



# INTRO TO OFFICIATING HANDBOOK

Volume 1:

## THE RULES OF BASKETBALL

Based on the 2018 FIBA Rules





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## **FORWARD**

The rules presented in this document follow the 2018 Official Basketball Rules, as approved by FIBA, basketball's international governing body. This document takes these Official Rules, and attempts to streamline them into a more presentable manner for the Junior Official. There are many Rules and situations with which a Junior Official will most likely never be presented; thus to simplify the Rules presentation, many of these sections have been removed from the *Intro to Officiating Handbook*. To obtain a complete version of the 2018 Basketball Rules, officials should visit the NBAABO website's Rules Corner at <http://nbaabo.homestead.com/RulesCorner.html>. Additional information and interpretations of these Rules can also be found at this website.

In addition to the information presented in this document, it should be noted that Basketball New Brunswick (BNB) and its various local minor associations have a number of age-appropriate and level-specific rules in place. For example, BNB has a number of U12-specific rules, including regulations regarding period length, and team penalty situation. A number of minor associations play their games in a "running time" format (ie, the game clock does not stop on whistles). While BNB's general rule modifications can be referenced on their website at [http://basketball.nb.ca/page.php?page\\_id=70867](http://basketball.nb.ca/page.php?page_id=70867), junior officials should check with their minor association for any additional rules that are to be used.

As Junior Officials progress and gain experience through their games within their minor associations, they may wish to become Certified Officials with the New Brunswick Association of Approved Officials (NBAABO). More information about taking this next step can be obtained from a member of the NBAABO Board of Directors, as listed at <http://nbaabo.homestead.com/NBAABOInfo.html>.

