

FIBA OFFICIAL BASKETBALL RULES 2010

OFFICIAL INTERPRETATIONS

The interpretations presented in this document are the FIBA Official Interpretations of the FIBA Official Basketball Rules 2010 and are effective as of 1st October 2010. Where the interpretations in this document differ from previously published FIBA Official Interpretations, this document shall take precedence.

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

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

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

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

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

ART. 5 PLAYERS - INJURY

Statement 1

If a player is injured or appears to be injured and, as a result, the coach, assistant coach, substitute or any other team bench personnel of the same team comes on the playing court, that player is considered to have received treatment, whether or not actual treatment is administered.

Example:

A4 appears to have injured an ankle and the game is stopped.

- (a) The team A doctor comes on the playing court and treats A4's injured ankle.
- (b) The team A doctor comes on the playing court but A4 has already recovered.
- (c) Coach A comes on the playing court to assess A4's injury.
- (d) Assistant coach A, substitute A or team follower A comes on the playing court but does not treat A4.

Interpretation:

In (a), (b), (c) and (d) A4 is considered to have received treatment and shall be substituted.

Statement 2

There is no time limit for the removal of a seriously injured player from the playing court if according to a doctor the removal is dangerous for the player.

Example:

A4 is seriously injured and the game is stopped for about fifteen (15) minutes because the doctor estimates that removal from the playing court could be dangerous for the player.

Interpretation:

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

Statement 3

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

Example:

A4 is injured and the game is stopped. As A4 is not able to continue to play immediately, an official blows his whistle making the conventional sign for substitution.

Coach A (or Coach B) requests a time-out:

- (a) Before a substitute for A4 has entered the game.
- (b) After a substitute for A4 has entered the game.

At the end of the time-out, A4 appears to have recovered and asks to remain in the game. Shall A4's request be granted?

Interpretation:

- (a) Time-out is granted and if A4 recovers during the time-out he may continue to play.
- (b) Time-out is granted but a substitute for A4 has already entered the game. Therefore A4 cannot re-enter until after the clock-running phase of the game.

ART. 7 COACHES: DUTIES AND POWERS**Statement 1**

At least twenty (20) minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game as well as the name of the captain of the team, the coach and the assistant coach.

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

Example:

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

- (a) Before the start of the game.
- (b) After the start of the game.

How shall the referee proceed?

Interpretation:

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

Statement 2

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

Example:

It is discovered that one (1) of the players on the playing court is not one (1) of the confirmed starting five (5) players. This happens:

- (a) Before the start of the game.
- (b) After the start of the game.

Interpretation:

- (a) The player shall be replaced without any sanction by one (1) of the five (5) players who were to start the game.
- (b) The error is ignored and the game continues.

ART. 9 BEGINNING AND END OF A PERIOD

Statement 1

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

Example:

When the game is scheduled to begin, team A has fewer than five (5) players on the playing court and ready to play.

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

Interpretation:

- (a) The beginning of the game shall be delayed for a maximum of fifteen (15) minutes. If the absent players arrive on the playing court ready to play before fifteen (15) minutes have passed, the game shall begin. If the absent players have not arrived on the playing court ready to play before fifteen (15) minutes have passed, the game may be forfeited to team B and the score recorded as 20:0.
- (b) The beginning of the game shall be delayed for a maximum of fifteen (15) minutes. If the absent players arrive on the playing court ready to play before fifteen (15) minutes have passed, a technical foul may be charged against coach A, recorded as 'B', after which the game shall begin.

If the absent players have not arrived on the playing court ready to play before fifteen (15) minutes have passed, then the game may be forfeited to team B and the score recorded as 20:0. In all cases the referee shall report it on the reverse side of the scoresheet to the organising body of the competition.

Statement 2

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

Example 1:

After the start of the game, the officials discover that both teams are playing in the wrong direction.

Interpretation:

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

Example 2:

At the beginning of a period, team A is defending its own basket when B4 erroneously dribbles to his own basket and scores a field goal.

Interpretation:

The two (2) points shall be awarded to the captain of team A who is on the playing court.

ART. 12 JUMP BALL AND ALTERNATING POSSESSION

Statement 1

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

Example 1:

A referee tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A4:

- (a) A held ball between A5 and B5 is called.
- (b) A double foul between A5 and B5 is called.

Interpretation:

Since possession has not yet been established, the official cannot use the alternating possession arrow to award possession. The referee shall conduct another jump ball at the centre circle and A5 and B5 shall jump. Whatever time has passed on the game clock, after the ball is legally tapped and before the held ball/double foul situation shall remain consumed.

Example 2:

The referee tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A4 and the ball:

- (a) Goes directly out-of-bounds.
- (b) Is caught by A4 before it has touched one of the non-jumpers or the floor.

Interpretation:

In both cases team B is awarded a throw-in as the result of the A4 violation. After the throw-in the team that does not gain control of the live ball **on the playing court** will be entitled to the first alternating possession at the place nearest to where the next jump ball situation occurs.

Example 3:

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

Interpretation:

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

Example 4:

Simultaneously with the game clock signal for the end of the first period, B5 fouls A5 and an unsportsmanlike foul is called. The alternating possession arrow is in favour of either team. How shall the officials proceed?

