

2008 FIBA RULES – QUICK REFERENCE

RULE	
Court	1 circle – trapezoid lane
Officials	2 or 3 persons
Uniforms	Jerseys tucked in. NEW: No T-shirts permitted. Undergarments below shorts must be similar color to shorts.
Other Equipment	Not permitted: <ul style="list-style-type: none"> • Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, soft plastic, metal or any other hard substance (even if covered with soft padding). • Head gear, hair accessories, and jewelry Are permitted: <ul style="list-style-type: none"> • Shoulder, upper arm, thigh or lower leg protective equipment if sufficiently padded. • Knee braces if they are properly covered. • Nose protector, glasses, and head bands.
Team Roster	A full team roster must be submitted 20 minutes prior to game time. Starting line-ups, submitted by home team first, must be at 10 minute mark.
Dunking	Permitted during the warm-up.
Bench & Basket	Home team's bench to the left of table, warm-up at opposite end. If both coaches agree, they may interchange their benches and/or baskets.
Duration	4 x 10 minutes
Intervals of Play	15-minute half time; 2 minutes between each quarter and overtime (if necessary).
LIVE Ball / DEAD Ball	The ball is LIVE when: <ul style="list-style-type: none"> • It is legally tapped during a jump ball • It is at the disposal of a free thrower • It is at the disposal of a thrower-in The ball is DEAD when: <ul style="list-style-type: none"> • Ball is in flight for a goal and either the whistle blows or the game clock sounds to end the period or the shot clock sounds and the ball is on its upward flight. • If the ball hits the rim on a shot and bounces above it with a chance of going in – then the whistle sounds or the game clock signals end of period – if a player touches the ball at this point, BASKET INTERFERENCE.
Beginning of Game / Half	Jump Ball always and only to start the game. AP for the rest (including OT). If a Technical foul is issued before the start of the game, shoot the free throws and start the game with a jump ball. If an infraction occurs between periods, the infraction is sanctioned without the AP arrow being affected.
Jump Ball	Players may move onto or around the circle prior to toss. A jump ball situation occurs: <ul style="list-style-type: none"> • Held ball. • Ball goes off two players simultaneously. • Double free throw violation on unsuccessful last free throw. • Live ball lodges on basket support. • Ball becomes dead when neither team has control or is entitled to the ball. • Cancellation of equal foul penalties against both teams. • All quarters except for the first . • When a player steps on a boundary or division line during a held ball.
Alternating Possession	Team that does not gain control off the opening jump ball which begins the first period will have the first AP.

	A violation by a team during it's AP throw in causes them to lose the AP throw in. A foul by either team does not cause the throw in team to lose the AP arrow.
Throw-ins	Front court throw-in – cannot throw the ball to the back court. Allowed to throw ball over backboard on throw-in.
Substitution	Permitted during clock stoppage – unlimited. Free throws – ONLY prior to first shot. Either team may sub after last successful free throw provided request was on time. Last 2 minutes of 2 nd half, subs permitted for team scored upon. If they do, scoring team may have subs as well. Once the sub is in, he/she must stay in the game for one tick of the clock. Player who has fouled out must be replaced in 30 seconds. During a T.O., any substitute must simply report to the score keeper.
Time Outs	2 in the first half and 3 in the second half. No carry-over. T.O. must be requested at the scorer's table by the coach Or assistant coach. Granted ONLY at the next stoppage of play or if scored upon. No T.O. between free throws. T.O. is 1 minute in duration – warning at 50 seconds. One T.O. per overtime. If your team has been scored upon, Your team may request a T.O. – request must be made before the ball is at the disposal of the thrower-in, out of bounds, after the basket. After a successful free throw, either team may request a T.O., before the ball is at the disposal of the thrower-in, out of bounds.
Free Throws	5 seconds to shoot the ball. Maximum 5 players in designated lane spaces. Spaces are exclusive to each team. Violation by either team (excluding the shooter) is called ONLY if free throw is unsuccessful. On a successful free throw only a violation by the free thrower is penalized. Throw in is from free throw line extended. Team control foul – no free throw. Violation by free-thrower takes precedence over other violations.
Timing	Clock stops last 2 minutes of 2 nd half and extra periods on made field goals.
Shot Clock Reset	Reset when: <ul style="list-style-type: none"> • Ball hits rim • Change of possession • Score • Technical stoppage, no advantage • Injury to opponent or defense • All fouls (except double and cancellation of equal penalties and same team gets throw-in). • All violations by defense (exc. Out of bounds).
Overtime	Same direction and NO JUMP BALL. 5 minutes. 1 time- out only.
Airborne Shooter	Considered in act of shooting until both feet return to the floor.
Blocked Shot	Player returning to floor without losing control of ball – Travel.
Falling	NEW: Player is permitted to fall and slide while holding the ball.
Injured Player	If injured player able to play immediately (within 15 seconds) play shall continue without penalty. If injured player recovers during a T.O. called by either team in that stopped clock period, that player may continue to play. If bench personnel come out on to the floor when the player is injured, that player must be replaced for one tick of the clock unless T.O. called by either team.