## RULE 1: THE GAME

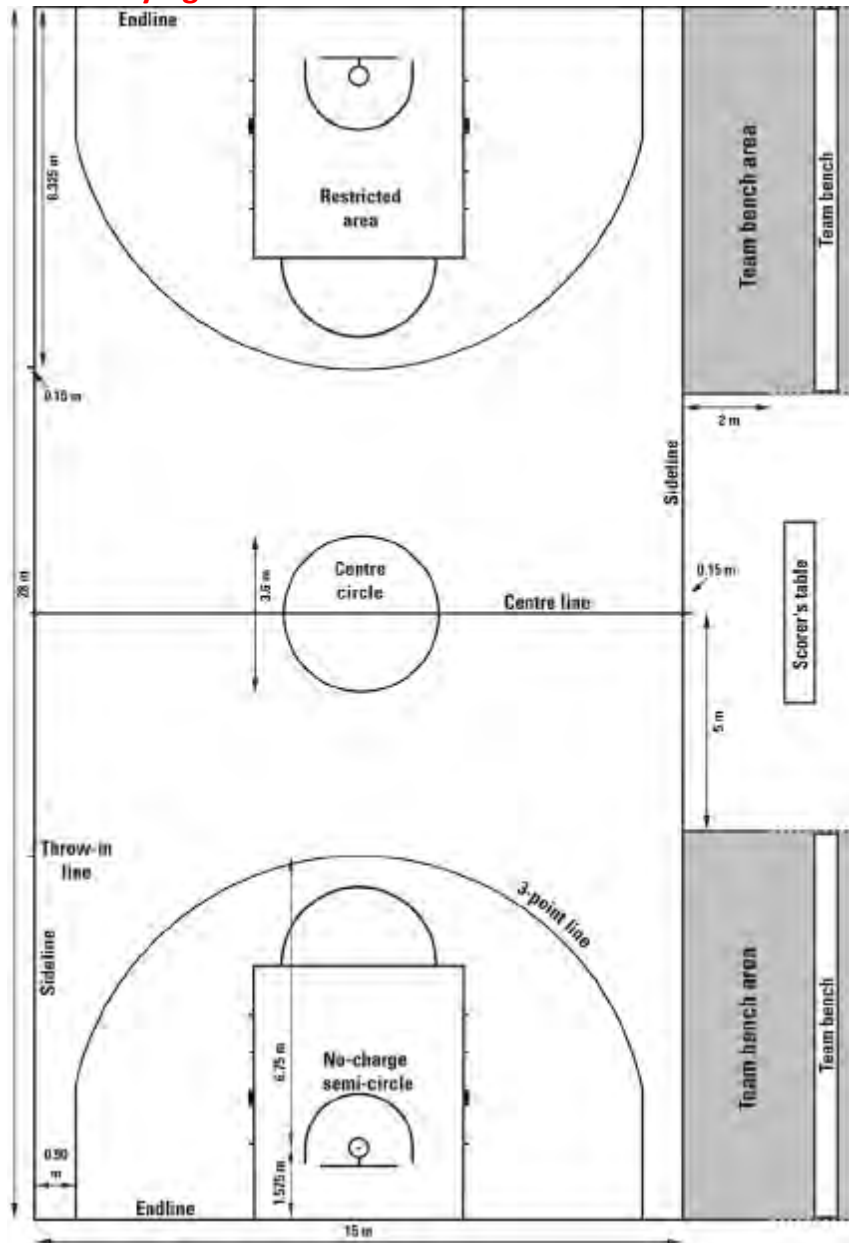
### Art. 1 Definitions

#### 1.1. Basketball game

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

## RULE 2: PLAYING COURT

### Art. 2 Playing Court





## **RULE 3: TEAMS**

### **Art. 4 Teams**

4.1.3. During playing time, a team member is:

- A player when he is on the playing court.
- A substitute when he is on the bench, but is entitled to play.
- An excluded player when he has committed 5 fouls and is no longer entitled to play.

4.2.2. During playing time 5 **team members** from each team shall be on the playing court

4.4.2. Players shall not wear equipment (objects) that may cause injury to other players.

- The following are not permitted:
  - Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
  - Objects that could cut or cause abrasions (fingernails must be closely cut).
  - Headgear, hair accessories and jewelry.

### **Art. 5 Players: Injury**

5.1. In the event of injury to a player(s), the officials may stop the game. If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may stop the game immediately.

5.3. If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment (including coach comes onto the floor), he must be substituted unless the team is reduced to fewer than 5 players on the playing court.

5.6. During the game, any player who is bleeding or has an open wound must be substituted.

5.7. If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team, that player may continue to play.

## **RULE 4: PLAYING REGULATIONS**

### **Art. 8 Playing time, tied score and overtime**

8.1. The game shall consist of 4 **quarters** of 10 minutes each.

8.3. There shall be intervals of play of 2 minutes between the first and second **quarter** (first half), between the third and fourth **quarter** (second half) and before each **overtime**.

8.4. There shall be a half-time interval of play of 15 minutes.

8.7. If the score is tied at the end of the fourth period, the game shall continue with as many **overtimes** of 5 minutes as is necessary to break the tie.

### **Art. 9 Beginning and end of a quarter, overtime or the game**

9.1. The first **quarter** begins when the ball leaves the crew chief's hands on the toss for the jump ball.

9.2. All other **quarters or overtimes** begin when the ball is ready for the player taking the throw-in.

9.3. The game cannot begin until both teams have 5 players ready to play.

9.6. Teams shall exchange baskets for the second half.

9.7. In all **overtimes** the teams shall continue to play in the same direction as in the fourth period.

9.8. A **quarter or overtime** shall end when the game clock signal sounds for the end of the **quarter or overtime**.



## Art. 10 Status of the ball

10.2. The ball becomes live when:

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

10.3. The ball becomes dead when:

- Any field goal or free throw is made.
- An official blows his whistle while the ball is live.
- It is apparent the ball will not enter the basket on a free throw which is to be followed by:
  - Another free throw(s).
  - A further penalty (free throw(s) and/or possession).
- The game clock signal sounds for the end of the **quarter or overtime**.
- The shot clock signal sounds while a team is in control of the ball.
- The ball in flight on a shot for a field goal is touched by a player from either team after:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the **quarter or overtime**.
  - The shot clock signal sounds.

