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THE FIBA OFFICIAL BASKETBALL RULES CHANGES VALID AS OF 1 OCTOBER 2022

Published May 2022
version 1.0a

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May 2022,
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FOREWORD

FIBA Official Basketball Rules (OBR) are approved by the FIBA Central Board and they are available for the entire basketball family.

According to the established procedure, the FIBA's Rules Advisory Group (RAG), comprised of basketball and refereeing experts, studies closely all proposals for the rule changes before submitting them to the FIBA Technical Commission for the final review. The key stakeholders - coaches (WABC - World Association of Basketball Coaches), FIBA Players Commission, NBA and NCAA representatives - are also involved in the analysis of the rule changes.

Normally the new edition of the OBR becomes valid starting as of 1 October of any given year .

The Official Basketball Rules comprise two sections: a) Basketball Rules and b) Basketball Equipment. They are published in two separate documents.

In order to facilitate the preparation for the new rule changes worldwide, FIBA publishes the following documents.

- a. Official Basketball Rules & Basketball Equipment in English *
- b. Official Basketball Rules & Basketball Equipment (with Yellow Tracking of the changes) in English**
- c. Summary of the Rule Changes in English, French and Spanish***
- d. Official Basketball Rules Interpretations in English ****

Complementary material

- e. Webinars, presentations & videos to explain rule changes in practice.

* = available in June 2022

** = all changes (new rules & editorial changes) are highlighted in yellow.

*** = does not include all minor editorial changes

**** = available in September 2022

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2022 OFFICIAL BASKETBALL RULES

1. Art. 4 Teams

REASON FOR CHANGE

The FIBA Central Board has approved the change of some of the measurements for player numbers on the shirts in March 2021. This change was published in the present version of the FIBA Internal Regulations – Book 2. Now the OBR shall be synchronised with the same details.

NEW RULEBOOK TEXT

Art. 4 Teams

4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.

The numbers shall be clearly visible and:

- Those on the back shall be at least **16 cm** high.
- Those on the front shall be at least **8 cm** high.
- The numbers shall be at least 2 cm wide.
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least **4 cm** away from the numbers.

2. Art. 4 Teams

REASON FOR CHANGE

Updating the rules to meet the development of the basketball gear designated for the players.

NEW RULEBOOK TEXT

Art. 4 Teams

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

- The following are not permitted:

...

- The following are permitted:

- Shoulder, upper arm, thigh or lower leg protective equipment if sufficiently padded.

- Arm and leg compression **garments**.

...

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

3. Art. 8, 10 and 34 End of playing time

REASON FOR CHANGE

In the OBR 2020 we have rulings regarding situations when a foul is called while a player is in the act of shooting and this call is close to the end of playing time or shot clock expiration.

If a foul is committed near the end of the quarter or the overtime, the referee shall determine the remaining playing time.

When a foul is called the game clock and the shot clock must be stopped immediately. However, without the use of a whistle-controlled timing system (PTS), there is always a margin of error due to the human reaction time of the timer and shot clock operator and the signal cannot be avoided. A good reaction time is about 0.3 seconds, as experienced by Automobile Clubs, measuring the reaction time of drivers.

Therefore, even when the referee decides a foul is still during playing time, it cannot be avoided that the timer and shot clock operator stop their clocks with a reaction time delay, unless there is PTS.

The referees shall know if the foul was within the playing time or not. If there is an IRS they can check, if not they have to decide.

If the foul has occurred first, both clock signals shall be ignored and the game shall be resumed as if none of the clock signals have sounded. Any field goals made shall count and free throw(s) shall be administered. In addition there shall always be some playing time remaining, even it may be short, but never absolutely 0.0.

If the foul has occurred after the game clock or shot clock signal started sounding, that foul shall be disregarded as it occurred after the end of playing time, unless it is an unsportsmanlike, technical or disqualifying foul and there is a quarter or overtime to follow.

With this there shall be no more situations with free throws to be administered without players being lined-up in the designated lane spaces along the restricted area before an interval of play starts.

The following situations may happen:

Game clock / Playing time

- **Foul was first.** The game clock signal shall be ignored. The remaining playing time needs to be determined. At the time when the foul occurred the ball may be in the hands of a player or in flight on a shot. If the ball enters the basket the goal shall count. The foul penalty shall be administered. The game resumes with the remaining playing time. On a throw-in, Article 16.2.5 shall be applied (0.1 or 0.2 seconds to play).
- **Game clock was first.** Personal foul shall be ignored. If the ball is in the hand(s) of a shooter, the goal does not count. If the ball is in flight on a shot and enters the basket, the goal shall count. The penalty for an unsportsmanlike, technical or disqualifying foul shall be administered before the next quarter or overtime starts, unless the game has finished.

Shot clock

- **Foul was first.** The shot clock signal shall be ignored. At the time when the foul occurred the ball may be in the hands of a player or in flight on a shot. If the ball enters the basket the goal shall count. The foul penalty shall be administered. The game resumes as after any other foul penalty during playing time.

- **Shot clock was first.**

- a. When the ball is still in the hand(s) of the player in control of the ball, a shot clock violation has occurred. If the ball enters, the goal shall not count. The personal foul shall be ignored. The game shall be resumed as after a shot clock violation unless the foul was unsportsmanlike, technical or disqualifying.
- b. When the ball is in the air and touches the ring, the shot clock signal shall be ignored and the foul penalty shall be administered. If the ball enters the basket the goal shall count.
- c. When the ball is in the air and misses the ring, the shot clock signal shall be ignored, and the foul penalty shall be administered as the foul occurs before the offensive team gets the rebound or the defensive team gets clear control of the ball. The foul penalty shall be administered.

