awarded 2 free throws. After the first successful free throw, B2 erroneously takes the ball and throws the ball in from the endline. While B3 is dribbling in his frontcourt and with 18 seconds remaining on the shot clock, the error of not having the A1's 2nd free throw executed is discovered.

Interpretation: The game shall be stopped immediately. A1 shall be awarded his 2nd free throw with no line-up. The game shall be resumed with a team B throw-in at the place where the game was interrupted and with 18 seconds on the shot clock.

44-4 **Statement.** If the error constitutes the wrong player shooting a free throw(s), the free throw(s) shall be cancelled. The ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless the game has started, in which case it shall be awarded for a throw-in at the place nearest to where the game was interrupted unless penalties for further infractions are to be administered. If the officials discover, before the ball has left the hands of the free-throw shooter for the 1st or only free throw, that a wrong player has the intention to attempt a free throw(s), he shall be immediately replaced by the correct free-throw shooter without any sanction.

44-5 **Example:** B1 fouls A1 and this is team B's 6th team foul. A1 is awarded 2 free throws. Instead of A1 it is A2 who attempts the 2 free throws. The error is discovered:

(a) Before the ball has left A2's hands for the 1st free throw.

(b) After the ball has left A2's hands for the 1st free throw.

(c) After the successful 2nd free throw.

Interpretation:

In (a), the error is immediately corrected and A1 shall attempt the 2 free throws, without any sanction for team A.

In (b) and (c) the 2 free throws are cancelled and the game shall be resumed with a team B throw-in at the free-throw line extended.

The same procedure shall be applied if the foul of B1 is unsportsmanlike. In that case also the right to the possession of the ball as part of the penalty is cancelled and the game shall be resumed with a throw-in for team B at the centre line extended, opposite the scorer's table.

44-6 **Example:** B1 fouls A1 in the act of shooting, after which a technical foul is committed by coach B. Instead of A1 attempting 2 free throws for the B1 foul, it is A2 who attempts all 3 free throws. The error is discovered before the ball has left the hands of A3, taking the throw-in resulting from the coach B technical foul.

Interpretation: The 2 free throws attempted by A2 instead of A1 shall be cancelled. The free throw for the technical foul penalty was legally taken by A2 and therefore the game shall resume with a throw-in for team A at the centre line extended, opposite the scorer's table.

44-7 **Statement.** After the error is corrected, the game shall be resumed from the point of interruption to correct the error, unless the correction involves awarding merited free throw(s) and:

(a) If there has been no change of team possession after the error was made, the game shall resume as after any normal free throw(s).

(b) If there has been no change of team possession after the error was made and the same team scores a basket, the error shall be disregarded and the game shall resume as after any normal field goal.

44-8 **Example:** B1 fouls A1 and this is team B's 5th team foul. Erroneously, A1 is awarded a throw-in instead of 2 free throws. A2 dribbles on the playing court when B2 taps the ball out-of-bounds. Coach A requests a time-out. During the time-out, the officials recognize the error or it is called to their attention that A1 should have been awarded 2 free throws.

Interpretation: A1 shall be awarded 2 free throws and the game shall resume as after any normal free throw(s).

44-9 **Example:** B1 fouls A1 and this team B 5th team foul. Erroneously, A1 is awarded a throw-in instead of 2 free throws. After the throw-in, A2 is fouled by B1 on his unsuccessful field goal attempt and is awarded 2 free throws. Coach A is granted a time-out. During the time-out, the officials recognize the error or it is called to their attention that A1 should have been awarded 2 free throws.

Interpretation: A1 shall be awarded 2 free throws, no line-up. Then A2 shall attempt 2 free throws and the game shall resume as after any normal free throw(s).

44-10 **Example:** B1 fouls A1 and this is team B's 5th team foul. Erroneously, A1 is awarded a throw-in instead of 2 free throws. After the throw-in, A2 scores a field goal. Before the ball becomes live, the officials recognize the error.

Interpretation: The error is disregarded and the game shall continue as after any normal field goal.

Art. 46 Crew chief: Duties and powers

46-1 Statement. Procedure for the application of the Instant Replay System (IRS) review.