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

- The ball is in flight on a shot for a field goal and:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the **quarter or overtime**.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and an official blows his whistle for any rule infraction other than by the free-throw shooter.
- A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred.

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

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

## Art. 11 Location of a player and an official

11.1. The location of a player is determined by where he is touching the floor.

While he is airborne, he retains the same status he had when he last touched the floor.

11.2. The location of an official is determined in the same manner as that of a player.

## Art. 12 Jump ball and alternating possession

12.1. Jump ball definition

12.1.1. A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first **quarter**.

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

12.2. Jump ball procedure



12.2.3. The official shall toss the ball vertically upwards between 2 opponents, higher than either of them can reach by jumping.

12.2.4. The ball must be tapped with the hand(s) of at least one of the jumpers after it reaches its highest point.

12.2.6. Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor.

12.3. Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
- A live ball lodges between the ring and the backboard
- All **quarters** other than the first and **all overtimes** are to begin.

12.5. Alternating possession procedure

12.5.1. In all jump ball situations, teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.

12.5.2. The team that does not gain control of the live ball on the playing court after the jump ball will be entitled to the first alternating possession.

## **Art. 13 How the ball is played**

13.1. Definition

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

13.2. Rule

A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist. However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.

## **Art. 14 Control of the ball**

14.1. Definition

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

14.1.2. Team control continues when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

14.1.3. Team control ends when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a field goal or for a free throw.





## Art. 15 Player in the act of shooting

### 15.1. Definition

15.1.1. A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.

### 15.1.2. The act of shooting:

- Begins when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing, tapping or dunking the ball towards the opponents' basket.
- Ends when the ball has left the player's hand(s) and, in the case of an airborne shooter, both feet have returned to the floor.

## Art. 16 Goal: When made and its value

### 16.1. Definition

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

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

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

## Art. 17 Throw-in

### 17.1. Definition

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

### 17.2. Procedure

17.2.2. The player shall take the throw-in at the place nearest to the infraction or where the game was stopped, except directly behind the backboard.

17.2.3. At the beginning of all **quarters** other than the first and **all overtimes**, the throw-in shall be administered at the centre line extended, opposite the scorer's table.

17.2.4. When the game clock shows 2:00 minutes or less in the fourth period and in each extra period, following a time-out taken by the team that is entitled to possession of the ball from its backcourt, the **coach of that team has the right to decide whether the** subsequent throw-in shall be administered at the throw-in line opposite the scorer's table in the team's frontcourt **or from the team's backcourt nearest to where the game was stopped.**

17.2.6. Following a technical foul, the game shall be resumed with a throw-in from the place nearest to where ball was located when the technical foul was called

17.2.7. Following an unsportsmanlike foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt

17.2.10. Following a successful field goal or a successful last or only free throw:

- Any player of the non-scoring team shall take the throw-in at any place behind that team's end line. This is also applicable after an official hands or places the ball at the disposal of the player taking the throw-in after a time-out or after any interruption of the game following a successful field goal or a successful last or only free throw.
- The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates behind the end line, but the 5 second count starts when the ball is at the disposal of the first player out-of-bounds.



### 17.3. Rule

17.3.1. The player taking the throw-in shall not:

- Take more than 5 seconds to release the ball.
- Step into the playing court while having the ball in his hand(s).
- Cause the ball to touch out-of-bounds, after it has been released on the throw-in.
- Touch the ball on the playing court before it has touched another player.
- Move from the designated throw-in place behind the boundary line laterally in one or both directions, exceeding a total distance of 1 m before releasing the ball. However, he is permitted to move directly backwards from the boundary line as far as circumstances allow.

17.3.2. During the throw-in other player(s) shall not be closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance between the boundary line and any out-of-bounds obstructions.

### 17.4. Penalty

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

## Art. 18 Time-out

### 18.1. Definition

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

### 18.2. Rule

18.2.1. Each time-out shall last 1 minute.

18.2.2. A time-out may be granted during a time-out opportunity which begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored.

