



**FIBA**

We Are Basketball

# 2018

## RULE CHANGES



**30 AUGUST 2018**  
v 3.0

# NOTE



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## **Abbreviations used in the material**

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

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# TERMINOLOGY



**NO MORE  
~~PERIOD~~**



**QUARTER**

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



**OVERTIME**

## ART 4 - UNIFORMS: ACCESSORIES



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

- ACCESSORIES ARE:**
- **ARM & LEG SLEEVES**
  - **HEAD GEAR**
  - **HEAD & WRISTBAND**
  - **TAPING**
  
  - **SHIRT UNDER THE  
UNIFORM IS NOT  
PERMITTED**

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

# ART. 17 - THROW-IN



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



## REFEREE

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



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



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

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



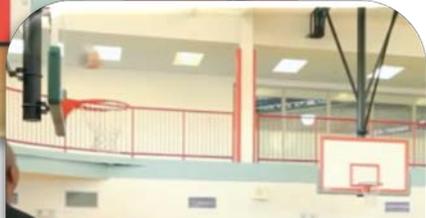
# ART. 24 - DRIBBLING



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



**TO THROW THE BALL AGAINST THE BASKET**



**THE BALL TOUCHES THE BACKBOARD**



**PLAYER CATCHES THE BALL**



**DUNK IS ALLOWED**

**“BACKBOARD DUNK” IS ALLOWED AFTER DRIBBLING**



# ART. 29 - 24 SECONDS / 1



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

**1. SHOT CLOCK SHALL BE RESET**

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



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

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

**24**

**14**

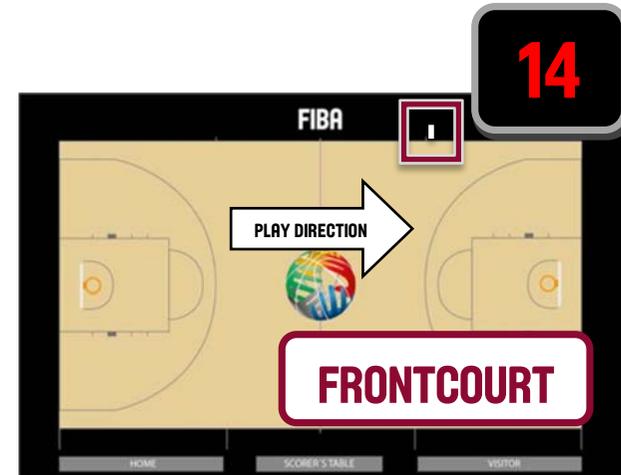
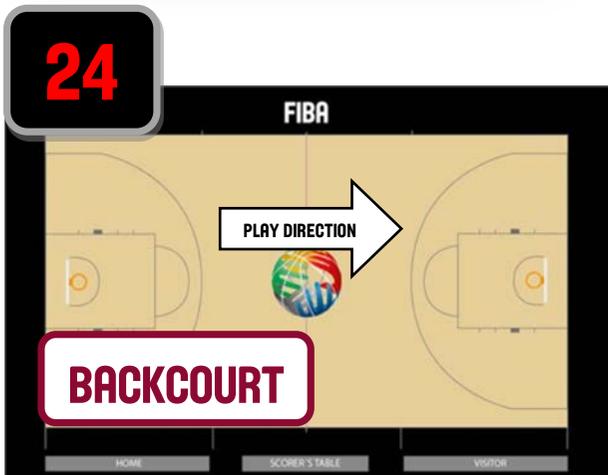
# ART. 29 - 24 SECONDS / 2