1. The IRS review shall be conducted by the officials.
2. If the call and the decision of the officials is subject to the IRS review, that initial decision must be shown by the officials on the playing court.
3. Prior to the IRS review, the officials may gather as much information as possible from the table officials and from the commissioner, if present.
4. The crew chief makes the decision whether the IRS review shall be used or not. If not, the initial official's decision remains valid.
5. Following the IRS review, the initial decision of the official(s) can be corrected only if the IRS review provides the officials with clear and conclusive visual evidence for the correction.
6. If the IRS review shall be used, it must be used at the latest before the start of the next period or before the crew chief has signed the scoresheet, unless otherwise stated.
7. The officials shall keep both teams on the playing court at the end of the 2nd period if an IRS review is to be used to decide whether before the end of the 2nd period's playing time a foul, an out-of-bounds violation of the shooter, a shot clock violation or an 8-seconds violation has occurred or whether playing time should be added on the game clock.
8. The officials shall keep both teams on the playing court anytime the IRS review is used at the end of the 4th period and in each extra period.
9. An IRS review shall be conducted as fast as possible. The officials may extend the duration of the IRS review if technical problems arise.
10. If the IRS fails to work and there is no approved spare equipment available, the IRS cannot be used.
11. During the IRS review the officials shall ensure that no unauthorised persons have access to the IRS monitor.
12. After the IRS review has ended, the final decision shall be clearly reported by the crew chief in the front of the scorer's table and if necessary, communicated to the coaches of both teams.

46-2 **Example:** A1 shoots successfully for a field goal when the game clock signal sounds for the end of the period or game. The 2 or 3 points are awarded by the officials. The officials become uncertain as to whether the shot of A1 was released after the end of the playing time.

Interpretation: If the IRS review provides clear and conclusive visual evidence that the ball was released after the end of playing time for the period or game, the basket is cancelled. If the IRS review ascertains that the ball was released before the end of playing time for the period or game, the crew chief confirms the 2 or 3 points for team A.

46-3 **Example:** Team B is leading by 2 points. The game clock signal sounds for the end of the period or game when A1 shoots for a field goal and 2 points are awarded by the officials. The officials become uncertain as to whether the shot of A1 should be valid for 3 points.

Interpretation: The IRS review can be used at any time to decide whether a shot for a successful field goal counts for 2 or 3 points.

46-4 **Example:** A1 shoots for a successful 3-points field goal and at approximately the same time the game clock signal sounds for the end of the period. The officials become uncertain as to whether A1 has touched the boundary line on his shot.

Interpretation: The IRS review can be used to decide at the end of the period whether a shot for a successful field goal was released before the game clock signal has sounded for the end of the period. If so the IRS review can be used furthermore to decide whether and if so how much time shall be displayed on the game clock if an out-of-bounds violation of the shooter has occurred.

46-5 **Example:** With 1:37 remaining on the game clock in the 4th period the shot clock signal sounds. At the same time, A1 scores a field goal and B1 is fouled under the basket by A2. The officials become uncertain if the ball was still in the hands of A1 when the shot clock has expired.

Interpretation: The IRS review can be used to decide whether a shot for a successful field goal was released before the shot clock signal has sounded.

If the IRS review provides that the ball has been released before the shot clock has expired, the basket counts and the foul of A2 shall be administered.

If the IRS review provides that the ball has been released after the shot clock has expired, the basket does not count and the foul of A2 shall be ignored.

46-6 **Example:** With 1:37 remaining on the game clock in the 4th period the shot clock signal sounds. At the same time, A1 scores a field goal and A2 is fouled under the basket by B1. The officials become uncertain if the ball was still in the hands of A1 when the shot clock has expired.

Interpretation: The IRS review can be used to decide whether a shot for a successful field goal was released before the shot clock signal has sounded.

If the IRS review provides that the ball has been released before the shot clock has expired, the basket counts and the foul of B1 shall be administered.

If the IRS review provides that the ball has been released after the shot clock has expired, the basket does not count and the foul of B1 shall be ignored.

46-7 **Example:** A1 shoots for a successful field goal and at approximately the same time the game clock signal sounds for the end of the period. The officials become uncertain as to whether a shot clock violation has occurred.

Interpretation: The IRS review can be used to decide whether a shot for a successful field goal was released before the game clock signal has sounded for the end of the period. The IRS review can be used furthermore to decide whether and if so, how much time shall be displayed on the game clock if a shot clock violation has occurred.

46-8 **Example:** A1 shoots for a successful field goal and at approximately the same time the game clock signal sounds for the end of the period. The officials become uncertain as to whether team A has violated against the 8-second rule.

Interpretation: The IRS review can be used to decide at the end of the period whether a shot for a successful field goal was released before the game clock signal has sounded for the end

of the period. If so the IRS review can be used furthermore to decide whether and how much time shall be displayed on the game clock if an 8-second violation has occurred.