SOLUTION

1. Insert into Article 8 a new paragraph 8.8 with the definition of the remaining playing time in case the foul called was committed during playing time.
2. Rephrase Article 10.4 last bullet as only 1 exception remains.
3. Delete Article 34.2.2 last bullet as this exception no longer applies.

NEW RULEBOOK TEXT

Art. 8 Playing time, tied score and overtime

8.8 If a foul is committed near the end of a quarter and overtime, the referee shall determine the remaining playing time. A minimum of 0.1 shall be shown on the game clock.

8.9 If a foul is committed during an interval of play, any eventual free throw(s) shall be administered before the beginning of the following quarter or overtime.

Art. 10 Status of the ball

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:
 - A referee 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 a referee blows his whistle for any rule infraction other than by the free-throw shooter.
- The ball is in the control of a shooter for a field goal who finishes his shot with a continuous motion which started before a foul is charged on any opponents' player or on any person permitted to sit on the opponents' team bench.

This provision does not apply, and the goal shall not count if after a referee blows his whistle an entirely new act of shooting is made.

Art. 34 Personal foul

34.2 Penalty

34.2.2 If the foul is committed on a shooter, 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 from the 2-point field goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point field goal area is unsuccessful, 3 free throws.
- ~~If the player is fouled as, or just before, the game clock signal sounds for the end of the quarter or overtime or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 2 or 3 free throws shall be awarded.~~

There are further changes to this Article regarding the "Throw-in foul", see page 12.

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

REASON FOR CHANGE / ANALYSES

For practical reasons and as requested by many National Federations teams shall defend their basket in front of their team bench in the second half. This is common practice already today in most games. Teams prefer to warm-up before the game in front of their team benches. Warm-up during the half-time interval is much shorter, therefore it does not matter as much.

This request was also coming from the table officials. During the second half, especially during the last quarter when the game usually is much more heated, the teams play defence in front of their team benches. When the opposing team scores and the head coach requests a time-out, the table officials are already looking in that direction and shall see the request much faster. At present, if the basket is located on one side and the head coach requesting a time-out on the other side, the table officials often notice the time-out request with a delay or not at all, which leads to complaints.

NEW RULEBOOK TEXT

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

9.4 For all games, the first team named in the schedule (home team) shall have, when facing the court from the scorer's table:

- its team bench on the left side of the scorer's table,
- its warm-up before the game in the half-court in front of its team bench.

However, if both teams agree, they may exchange the team benches and/or warm-up half-courts for the first half.

5. Art. 12 Jump ball and alternating possession

REASON FOR CHANGE

The setting of the alternating possession arrow after the opening jump ball is currently depending on the first control of the live ball by a team on the playing court. This has been pointed out as creating several unnecessary complications as the first control is also possible on a throw-in from out-of-bounds when the ball is tapped by a jumper to out-of-bounds. With this change the alternate possession throw-in procedure is established by the first team control of a live ball after the jump ball and eliminates the complications caused by the criteria "on the playing court".

SOLUTION

The first possession, independently at what location it occurs, shall determine the alternating possession arrow setting.

NEW RULEBOOK TEXT

Art. 12 Jump ball and alternating possession

12.5.2 The team that does not gain **the first team** control of **a live ball after** the jump ball shall be entitled to the first alternating possession **throw-in**.

6. Art. 34 / 37 Throw-in foul

REASON FOR CHANGE

To ensure that normal basketball actions are not called as an Unsportsmanlike Fouls in the end of the game by:

- a. Delete existing Article 37, bullet point – no more an automatic unsportsmanlike foul if a defensive foul is called before the ball is released for the throw-in.
- b. It is still possible to call an unsportsmanlike foul based on the other Unsportsmanlike Foul criteria, depending on the nature of the action.
- c. Add new penalty: 1 free throw & possession in case a personal foul by team B is called before ball is released during the throw-in, valid last 2 minutes of the game.

NEW RULEBOOK TEXT

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.

34.1.2 A throw-in foul is a personal foul committed, when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, by a defensive player on an opponent on the playing court when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.

34.2 Penalty

A personal foul shall be charged on 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 Article 41 shall 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 from the 2-point field goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point field goal area is unsuccessful, 3 free throws.
- If the player is fouled as, or just before, the game clock signal sounds for the end of the quarter or overtime or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 2 or 3 free throws shall be awarded.

34.2.3 If the foul is committed as a throw-in foul:

- The player who was fouled shall be awarded 1 free throw, followed by a throw-in by the non-offending team at the place nearest to the infraction.

37 Unsportsmanlike foul

37.1 Definition

37.1.1 An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting 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 or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.
- An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other opponent players between the progressing player and the basket, and
 - the progressing player is in control of the ball, or
 - the progressing player is attempting to gain control of the ball, or
 - the ball has been released on a pass to the progressing player.

This applies until the offensive player begins his act of shooting.

- ~~Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out of bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.~~

37.1.2 The referee must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

For the rationale of the change (changes in the 4th bullet), see "Unsportsmanlike foul", page 14.

7. Art. 37 Unsportsmanlike foul

REASON FOR CHANGE

In the definition a better clarification for the “Unsportsmanlike foul – open path player” criteria is required.