18.2.4. A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first free throw.

18.2.5. Each team is permitted to:

- 2 time-outs during the first half,
- 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
- 1 time-out during each extra **overtime**.

18.2.6 Unused time-outs may not be carried over to the next half or **overtime**.

18.3.6. If the request for the time-out is made by either team after the ball is at the disposal of the free throw shooter for the first free throw, the time-out shall be granted **following the final free throw** if the free throw is to be followed by a throw-in (ie successful **final** free-throw, or a foul/violation was called).

## Art. 19 Substitution

### 19.1. Definition

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

### 19.2. Rule

19.2.1. A team may substitute a player(s) during a substitution opportunity, which begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.



- For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

19.2.3. A substitution opportunity ends when the ball is at the disposal of a player for throw-in or a first free throw.

19.2.4. A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game.

19.3.6. Substitutions shall be completed as quickly as possible. A player who has committed his 5 fouls or has been disqualified must be substituted immediately (within 30 seconds).

19.3.9. If the request for the substitution is made by either team after the ball is at the disposal of the free throw shooter for the first free throw, the substitution shall be granted following the final free throw if the free throw is to be followed by a throw-in (ie successful final free-throw, or a foul/violation was called)

## **RULE 5: VIOLATIONS**

### **Art. 22 Violations**

22.1. Definition

A violation is an infraction of the rules.

22.2. Penalty

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

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

23.1. Definition

23.1.1. A player is out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line.

23.1.2. The ball is out-of-bounds when it touches:

- A player or any other person who is out-of-bounds.
- The floor or any object above, on or outside the boundary line.
- The backboard supports, the back of the backboards or any object above the playing court.

23.2. Rule

23.2.1. The ball is caused to go out-of-bounds by the last player to touch or be touched by the ball before it goes out-of-bounds

### **Art. 24 Dribbling**

24.1. Definition

24.1.1. A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

24.1.3. A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.

24.1.4. The following are not dribbles:

- Successive shots for a field goal.
- Fumbling the ball at the beginning or at the end of a dribble.



- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- **throwing the ball against the backboard and regaining control of the ball**

#### 24.2. Rule

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

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

### Art. 25 Travelling

#### 25.1. Definition

25.1.1. Travelling is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court.

25.1.2. A pivot is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept at its point of contact with the floor.

#### 25.2. Rule

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

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

25.2.2. A player falling, lying or sitting on the floor:

- It is legal when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a violation if the player then rolls or attempts to stand up while holding the ball.



### **Art. 26 3 seconds**

#### 26.1. Rule

26.1.1. A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.

### **Art. 27 Closely guarded player**

#### 27.1. Definition

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

#### 27.2. Rule

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

### **Art. 28 8 seconds**

#### 28.1. Rule

##### 28.1.1. Whenever:

- A player in the backcourt gains control of a live ball, or
- On a throw-in, the ball touches or is legally touched by any player in the backcourt and the team of that player taking the throw-in remains in control of the ball in its backcourt,

that team must cause the ball to go into its frontcourt within 8 seconds.

28.1.3. The team has caused the ball to go into its frontcourt whenever it touches something (a player, an opponent, an official, or the floor) in the frontcourt

28.1.4. The 8 second period will continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A jump ball situation.
- A technical foul

### **Art. 29 24 seconds**

#### 29.1. Rule

##### 29.1.1. Whenever:

- A player gains control of a live ball on the playing court,
- On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball,

that team must attempt a shot for a field goal within 24 seconds.

To constitute a shot for a field goal within 24 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

29.1.2. When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.



- If the ball misses the ring, a violation has occurred.

## 29.2. Procedure

29.2.1. The shot clock shall be reset whenever the game is stopped by an official:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
- For any valid reason due to something by the team not in control of the ball, or not connected with either team.

In these situations the possession of the ball shall be awarded to the same team that previously had control of the ball. Then

- If the throw-in is administered in the backcourt, the shot clock shall be reset to 24 seconds.
- If the throw-in is administered in the frontcourt, the shot clock shall be reset as follows:
  - If 14 seconds or more is displayed on the shot clock at the time when the game was stopped, the shot clock shall remain as is (ie no reset)
  - 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.