## LAST 2 MINUTES OF THE 4<sup>TH</sup> QUARTER OR OVERTIME



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



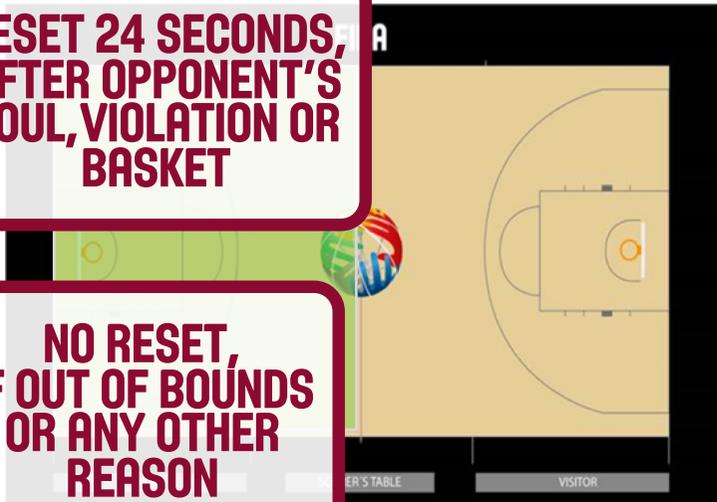
# ART. 29 - 24 SECONDS / 3



## BACKCOURT

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

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



## FRONTCOURT

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

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



# ART. 29 - SHOT CLOCK RESET 24 SECONDS PRINCIPLES



**24**

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

**24**

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

**24**

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

**24**

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

# ART. 29 - SHOT CLOCK RESET 14 SECONDS PRINCIPLES



**14**

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

**14**

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

**14**

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

**14**

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

# ART. 29 - SHOT CLOCK NO RESET PRINCIPLES



**9**

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

**9**

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

**9**

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

**9**

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

**9**

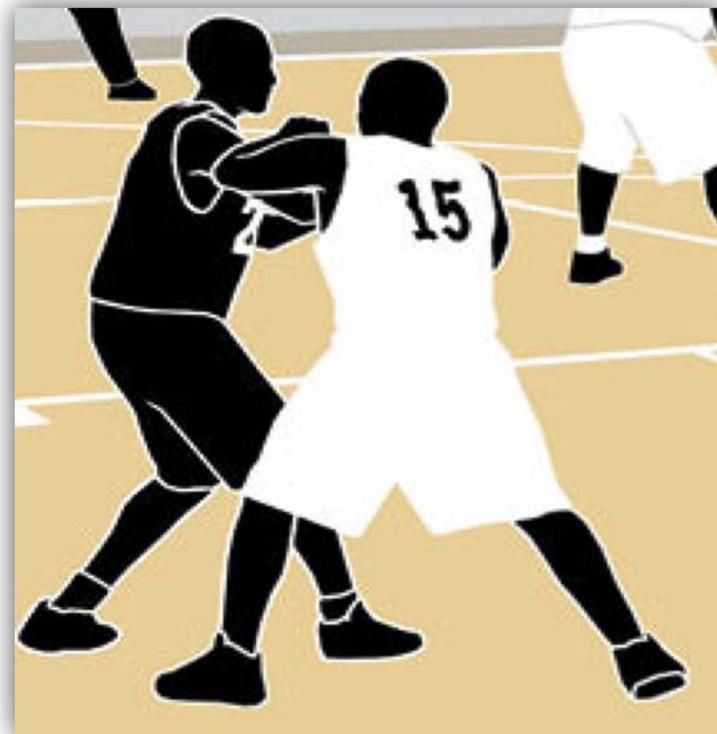
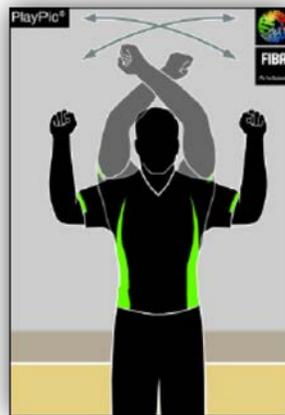
**A TECHNICAL  
FOUL IS  
COMMITTED  
BY THE TEAM  
IN CONTROL OF  
THE BALL**

# ART. 35 - DOUBLE FOUL



## TO BE A DOUBLE FOUL

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

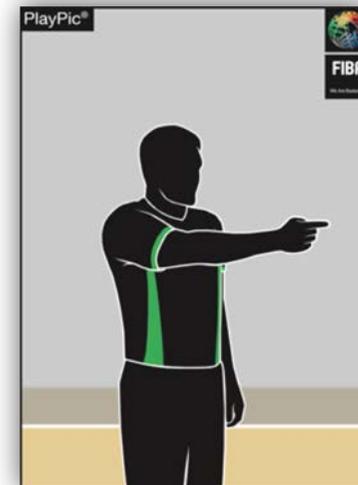
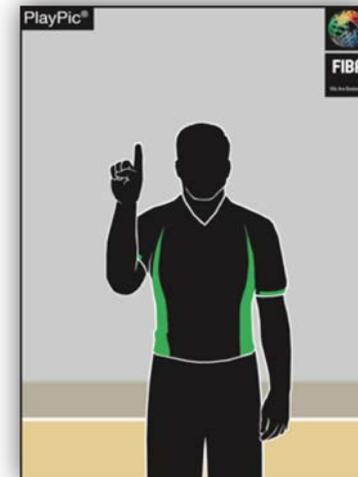


# ART. 36 - TECHNICAL FOUL



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

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



# ART. 39 - FIGHTING



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

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



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

# ART. 46 CREW CHIEF : DUTIES IRS



**LAST TWO MINUTES  
OF THE GAME**

**CALLED GT / BI  
YES / NO**



**DURING ANY TIME  
OF THE GAME**

**SHOOTER 2/3  
FREE THROWS**

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



# ART. 50 SHOT CLOCK OPERATOR : DUTIES



## BALL LODGED BETWEEN THE RING AND THE BACKBOARD



### JUMP BALL SITUATION

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

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

# EQUIPMENT: SHOT CLOCK DEVICE



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

# STANDARD QUALITY

## GLOBAL CONNECTION

International Basketball Federation  
**FIBA**  
Route Suisse 5 - PO Box 29  
1295 Mies  
Switzerland

Tel: +41 22 545 00 00  
Fax: +41 22 545 00 99