1. The illegal contact from behind or laterally on an opponent, who is progressing towards the opponent’s basket is valid only for other opponent players being between the progressing player and the basket.
2. Better description of all such possible situations.

SOLUTION

Rewording for more clarity in the “open path” rule.

NEW RULEBOOK TEXT

37 Unsportsmanlike foul

37.1 Definition

37.1.1 An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting 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 or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.
- An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent’s basket and there are no other opponent players between the progressing player and the basket, and
 - the progressing player is in control of the ball, or
 - the progressing player is attempting to gain control of the ball, or
 - the ball has been released on a pass to the progressing player.

This applies until the offensive player begins his act of shooting.

- ~~Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out of bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.~~

37.1.2 The referee must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

For the rationale of the change (deleting the 5th bullet), see “Throw-in foul”, page 12.

8. Art. 42 Special situations

REASON FOR CHANGE

In preparing the case study to identify how the penalties for an act of violence not recognized immediately should be administered it was appropriate to look to the existing rules for guidance, see Article F.3.3, 6th bullet below:

- F.3.3 At any time of the game,
- to identify the involvement of players and persons permitted to sit on the team benches during any act of violence or potential act of violence.
 - The referees are authorised to stop the game immediately to review any act of violence or potential act of violence.
 - The referees must identify the need for the IRS review and the review must take place after the act of violence or potential act of violence the first time the referees have stopped the game.

The two existing rules that last have the most direct link to “not penalising an infraction immediately”, are Article 42 Special situations and Article 44 Correctable errors.

The case study presented considered the two options identified in the RAG meeting, namely, penalise all infractions in the order in which they occur or penalise all infractions in the order that they are identified.

An act of violence not recognised immediately and identified through an IRS review at the next game stoppage falls within the reason – the principles for which Article 42 exists. Article 42 has brilliantly allowed complex plays to be resolved in a consistent, and equitable way that referees, coaches, and players have grown to understand and accept.

When we have a situation where an act of violence is not recognised immediately but after something else has happened – another infraction – this fits the plain definition of a “special situation” – however, does it fit the current literal definition of a special situation in Article 42.

The current Article 42.1 language is meant to address a situation such as:

B1 fouls A1 in his act of shooting – foul is called, ball is dead, and the clock is stopped and it is discovered A1 committed an unsportsmanlike foul against B1 prior to his act of shooting.

The following changes need to be incorporated:

NEW RULEBOOK TEXT

Art. 42 Special situations

42.1 Definition

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

9. Art. 48 / 49 Scorer and assistant scorer: / Timer: Duties I

REASON FOR CHANGE

When changing OBR2020, some of the scorer's duties were moved to timer as a logical distribution of workload among all table officials. One detail was missed (5 fouls by player).

SOLUTION

Move the task "notify a referee immediately when 5 fouls are charged on any player" from the scorer to the timer.

NEW RULEBOOK TEXT

Art. 48 Scorer and assistant scorer: Duties

- 48.1 The scorer shall be provided with a scoresheet and shall keep a record of:
- Fouls charged on each player. **The scorer must notify a referee immediately when 5 fouls are charged on any player.** He shall enter the fouls charged on each head coach and must notify a referee immediately when a head coach should be disqualified. Similarly, he must notify a referee immediately that a player should be disqualified, if he has committed 2 technical fouls, or 2 unsportsmanlike fouls, or 1 technical and 1 unsportsmanlike foul.

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 a quarter or overtime.
 - Use any means possible to notify the referees immediately if his signal fails to sound or is not heard.
 - Indicate the number of fouls committed by each player by raising, in a manner visible to both head coaches, the marker with the number of fouls committed by that player.
 - **Notify a referee immediately when 5 fouls are charged on any player.**
 - Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live after the fourth team foul in a quarter.
 - Effect substitutions.
 - Sound his signal only when the ball becomes dead and before the ball becomes live again. The sound of his signal does not stop the game clock or the game nor cause the ball to become dead.

10. Art. 48 / 49 Scorer and assistant scorer: / Timer: Duties II

REASON FOR CHANGE

When changing OBR2020, a few administration details were missed for the roles of the timer / scorer. These include to move the responsibility for the time-outs from the scorer to the timer in accordance with the Article below.

18.3.2 A time-out request may be cancelled only before the timer's signal has sounded for such a request.

The new Article 48.1, 6th bullet needs to be added with the introduction of the head coach's challenge, see below.

The following changes need to be incorporated:

NEW RULE BOOK TEXT

Art. 48 Scorer and assistant 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 begin the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the 5 players to begin the game, substitutions or numbers of players, he shall notify the nearest referee as soon as possible.
 - Running summary of points scored, by entering the field goals and the free throws made.
 - Fouls charged on each player. **he scorer must notify a referee immediately when 5 fouls are charged on any player.** He shall enter the fouls charged on each head coach and must notify a referee immediately when a head coach should be disqualified. Similarly, he must notify a referee immediately that a player should be disqualified, if he has committed 2 technical fouls, or 2 unsportsmanlike fouls, or 1 technical and 1 unsportsmanlike foul.
 - Time-outs. He must **notify the referees of the time-out opportunity when a team has requested a time-out and** notify the head coach through a referee when the head coach has no more time-out(s) left in a half or overtime.
 - The next alternating possession, by operating the alternating possession arrow. The scorer shall reverse the direction of the alternating possession arrow immediately after the end of the first half as the teams shall exchange baskets for the second half.
 - **Head coach's challenge confirmed by the referees. He shall inform the referees when a head coach requests erroneously his second challenge.**

The new IRS rule for the "head coach's challenge" is shown in Annex F.4, see page 29.