29.2.2. The shot clock shall be reset if the offensive team is awarded a new possession throw-in. The shot clock shall be set as follows:

- if the throw-in is administered in the backcourt, the shot clock shall be set to 24 seconds
- if the throw-in is administered in the frontcourt, the shot clock shall be set to 14 seconds

29.2.3. When the game clock shows 2:00 or less in the fourth quarter or overtime, following a time-out taken by the team entitled to a backcourt throw-in, if the coach opts to move the throw-in to the throw-in line in the front-court, then the shot clock will, in all instances, be set as follows:

- if 14 seconds or more remain on the shot clock, the shot clock shall be set to 14 seconds
- if 13 seconds or fewer remain on the shot clock, the shot clock shall value shall not be changed.

29.2.4. When the team is awarded a throw-in from the throw-in line in the team's frontcourt as part of the penalty for an unsportsmanlike foul, the shot clock shall be set to 14 seconds.

## Art. 30 Ball returned to the backcourt

### 30.1. Definition

30.1.1. A team is in control of a live ball in their frontcourt if

- a player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
- the ball is passed between the players of that team in their frontcourt.

30.1.2. A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to their backcourt if a player of that team is the last to touch the ball in his frontcourt and the ball is then first touched by a player of that team

- who has part of his body in contact with the backcourt or
- after the ball has touched the backcourt of that team.

This restriction applies to all situations in a team's frontcourt, including throw-ins.

However, it does not apply to a player who jumps from his frontcourt, establishes new team control while still airborne and then lands with the ball in his team's backcourt.

### 30.2. Rule

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

### 30.3. Penalty

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

## **RULE 6: FOULS**

### **Art. 32 Fouls**

#### 32.1. Definition

32.1.1. A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

### **Art. 33 Contact: General principles**

#### 33.1. Cylinder principle



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

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

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

#### 33.2. Principle of verticality

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

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

#### 33.3. Legal guarding position

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

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

#### 33.4. Guarding a player who controls the ball

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

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





- Having established a legal guarding position the defensive player may turn within his cylinder to avoid injury.

### 33.5. Guarding a player who does not control the ball

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

### 33.7. Screening: Legal and illegal

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

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

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

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

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

### 33.8. Charging

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

### 33.9. Blocking

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

### 33.11. Contacting an opponent with the hand(s) and/or arm(s)

The touching of an opponent with a hand(s) is, in itself, not necessarily a foul. Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his progress.

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

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

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

- Get free to receive the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for himself.

### 33.14. Holding

Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.

### 33.15. Pushing

Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.

### 33.16. Fake a foul

Fake is any action by a player to simulate that they have been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled.

## Art. 34 Personal foul

### 34.1. Definition





34.1.1. A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead. A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in any rough or violent play.

34.2. Penalty

A personal foul shall be charged against the offender.

34.2.1. If the foul is committed on a player not in the act of shooting:

- The game shall be resumed with a throw-in by the non-offending team at the place nearest to the infraction.
- If the offending team is in the team foul penalty situation, then Art. 41 will apply.

34.2.2. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw.
- If the shot released is unsuccessful, then either 2 or 3 free throws depending on if the shot was released from the 2-point or 3-point field goal area.
- If the player is fouled just before the game/shot clock signal sounds, and the signal sounds while the ball is still in the player's hand(s), the field goal, if successful shall not count and 2 or 3 free throws will be awarded.

**Art. 35 Double foul**

35.1. Definition

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

35.2.1. To consider 2 fouls as a double foul, the following must apply:

- both fouls are player fouls
- both fouls involve physical contact
- both fouls are between the same 2 opponents fouling each other
- both fouls have the same penalty

35.2. Penalty

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

If at approximately the same time as the double foul

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

**Art. 36 Technical foul**

36.1. Rules of conduct

36.1.1. The proper conduct of the game demands the full and loyal cooperation of the players and team bench personnel with the officials,

36.2. Definition

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

- Disregarding warnings given by officials.