Blood Rule	Bleeding player must be substituted for immediately. May stay if timeout granted to either team and player ready at end of T.O.
VIOLATIONS	FIBA
Closely Guarded	5 second count anywhere on the court-actively guarding the player holding the ball, within a distance of 1 metre.
3 Seconds	A player shall not remain in their opponets key, for more than 3 seconds while their team is in control of a live ball in the front court and the game clock is running.
8 Seconds	Starts on control or possession of the ball in the court. Centerline is part of back court. 8 seconds to advance into front court. If ball out of bounds and returns to same team, time left in count.
Shot Clock	24 seconds. Ball must be released prior to sounding of horn and subsequently hit rim. Clock begins on player control inbounds. If horn sounds – don't blow whistle and wait to see what happens = if shot doesn't hit rim or go in, or defense gets immediate control, no whistle, play continues. Throw in for a shot clock violation is nearest to the spot where the shot was taken. Shot clock is reset or sounds in error – official may correct it. If sounds in error, try to ignore the horn as long as neither team placed at a disadvantage.
Back Court	NEW: The ball goes to a team's front court when, during a <u>dribble</u> from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. Ball returning to back court with team control, last touch, first touch = violation. On a throw in from the front court, players may not throw the ball in the back court. NEW: It is not a violation if a player jumps from his frontcourt, establishes new team control while still airborne, and lands in his backcourt.
Goaltending	A player may not touch the ball once it hits the backboard on a shot above the level of the ring. <ul style="list-style-type: none"> • The ball is on it's downward flight to the basket. • After if has hit the backboard.
Basket Interference	If the ball is on the ring, players may not touch the basket or the backboard; however they may touch the ball. If the ball is within the basket, defensive players may not touch the ball or the basket. Players may not vibrate the ring or board when the ball has a chance of entering the basket – either when the ball is on the way to the basket or after the ball has struck the basket. This is not a technical foul – simply count the basket. Players may play the ball after the ball has hit the rim on a shot, EXCEPT after an official blows the whistle or the game clock signals to end the period. No one may touch the ball in these two cases if there is a possibility that the ball may enter the basket. NEW: If a player reaches through the basket from below and touches the ball, it is an interference – count the basket (not a violation)
Faking During Free Throw	No rule on faking to draw a violation.
Lodged Ball	Ball lodged in backboard during play is a jump ball (AP). If the team who caused the ball to get lodged is getting the ball back, they will only have whatever time is remaining on the shot clock. Throw in from out of bounds lodges in the basket / backboard – this is a jump ball (AP). Both of these throw ins are on the end line.
Kick Ball	Any part of the leg – shot clock is reset to a full 24.
FOULS	
Legal Guarding Position	A defensive player has established an initial legal guarding position when: <ul style="list-style-type: none"> • They are facing the opponent.

	<ul style="list-style-type: none"> • They have both feet on the floor.
Personal Fouls	Contact by an opponent during a live or dead ball.
Team / Player Control	No free throws on any team control foul.
Penalty (Bonus)	2 shots starting on the 5 th team foul in each quarter.
Double Foul	<p>When opponents commit fouls against each other at approximately the same time. No free throw shall be awarded.</p> <p>If a team in control, that team gets the ball back with no reset. No team control – AP.</p> <p>If happens during a score, the non-scoring team gets the ball back on the end line.</p>
Technical Foul	<p>Non-contact fouls – live or dead ball. 2 shots plus possession at division line.</p> <p>Technical fouls against players count towards the players’ 5 personals and the team’s total.</p> <p>If the foul is by a player during an interval, that foul will count towards the bonus in the next quarter.</p> <p>Technical fouls towards the bench personal are charged to the coach and do not count towards the teams total for the purpose of bonus.</p> <p>NEW: A technical foul may be called on a player for excessive swinging of the elbows without contact.</p>
Unsportsmanlike Foul	<p>This is a player contact foul which, in the judgement of the officials, is not a legitimize attempt to directly play the ball. Example: grabbing a player to stop momentum, fouling a player away from the ball when the clock is stopped, excessive contact (hard foul). Penalty being 2 (3) shots and possession at division line.</p> <p>Exception: Made field goal = 1 shot + possession.</p> <p>2 unsportsmanlike fouls = disqualification.</p> <p>NEW: Clear Path Foul – if a defensive player causes contact with an opponent from behind or laterally in an attempt to stop a fast break and there is no opponent between the offensive player and the opponent’s basket, an unsportsmanlike foul shall be called.</p>
Disqualified Player	<p>5 personnel fouls or 2 unsportsmanlike fouls or 1 disqualifying foul. Disqualified player must be substituted for within 30 seconds. No warning buzzer at 10 seconds. Coach is disqualified with 2 technical fouls directly to him or as a result of 3 technical fouls to bench personnel.</p>
Fighting	<p>Head coach or assistant may assist in fighting situation. Any other bench personnel who leave will be disqualified.</p> <p>Regardless of how many people leave the bench area, only 1 Technical foul shall be charged to that particular team.</p> <p>If members of both teams are disqualified under this rule, treat it like a double foul. Disqualifying fouls shall not count as team fouls.</p>
SPECIAL SITUATIONS FOR CANCELLING FOULS	<p>Within the same stopped clock period after an infraction and then other penalties are called – the process is to cancel all sanctions of equal penalty and double foul sanctions. A team may lose possession they were entitled to because of the additional fouls. The right to possession of the ball as part of the last penalty still to be administered shall cancel any prior rights to possession of the ball. Once the ball is live for the first free throw, that penalty can no longer be used to cancel any other penalty.</p>
Correctable Errors	<ul style="list-style-type: none"> • Awarding a unmerited free throw(s). • Failure to award a merited free throw(s). • Erroneous awarding or cancelling a point(s). • Permitting the wrong playing to attempt a wrong free throw(s). <p>Must be corrected before the ball becomes alive twice.</p>