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 a quarter or overtime.
 - Use any means possible to notify the referees immediately if his signal fails to sound or is not heard.
 - Indicate the number of fouls committed by each player by raising, in a manner visible to both head coaches, the marker with the number of fouls committed by that player.
 - **Notify a referee immediately when 5 fouls are charged on any player.**
 - Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live after the fourth team foul in a quarter.
 - Effect substitutions.
 - **Effect time-outs. He must notify the referees of the time-out opportunity when a team has requested a time-out.**
 - Sound his signal only when the ball becomes dead and before the ball becomes live again. The sound of his signal does not stop the game clock or the game nor cause the ball to become dead.

11. Appendix A Referees' signals

a) Illegal cylinder

REASON FOR CHANGE

Because the cylinder foul is a quite special action and might cause confusion among the players and others as to why the foul was called, a new illegal cylinder signal shall explain better the nature of such fouls in the offense and defence.

SOLUTION

The new signal shall be used after stopping the game clock for a foul with signal 2 followed by the new signal 45 ILLEGAL CYLINDER, which shall be inserted after present signal 43. As a consequence, all signals shall be renumbered accordingly, when necessary.

NEW RULEBOOK TEXT

A – REFEREES' SIGNALS

ILLEGAL CYLINDER



Both arms with hands vertical moving down and up

b) Goaltending / basket interference

REASON FOR CHANGE

There is no signal for goaltending / basket interference to explain the violation. A new signal shall better explain the nature of such violations in the offense and defence.

SOLUTION

The new signal shall be used after stopping the game clock for a violation with signal 1, then show the new signal 26, followed by the signal 11 CANCEL SCORE or signal 4, 5, or 6 for 1, 2, or 3 POINTS. As a consequence, all signals shall be renumbered accordingly, when necessary.

NEW RULEBOOK TEXT

A – REFEREES' SIGNALS

GOALTENDING / BASKET INTERFERENCE



Rotate finger, extend
index finger over the
other hand with a circle

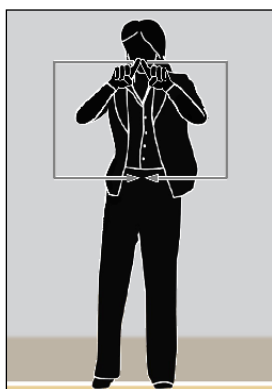
c) Head coach's challenge

REASON FOR CHANGE

For the head coach a new referees' signal is required which shall be different to what is used by the referees. This signal shall be unique as each head coach has only one challenge in a game.

SOLUTION

The head coach shall indicate with the new signal to the nearest referee his request to have the game situation to be reviewed with IRS.



NEW RULEBOOK TEXT

A – REFEREES' SIGNALS

HEAD COACH'S CHALLENGE



The new IRS rule for the head coach's challenge is shown in Annex F.4, see page 29.

12. Appendix B The Scoresheet

REASON FOR CHANGE

The new scoresheet has added abbreviations which shall be explained in the description of the scoresheet. The recording of the head coach's challenge needs to be added to the scoresheet.

B – THE SCORESHEET

Team A		Team B																																																																																																																																																																																																																																																																																																																																									
Competition _____		Date _____																																																																																																																																																																																																																																																																																																																																									
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Diagram 8

Scoresheet

B.7 Time-outs

B.7.1 Time-outs granted shall be entered on the scoresheet below the team's name by entering the minute of the playing time of the quarter or overtime in the boxes next to H1 for the first half, next to H2 for the second half and next to OT for up to 3 overtimes.

B.7.2 At the end of each half and overtime, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the game clock shows 2:00 minutes in the fourth quarter, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

Time-outs		Team fouls	
H1	7	Q1	X X X X
H2	9 10	Q2	X X X X
OT		Q3	X X X X
		Q4	X X X X
		HCC	Q4 9

Licence no.	Players	No.	Player in	Fouls	1	2	3	4	5
001	MAYER, F.	5	X	P ₂					
002	JONES, M.	8	X	P	P ₂				
003	SMITH, E.	9	X	P ₂	U ₂	P	P ₁		
004	FRANK, Y.	12	X	T	U ₂	GD			
010	NANCE, L.	18	X	P	U ₁				
012	KING, H. (CAP)	22	X	P					
014	WONG, P.	24							
015	RUSH, S.	25	X	P ₃	P ₂				
021	MARTINEZ, M.	33	X	T	P ₂	T	GD		
022	SANCHES, N.	42	X	P ₂	P ₂	U ₂	P	U ₂	GD
024	MANOS, K.	55	X	P ₂	D ₂				
Head coach	788	LOOR, A.						C, B ₁	
First assistant coach	555	MONTA, B.							

Diagram 11 Teams on the scoresheet (after the game)

B.9 Team fouls

B.9.1 For each quarter (Q1, Q2, Q3 and Q4), 4 spaces are provided on the scoresheet (immediately below the team's name and above the players' names) to enter the team fouls.

B.9.2 Whenever a player commits a personal, technical, unsportsmanlike or disqualifying foul, the scorer shall enter the foul on the team of that player by marking a large 'X' in the designated spaces in turn.

B.9.3 At the end of each quarter, the scorer shall obliterate the remaining spaces with 2 horizontal parallel lines.