- Disrespectfully dealing with the officials, table officials, or team bench personnel.
- Disrespectfully communicating with the officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting or taunting an opponent
- Obstructing the vision of an opponent by waving his hands near his eyes.
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly
- Fake being fouled

36.2.3. A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 1 technical and 1 unsportsmanlike foul.

36.2.4. A coach shall be disqualified for the remainder of the game when:

- He is charged with 2 technical fouls as a result of his personal behaviour.
- He is charged with 3 technical fouls total (bench and personal behavior).

36.3 Penalty

36.3.2. The opponents shall be awarded 1 free throw. The free throw shall be administered immediately. After the free throw, the throw in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.

## Art. 37 Unsportsmanlike foul

37.1. Definition

37.1.1. An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:

- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball.
- An unnecessary contact caused by the defensive player in order to stop a fast break.
- Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.
- Contact by the defensive player on an opponent during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of-bounds for a throw-in and has not yet been released for the throw-in.

37.2. Penalty

37.2.2. Free throw(s) shall be awarded to the player who was fouled, followed by a throw-in at the throw-in line in the team's frontcourt

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.

37.2.3. A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls, or 1 technical and 1 unsportsmanlike foul.



## **RULE 7: GENERAL PROVISIONS**

### **Art. 40 5 fouls by a player**

40.1. A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.

### **Art. 41 Team fouls: Penalty**

#### 41.1. Definition

41.1.1. A team foul is any foul other than a bench or coach's technical foul. A team is in the team foul penalty situation when it has committed 4 team fouls in a quarter.

41.1.3. All team fouls committed in each overtime shall be considered as being committed in the fourth quarter.

#### 41.2. Rule

41.2.1. When a team is in the team foul penalty situation, all subsequent player personal fouls committed on a player not in the act of shooting shall be penalized by 2 free throws, instead of a throw-in. The player against whom the foul was committed shall attempt the free throw(s).

41.2.2. If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalized by a throw-in for the opponents.

### **Art. 42 Special situations**

#### 42.1. Definition

In the same stopped-clock period which follows an infraction, special situations may arise when additional foul(s) are committed.

#### 42.2. Procedure

42.2.1. All fouls shall be charged and all penalties identified.

42.2.2. The order in which all infractions occurred shall be determined.

42.2.3. All equal penalties against the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been recorded and cancelled they are considered as never having occurred.

42.2.4. If a technical foul is called, that penalty shall be administered first, regardless of the calling order of the various fouls

42.2.7. All remaining penalties shall be administered in the order in which they were called.

42.2.8. If, after the cancellation of equal penalties against the teams, there are no other penalties remaining for administration, the game shall be resumed in the same manner as following a double foul.

### **Art. 43 Free throws**

#### 43.1. Definition

43.1.1. A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.

#### 43.2. Rule

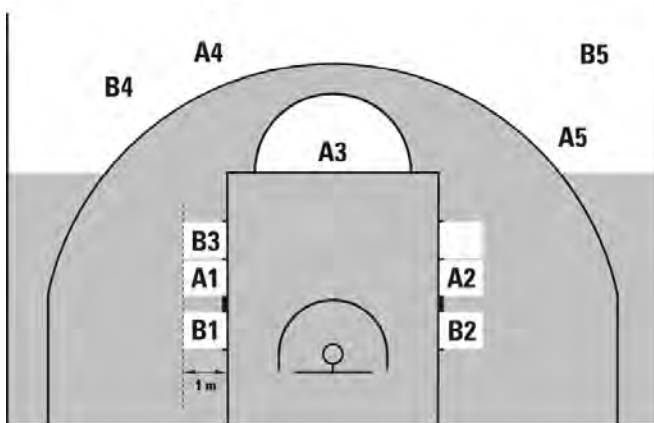
43.2.1. When a personal or unsportsmanlike foul is called, the free throw(s) shall be awarded to the player against whom the foul was committed

43.2.2. When a technical foul is called, any member of the opponent's team is permitted to attempt the free throw(s).

43.2.3. The free-throw shooter shall:

- Take a position behind the free-throw line and inside the semi-circle.
- Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
- Not fake a free throw.