46-9 **Example:** Team B is leading by 2 points. The game clock signal sounds for the end of the period or game when B1 commits a personal foul against dribbler A1. It is team B's 5th player foul.

Interpretation: The IRS review can be used to decide whether the foul has occurred before the end of the playing time. If so, 2 free throws shall be awarded to A1 and the game clock shall be reset to the remaining playing time.

46-10 **Example:** A1 shoots for a field goal and is fouled by B1. At approximately the same time the game clock signal sounds for the end of the period. The shot for a field goal is unsuccessful.

Interpretation: The IRS review can be used to decide whether B1's foul has occurred before the game clock signal has sounded.

If the IRS review provides that the foul has occurred before the end of the period, the game clock shall be reset to the remaining playing time and free throws shall be administered.

If the IRS review provides that the foul has occurred after the end of the period, B1's foul shall be ignored and no free throws shall be awarded to A1 unless B1's foul was called unsportsmanlike or disqualifying and a period is to follow.

46-11 **Example:** With 5:53 to play in the 1st period, the ball rolls on the playing court next to the sideline when both A1 and B1 try to get the control of the ball. The ball goes out-of-bounds and the ball is awarded to team A for the throw-in. The officials become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The officials cannot use the IRS review at this time. To identify the player who caused the ball to go out-of-bounds the IRS review can only be used when the game clock shows 2:00 minutes or less in the 4th period and in each extra period.

46-12 **Example:** A1 shoots for a field goal, the ball enters the basket and the officials award 3 points. The officials become uncertain as to whether the shot was released from the 3-point field goal area.

Interpretation: The IRS review can be used to decide at any time during the game whether the successful field goal shall count for 2 or 3 points. The IRS review of the given game situation shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. In addition:

1. When the game clock shows 2:00 minutes or less in the fourth period and in any extra period the IRS review can be used as soon as the ball has entered the basket and the game clock is stopped.
2. A time-out or substitution request may be cancelled once the IRS review has been completed and the decision of the review has been communicated.

46-13 **Example:** A1 is fouled by B1 and is awarded 2 free throws. The officials are uncertain on the correct free-throw shooter.

Interpretation: The IRS review can be used at any time during the game to identify the correct free-throw shooter before the ball is at the disposal of the free-throw shooter for his

1st free throw. However, the IRS review can still be used after the ball has been at the disposal of the free-throw shooter but if the IRS review provides for a wrong free-throw shooter, a correctable error for permitting a wrong player attempting a free throw has occurred. 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.

46-14 **Example:** A1 and B1 start to throw punches to each other followed by more players getting involved in a fight. After some minutes the officials have restored the order on the playing court.

Interpretation: Once the order is restored, the officials can use the IRS review to identify the involved players and team bench personnel who entered the playing court during a fight. After gathering the clear and conclusive evidence of the fighting game situation, the final decision shall clearly be reported by the crew chief in front of the scorer's table and communicated to both coaches.

46-15 **Example:** With 1:45 to play in the extra period, A1 near the sideline passes the ball to A2. On the pass B1 taps the ball to go out-of-bounds. The officials become uncertain as to whether A1 on his pass was already out-of-bounds.

Interpretation: The IRS review cannot be used to decide whether a player or a ball was out-of-bounds.

46-16 **Example**: With 1:37 to play in the 4th period, the ball goes out-of-bounds. The ball is awarded to team A for a throw-in and team A is granted a time-out. The officials become uncertain of the player who has caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify the player who caused the ball to go out-of-bounds. The time-out period of 1-minute duration shall start only once the IRS review has ended.

46-17 **Statement.** Before the game the crew chief approves the IRS and informs the 2 coaches about its availability. Only the IRS approved by the crew chief can be used for a replay review.

46-18 **Example:** A1 shoots for a field goal when the game clock signal sounds for the end of the game. The shot is successful. There is no approved IRS on the playing court but the manager of team B states that the game was filmed by the team video from an elevated position and presents to the officials the video material for a review.

Interpretation: The review shall be denied.

46-19 **Statement.** After a malfunction of the game clock or shot clock occurs, the crew chief is authorised to use the IRS to decide on how much time the clock(s) shall be corrected.

46-20 **Example:** With 42.2 seconds remaining on the game clock in the 2nd period, team A dribbles towards its frontcourt. At that moment the officials realise that the game clock and shot clock are switched off with no display visible.

Interpretation: The game shall be stopped immediately. The IRS review can be used to decide how much time shall be displayed on both clocks. The game shall be resumed with team A throw-in at the place nearest to when the game was interrupted.



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