B.13 Head coach's challenge

B.13.1 For games where the Instant Replay System is used each team may have 1 head coach's challenge (HCC). If granted the HCC shall be entered on the scoresheet below the team's name in the boxes next to HCC. In the first box the scorer shall enter the quarter or overtime (Q1, Q2, Q3, Q4 or OT) and in the second box the minute of the playing time of the quarter or overtime.

The new IRS rule for the head coach's challenge is shown in Annex F.4, see page 29.

13. Appendix D Classification of teams

Provision	New OBR2022 text		Reason
OBR – D.1.3	If still tied before all games have been played in the group, tied teams shall share the same ranking. If these criteria still cannot decide at the end of the group phase, a draw the relevant FIBA Ranking shall decide on the final classification.	Competitions	To align text with D4.1, D.4.2 and D.5 (Implementation in MAP in the coming weeks/months)
OBR – D.4.1	If these criteria still cannot decide, the relevant FIBA ranking shall decide on the final classification.	Competitions	To align with the change on D.1.3
OBR – D.4.2	If these criteria still cannot decide, the relevant FIBA ranking shall decide on the final classification.	Competitions	To align with the change on D.1.3
OBR – D.5.1	If these criteria still cannot decide, the relevant FIBA ranking shall decide on the final classification.	Competitions	To align with the change on D.1.3

14. Appendix F Instant replay system I

REASON FOR CHANGES

The IRS review shall take place before the game is resumed. In most situations that is immediately after the situation occurs, as the ball is dead and the game clock is stopped. However, there are reviewable situations without the game clock necessarily being stopped with a whistle. These are:

- Whether a goal shall count 2 or 3 points.
- Whether a shot for a successful field goal was released before the shot clock period has ended.

For such cases, the referees shall be authorised to stop the game as soon as the successful field goal occurs.

The referees shall be given a small amount of time to identify the need for the IRS review.

Also whether there is an act of violence or potential violence the referees shall be authorised to stop the game.

For all these cases a time limit shall be defined by which the authorised review must have occurred.

The description for the reviewable case with a foul away from the ball during the last 2 minutes of the game needs better clarification.

NEW RULEBOOK TEXT

F – INSTANT REPLAY SYSTEM

F.1 Definition

The Instant Replay System (IRS) review is the working method used by the referees to verify their decisions by watching the game situations on the screen of the approved video technology.

F.2 Procedure

F.2.1 The referees are authorised to use the IRS until the crew chief has signed the scoresheet, within the limits provided in this Appendix.

F.2.2 The IRS review shall take place as soon as the referees have stopped the game, for any reason, after the situation for IRS review has occurred.

F.2.3 For the use of the IRS the following procedure shall apply:

- The crew chief shall approve the IRS equipment before the game, if available.
- The crew chief makes the decision whether the IRS review shall be used or not.
- If a decision of the referees is subject to the IRS review, the initial decision must be shown by the referees on the playing court.
- After gathering all information from other referees, table officials, commissioner, the review shall start as fast as possible.
- The crew chief and at minimum 1 umpire (who made the call) shall take part in the review. If the crew chief made the call, he shall choose one of the umpires to accompany him for the review.

- During the IRS review the crew chief shall ensure that no unauthorised persons have access to the IRS monitor.
- The review shall take place before time-outs or substitutions are administered, an interval of play begins, or the game is resumed.
- If a time-out has begun or a substitution has occurred when the referees identify the need for an IRS review, the time-out and any substitutions shall be cancelled until the final decision is communicated.
- The head coach may withdraw the time-out request when the final decision is communicated or either head coach may request a time-out, or either team may request a substitution.
- After the review the referee who made the call shall report the final decision and the game shall be resumed accordingly.
- The initial decision of the referee(s) can be corrected only if the IRS review provides the referees with clear and conclusive visual evidence for the correction.

F.3 Rule

The following game situations may be reviewed:

F.3.1 At the end of the quarter or overtime,

- whether a shot for a successful field goal was released before the game clock signal sounded for the end of the quarter or overtime.
- whether and how much time shall be displayed on the game clock, if:
 - An out-of-bounds violation of the shooter occurred.
 - A shot clock violation occurred.
 - An 8-second violation occurred.
 - A foul was committed before the end of the quarter or overtime.

The interval of play shall not begin until after the IRS decision is communicated and any additional playing time in the quarter or overtime is completed.

F.3.2 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,

- whether a shot for a successful field goal was released before the shot clock signal sounded.
 - The referees are authorized to stop the game immediately to review whether a successful field goal was released before the shot clock signal sounded.
 - The referees must identify the need for the IRS review and the review must take place after the field goal the first time the referees have stopped the game for any reason.
- when a foul was committed away from a shooting situation
 - whether the game or shot clock had expired,
 - whether the act of shooting had started when the foul was committed by an opponent of the shooter, or
 - whether the ball was still in the hand(s) of the shooter when the foul was committed by a team-mate of the shooter.
- whether a goaltending or basket interference violation was called correctly.
- to identify the player who has caused the ball to go out-of-bounds.

F.3.3 At any time of the game,

- whether the successful field goal was released from the 2- or 3-point area.
 - The referees are authorized to stop the game immediately to review whether a successful field goal was released from the 2- or 3-point area.
 - The referees must identify the need for the IRS review and the review must take place after the field goal the first time the referees have stopped the game.
- whether 2 or 3 free throws shall be awarded, after a foul was called on a shooter for an unsuccessful field goal.
- whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
- to identify the correct free-throw shooter.
- to identify the involvement of players and persons permitted to sit on the team benches during any act of violence or potential act of violence.
 - The referees are authorized to stop the game immediately to review any act of violence or potential act of violence.
 - The referees must identify the need for the IRS review and the review must take place after the act of violence or potential act of violence the first time the referees have stopped the game.