43.2.4. The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces



spaces

During the free throws these players shall not:

- Occupy free-throw rebound places to which they are not entitled.
- Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
- Distract the free-throw shooter by their actions.

43.2.5. Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point field goal line until the free throw ends.

43.2.6. During a free throw(s) to be followed by another set(s) of free throws or by a throw-in, all players shall remain behind the free-throw line extended and behind the 3-point field goal line.

43.3. Penalty

43.3.1. If a free throw is successful and the violation(s) is committed by the free-throw shooter, the point, if made, shall not count. Any other player's violation shall be disregarded.

The ball shall be awarded to the opponents for a throw-in at the free-throw line extended (unless further free throws or throw-in to occur)

43.3.2. If a free throw is successful and the violation(s) is committed by any player(s) other than the free-throw shooter, the point, if made, shall count, and the violation(s) shall be disregarded.

In case of the last or only free throw, the ball shall be awarded to the opponents for a throw-in at any place at the end line.

43.3.3. If a free throw is not successful and the violation is committed by:

- A free-throw shooter or his team-mate on the last or only free throw, the ball shall be awarded to the opponents for a throw-in at the free-throw line extended unless that team is entitled to further possession.
- An opponent of the free-throw shooter, a substitute free throw shall be awarded
- Both teams, on the last or only free throw, a jump ball situation occurs.



## **RULE 8: OFFICIALS, TABLE OFFICIALS: DUTIES AND POWERS**

### **Art. 45 Officials, table officials**

45.1 The officials shall be a crew chief and an umpire. They shall be assisted by the table officials.

45.2 The table officials shall be a scorer, a timer and possibly a shot clock operator.

### **Art. 46 Crew chief: Duties and powers**

The crew chief shall:

46.3 Select a game ball from at least 2 used balls.

46.4 Not permit any player to wear objects that may cause injury to other players.

46.5 Administer a jump ball to start the first **quarter** and an alternating possession throw-in to start all other **quarters and overtimes**.

46.15 Have the power to make decisions on any point not specifically covered by these rules.

### **Art. 47 Officials: Duties and powers**

47.2 The officials shall blow their whistles when an infraction of the rules occurs, a **quarter or overtime** ends or the officials find it necessary to stop the game. The officials shall not blow their whistles after a successful field goal, a successful free throw or when the ball becomes live.

47.3 When deciding on a personal contact or violation, the officials shall, in each instance, have regard to and weigh up the following fundamental principles:

- Consistency in application of the concept of 'advantage/disadvantage'.
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

### **Art. 48 Scorer: Duties**

48.1 The scorer shall be provided with a scoresheet and shall keep a record of:

- Teams, by entering the names and numbers of the players who are to start the game and of all substitutes who are permitted to enter the game.
- Running summary of points scored, by entering the field goals and the free throws made.
- Fouls charged against each player. The scorer must notify an official immediately when 5 fouls are charged against any player, or when a team has entered the Team Penalty situation.
- Time-outs. He must notify the officials of the time-out opportunity when a team has requested a time-out

48.3 In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.

### **Art. 49 Timer: Duties**

49.1 The timer shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of playing time in a **quarter or overtime**.

49.2 The timer shall:



- Start the game clock when:
  - During a jump ball, the ball is legally tapped by a jumper.
  - After an unsuccessful last or only free throw (with no throw-in to follow), the ball touches or is touched by a player on the playing court.
  - During a throw-in, the ball touches or is legally touched by a player on the playing court.
- Stop the game clock when:
  - An official blows his whistle while the ball is live.
  - A field goal is scored against a team which has requested a time-out.
  - A field goal is scored when the game clock shows 2:00 minutes or less in the fourth **quarter** and in each extra **overtime**.
  - The shot clock signal sounds while a team is in control of the ball.