There are further changes to Article F.3.2 regarding the “Goaltending or basket interference violation was not called correctly”, see page 28.

15. Appendix F Instant replay system II – Goaltending or basket interference violation was not called correctly

REASON FOR CHANGE

When a goaltending or basket interference is called during the last 2 minutes of the game and an IRS review takes place. In case the initial decision is overturned (no violation) and the ball was controlled by neither team when the action occurred the game shall resume with:

- a. a throw-in of the team who controlled the ball after the call, or
- b. a jump ball situation in case neither team had control of the ball after the call.

Immediate and clear control definition will be explained in OBRI2022.

NEW RULEBOOK TEXT

F – INSTANT REPLAY SYSTEM

F.3 Rule

The following game situations may be reviewed:

F.3.2 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,

- whether a shot for a successful field goal was released before the shot clock signal sounded.
 - The referees are authorized to stop the game immediately to review whether a successful field goal was released before the shot clock signal sounded.
 - The referees must identify the need for the IRS review and the review must take place after the field goal the first time the referees have stopped the game for any reason.
- when a foul was committed away from a shooting situation
 - whether the game or shot clock had expired,
 - whether the act of shooting had started when the foul was committed by an opponent of the shooter, or
 - whether the ball was still in the hand(s) of the shooter when the foul was committed by a team-mate of the shooter.
- whether a goaltending or basket interference violation was called correctly.
When the review determines that a goaltending or basket interference violation was not called correctly the game shall be resumed as follows, if after the call:
 - The ball has legally entered the basket the goal shall count and the defensive team shall be entitled to a throw-in from the endline.
 - A player of either team has gained an immediate and clear control of the ball that team shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.
 - Neither team has gained an immediate and clear control of the ball, a jump ball situation occurs.
- to identify the player who has caused the ball to go out-of-bounds.

There are further changes to Article F.3.2 regarding the “Instant replay system”, see pages page 26.

16. Appendix F Instant replay system III – Head Coach’s Challenge

REASON FOR CHANGE

There is a consensus by RAG / WABC that a coach’s challenge concept is a good addition for the IRS rule.

SOLUTION:

- To add a new 6th bullet to Article 48.1, see page 17
- To create a new signal for the head coach to be added to Annex A, see page 21
- To amend the scoresheet to document the taken head coach challenge to Annex B, see page 22
- To add a new section to Annex F as follows:

NEW RULEBOOK TEXT

F – INSTANT REPLAY SYSTEM

F.4 Head coach’s challenge

F.4.1 In all games where the Instant Replay System (IRS) is applied the head coach may request a head coach’s challenge, i. e. ask the crew chief to verify their decision by using the IRS to review the game situation.

F.4.2 For the head coach’s challenge the following procedure shall apply:

- The head coach may request only one head coach’s challenge in a game, regardless of whether the challenge is successful or not.
- Only the game situations as in the Appendix F, Article F.3 may be challenged.
- The time restrictions within Article F.3 do not apply. The head coach’s challenge may be requested at any time in the game.
- The head coach requesting a challenge shall establish visual contact with the nearest referee and ask clearly for his head coach’s challenge.
- The head coach shall say loudly in English “challenge” and at the same time show the head coach’s challenge signal (No. 56, drawing a box, like a TV screen). The request shall be final and irreversible.
- The head coach must request the challenge and the IRS review must take place at the latest when the referees have stopped the game for the first time after the decision.
- If the game continued without a stoppage the referees are authorised to stop the game immediately when they recognise a head coach’s challenge as long as neither team is placed at a disadvantage.
- The head coach shall indicate to the nearest referee the game situation to be reviewed.
- The referee shall confirm the requested challenge is valid.
- The referee shall notify the scorer that the head coach’s challenge has been granted.
- During the IRS review the players shall remain on the playing court.

- If the IRS review provides the challenged decision is in favour of the requesting team the initial decision shall be overturned.
- If the IRS review provides the challenged decision is not in favour of the requesting team the initial decision shall remain.
- The referees shall use the same procedure as in the IRS review rule.
- After the referee has reported the final decision of the IRS review, the game shall be resumed as after any IRS review.

2022 OFFICIAL BASKETBALL RULES BASKETBALL EQUIPMENT

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1. Introduction

REASON FOR CHANGES

During the Central Board Meeting in March 2022, the proposed procedural change (to allow non-approved equipment to gain temporary approval through performance of an onsite test prior to competition) will be presented. When the procedural change are approved by the Central Board, Note 2 shall be added to the introduction of the Basketball Equipment appendix.

In addition, the proposed Note 4 provides clarification for the users of the document who may not be aware of the 3x3 equipment rules.

NEW RULEBOOK TEXT

INTRODUCTION

Notes:

1. This Appendix focuses on the requirements and specifications and does not describe testing procedures. The testing procedures and measurement tolerances can be found in the "Handbook of Test Methods and Requirements" which can be acquired from the FIBA Equipment and Venue Centre (equipmentandvenue@fiba.basketball).
2. Installed equipment, which is not FIBA Approved, may undergo an onsite test in accordance with the FIBA Rules to gain temporary approval of the installed equipment. More details can be obtained from the FIBA Equipment and Venue Centre (equipmentandvenue@fiba.basketball).
3. For the following equipment categories: Backstop Units, Scoreboards and Videoboard Software, Playing Floor, Court lighting, Instant Replay System, Whistle Controlled Timing System and spectator seating, FIBA approved equipment is valid for the relevant level of competition up to 8 years after purchase regardless of its current FIBA approval status. After this 8-year period, any equipment no longer approved by FIBA must be replaced.
4. For FIBA 3x3 or Outdoor Basketball, refer to the Official 3x3 Basketball Equipment & Software Appendix – <https://fiba3x3.com/docs/equipment-and-software-appendix-to-the-3x3-official-rules.pdf>

2. Art. 1.2 Basket ring

REASON FOR CHANGES

There are many “flex rings” on the market and installed in basketball facilities which provide the same rebound elasticity and safety to players but disengage under load more gradually. The specific requirement to have a positive lock that can be adjusted between 82kg and 105kg should be applicable for Level 1 only.

NEW RULEBOOK TEXT

Art. 1.2 Basket Ring

- 1.2.7 Pressure release rings with the following specifications are required for Level 1 and also for Level 2 products requesting FIBA approval:
- The pressure release mechanism shall not cause any damage to either the ring or the backboard. The design of the ring and its construction shall be such that the players' safety is ensured.
 - **For Level 1**, the pressure release rings shall have a 'positive-lock' mechanism which must not disengage until a static load of a minimum of 82 kg and a maximum of 105 kg has been applied vertically to the top of the ring at the most distant point from the backboard. The pressure release ring mechanism shall be adjustable within the given static load range.
 - When the pressure release mechanism is released, the front or the side of the ring shall rotate no more than 30 degrees and no less than 10 degrees below the original horizontal position.
 - After release and with the load no longer applied the ring shall return automatically and instantly to its original position. No fissures and no permanent deformation of the ring shall be observed.
 - The rebound/elasticity of the ring and support system shall be within 35 % - 50 % energy absorption range of the total impact energy. Two opposing rings shall fall within 5% units of one another.

3. Art. 1.4 Backboard support structure

REASON FOR CHANGES

The safety strap is designed as a guard in case of failure of a cable or winch in ceiling mounted units. The recommendation to include a safety strap is to increase player safety in case of equipment failure.

NEW RULEBOOK TEXT

1.4 Backboard support structure

- 1.4.1. For Level 1, only mobile or floor-fixed backboard support structures shall be used. For Level 2, in addition to mobile or floor-fixed, ceiling mounted or wall mounted backboard support structures may also be used.
- 1.4.2. Ceiling mounted backboards shall not be used in venues where suspension height exceeds 10,000 mm in order to avoid excessive vibration in the support structure. **It is recommended that safety straps are always installed with the ceiling mounted unit.**

4. Art. 2 Basketballs

REASON FOR CHANGES

Currently, the basketball rebound requirement is between 960 and 1,160 mm (1,060 mm \pm 100 mm), meaning there is a maximum difference of 200 mm between the rebound height of two basketballs which both meet the rules.

The proposed tolerance of 1,035 and 1,085 mm (1,060 mm \pm 25 mm), does not change the midpoint of the requirement, but the narrower tolerance will improve uniformity worldwide.

In line, manufacturers of basketballs shall provide a single value or narrower range of inflation pressure printed on the basketball.

NEW RULEBOOK TEXT

2. Basketballs

2.4. The ball shall:

- Be spherical, with a maximum of 12 seams not exceeding 6.35 mm in width and, either of a single shade of orange or of a FIBA approved colour combination.
- Be inflated to an air pressure such that, when it is dropped onto the playing floor from a height of approximately 1,800 mm measured from the underside of the ball, it shall rebound to a height of between 1,035 and 1,085 mm, measured to the underside of the ball.
- Be marked with the recommended inflation pressure or pressure range.
- Be marked with its respective size number.
- Be within the circumference and weight tolerances outlined in Table 1. For all men's competitions a size 7 ball shall be used; for all women's competitions a size 6 ball shall be used; for all mini's basketball a size 5 or size lightweight 5 ball shall be used.

5. Art. 3 Scoreboard / Videoboard

REASON FOR CHANGES

To display the correct and precise game clock, shot clock and score, on the TV graphics display during competitions, the TV graphics system is connected to the scoreboard/videoboard system. To standardise the input data to the TV graphics system, the output data from the scoreboard/videoboard software must be in a standard format. Hence, FIBA has written a standard protocol for all scoreboard producers to follow. It describes in which format and order the data is provided to the graphics system.

NEW RULEBOOK TEXT

3. Scoreboard/Videoboard

- 3.6 Level 1 scoreboards requesting FIBA approval, shall comply with the FIBA Standard Scoreboard Protocol. The protocol describes a standard output from the Scoreboard to the TV Graphics system and can be obtained from the FIBA Equipment and Venue Centre (equipmentandvenue@fiba.basketball).

6. Art. 5 Shot clock

REASON FOR CHANGES

Currently, this article is applicable for only Level 1, however a durable shot clock which can withstand ball impacts should be required at all levels of basketball.

NEW RULEBOOK TEXT

5. Shot clock

- 5.4 **The shot clock shall be able to withstand direct impacts from basketballs, according to the Shot Clock Durability Test.**
- 5.5 For Level 1 the shot clock shall be connected to the game clock so that when:
- The game clock stops, the shot clock shall also stop.
 - The game clock starts, it is possible to start the shot clock manually.
 - The shot clock stops and sounds, the game clock count continues and may be stopped, if necessary, manually.
- 5.6 For Level 1 the shot clock display unit (Diagram 10), together with a duplicate game clock shall:
- Be mounted on each backboard support structure a minimum of 300 mm above and behind the backboard (Diagram 1 or 2) or hung from the ceiling.
 - Have the numbers of the shot clock in red colour and the numbers of the duplicate game clock in yellow colour.
 - Have the numbers of the shot clock display a minimum height of 230 mm and be larger than the numbers of the duplicate game clock.
 - Have 3 or 4 display surfaces per unit or two units with double sided surface (recommended for Level 2) to be clearly visible to everyone involved in the game, including the spectators.
 - Have the maximum weight of 60 kg, including the support structure.
 - Be equipped with a light strip around its perimeter (optional), which lights up in red only when the game clock signal sounds for the end of a quarter or overtime.
 - Be equipped with a light strip along its perimeter at the top (optional), which lights up in yellow only when the shot clock signal sounds and be mounted directly below the red light strip for the game clock.
 - **Be able to withstand direct impacts from basketballs, according to the Shot Clock Durability Test.**
 - Have electromagnetic compatibility in accordance with the statutory requirements of the respective country.

7. Art. 10 Playing floor

REASON FOR CHANGES

There is a growing interest from the sports facility industry to have LED Glass flooring (currently, allowed for Level 2 competition only). The surface can offer a range of commercial and fan engagement opportunities by providing a full LED display on the surface of the court. In addition, the surface can be installed in multi-sport facilities, allowing the venue manager to instantly switch between game lines of multiple different sports on the court.

There are LED glass flooring systems available on the market which provide this opportunity whilst providing the same sport functional properties as a Wooden Floor. The table overleaf outlines all the sport functional properties of the playing floor which shall be met by wooden and glass floors alike.

NEW RULEBOOK TEXT

10. Playing Floor

- 10.1 The playing floor surface shall be made of:
- Permanent or Mobile Wooden flooring (Levels 1 and 2).
 - Permanent or Mobile Glass Flooring (Levels 1 and 2).
 - Permanent or Mobile Synthetic flooring (Level 2).
- 10.2 The playing floor shall:
- Be a minimum length of 32,000 mm and a minimum width of 19,000 mm.
- Have an antiglare surface.
- 10.3 The flooring must adhere to the following sports functional requirements:

Performance property	Level 1 Permanent flooring	Level 1 Mobile flooring	Level 2 Permanent and mobile flooring
Force reduction, according to EN 14808	≥ 50 % - ≤ 75 %		≥ 40 % - ≤ 75 %
	Uniformity (absolute): (± 5 % from average)		
Vertical deformation, according to EN 14809	≥ 2.3 mm - ≤ 5.0 mm	≥ 1.5 mm - ≤ 5.0 mm	≥ 1.5 mm - ≤ 5.0 mm
	Uniformity: (± 0.7 mm from average)		
Ball rebound, according to EN 12235	≥ 93 %	≥ 93 %	≥ 90 %
	Uniformity (absolute): (± 3 % from average)		
Slip resistance, according to EN 13036	Average: ≥ 80 - ≤ 110		
Resistance to wear, according to EN 5470	≤ 80 mg		≤ 100 mg
Specular gloss (%)	≤ 45 % *		N/A
	Uniformity (≤ 10-unit variance)		
Rolling load, according to EN 1569	Permanent indentation of ≤ 0.5 mm		

Table 3 Wooden and Glass flooring requirements (Level 1 and 2)

8. Art. 15 Advertising boards

REASON FOR CHANGES

With the introduction of a FIBA Approval programme category for Advertising boards, a ball impact test should be performed to ensure product quality.

NEW RULEBOOK TEXT

15. Advertising Boards

15.2 Advertising boards shall:

- Not exceed a height of 1,000 mm from the playing court.
- Be padded around the top and on the side edges with a minimum thickness of 20 mm (Diagram 13) and shall meet all player safety requirements outlined for backstop padding in Section 1.5.6.
- Have no burrs and all edges **and corners** shall be rounded off.
- Be in accordance with the national safety requirements for electrical equipment in the respective country.
- Have mechanical protection for all engine driven parts.
- Be non-flammable.
- **Be able to withstand direct impacts from basketballs, according to the Ball Impact Test.**

9. Art. 15 Advertising boards

REASON FOR CHANGES

Currently, a refresh rate of above 3,000 Hz/s is recommended. Improvement in the technology, allows a faster refresh rate to be recommended, resulting in a better image on TV/media displays.

NEW RULEBOOK TEXT

15. Advertising Boards

- 15.3 For production purposes, it is recommended that the advertising boards shall have:
- The functionality to dim illuminance.
 - A refresh rate of above 3,800 Hz/s.

10. Art. 16 Spectator areas

REASON FOR CHANGES

Additional safety conformance requirements for telescopic and demountable stands.

NEW RULEBOOK TEXT

16. Spectator areas

16.7 Telescopic and demountable stands shall be tested according to the national/local building codes and safety standards and shall comply with the following standards, unless the local standards allow for deviations:

- EN 13200-5. Spectator facilities. Part 5: Telescopic stands.
- EN 13200- 6. Spectator facilities. Part 6: Demountable (temporary) stands.

Each project shall be validated by a qualified engineer by presentation of structural calculations and providing independent load test reports showing conformance to all national and regional standards and legislation.

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