Interpretation:

A5 shall attempt two (2) free throws with no line up of players and no playing time left. After the two (2) minutes interval of play, the game shall be resumed with a throw-in by team A at the centre line extended opposite the scorer's table. No team shall lose its right to the next alternating possession throw-in for the next jump ball situation.

Statement 2

Whenever a live ball lodges between the ring and the backboard, unless between free throws, it is a jump ball situation resulting in an alternating possession throw-in. As this does not result in a rebound situation, it is not considered as having the same influence on the game as when the ball simply touches the ring. Therefore if the team that was in control of the ball before it lodged between the ring and the backboard is entitled to the throw-in it shall have only the remaining time on the twenty-four (24) second clock as in any other jump ball situation.

Example 1:

On a shot for a field goal by A4 the ball lodges between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation:

After the throw-in team A has only the remaining time left on the twenty-four (24) second clock.

Example 2:

On a shot for a field goal by A4 the twenty-four (24) second clock expires, followed by the ball lodging between the ring and the backboard. Team A is entitled to a throw-in under the alternating possession procedure.

Interpretation:

As team A has no remaining time left on the twenty-four (24) second clock a twenty-four (24) second violation has occurred. Team B is entitled to a throw-in.

ART. 16 GOAL: WHEN MADE AND ITS VALUE

Statement

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

second is displayed on the game clock, the only type of a valid field goal made by an airborne player is by tapping or directly dunking the ball.

Example:

Team A is awarded a throw in with

(a) 0:00.3

(b) 0:00.2 or 0:00.1

displayed on the game clock.

Interpretation

In (a), if a shot for a field goal is attempted and the game clock signal sounds for the end of the period during the attempt, it is the responsibility of the officials to determine if the ball was released before the game clock signal has sounded for the end of the period.

In (b), the basket can be awarded only if the ball while in the air on the throw-in pass is tapped to the basket or directly dunked.

ART. 17 THROW-IN

Statement 1

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

Example:

A4 is awarded a throw-in. While holding the ball, A4's hand(s) crosses the plane of the boundary line so that the ball is above the in-bounds area. B4 grabs the ball that is in A4's hand(s) or taps the ball out of A4's hand(s) without causing any physical contact against A4.

Interpretation:

B4 has interfered with the throw-in, thereby delaying the resuming of the game. A warning shall be given to B4 and communicated to coach B and this warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul.

Statement 2

On a throw-in, the thrower-in must pass the ball (not hand the ball) to a team-mate on the playing court.

Example:

On a throw-in by A4, A4 hands the ball to A5 who is on the playing court.

Interpretation:

A throw-in violation has been committed by A4. The ball must leave the player's hand(s) in order for the throw-in to be considered legal. The ball is awarded to team B for a throw-in at the place of the original throw-in.

Statement 3

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

Example 1:

After an out-of-bounds violation A3 has received the ball from the official for the throw-in. A3

- (a) Places the ball on the floor after which the ball is taken by A2
- (b) Hands the ball to A2 in the out-of-bounds area.

Interpretation:

This is a violation of A2 as he moves his body over the boundary line before the ball is thrown by A3 across the boundary line.

Example 2:

After a team A successful field goal or a successful last free throw a time-out is granted to team B. Following the time-out B3 receives the ball from the official for a throw-in at the endline. B3

- (a) Places the ball on the floor after which the ball is taken by B2
- (b) Hands the ball to B2.

Interpretation:

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

Statement 4

If a time-out is granted to a team that has been awarded possession of the ball in its backcourt during the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period, the throw-in shall be taken at the throw-in line opposite the scorer's table in the throw-in team's frontcourt. The player taking the throw-in must pass the ball to a team-mate in the frontcourt.

Example 1:

In the last minute of the game, A4 is dribbling in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended.

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

Interpretation:

In (a), the game resumes with a team A throw-in from the free-throw line extended.

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

Example 2:

In the last minute of the game, A4 is attempting two (2) free throws. During the second free throw A4 steps on the free-throw line while shooting and a violation is called. Team B requests a time-out.

Interpretation:

The game shall be resumed with a team B throw-in from the throw-in line in team B's frontcourt, opposite the scorer's table.

Example 3:

During the last two (2) minutes of the game, A4 has dribbled for six (6) seconds in team A's backcourt, when

- (a) B4 taps the ball out-of-bounds
- (b) B4 commits the third foul for team B in this period.

Team A is granted a time-out. After the time-out, the game is resumed by A4 with a throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table.

Interpretation:

In both cases team A shall have eighteen (18) seconds remaining on the twenty-four (24) second clock.

Example 4:

During the last two (2) minutes of the game, A4 dribbles the ball in his frontcourt. B3 taps the ball to team A's backcourt where any player of team A starts to dribble the ball again. Now

- (a) B4 taps the ball out-of-bounds
- (b) B4 commits the third foul for team B in this period

in team A's backcourt with six (6) seconds remaining on the twenty-four (24) second clock. Team A is granted a time-out. After the time-out, the game is resumed by A4 with a throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table. How many seconds are remaining for team A on the twenty-four (24) second clock?

Interpretation:

Team A shall have

- (a) six (6) seconds
 - (b) fourteen (14) seconds
- remaining on the twenty-four (24) second clock.

Statement 5

There are additional situations to those listed in Art. 17.2.3 in which the subsequent throw-in shall be taken from the centre line extended, opposite the scorer's table:

- (a) The player taking the throw-in from the centre line extended opposite the scorer's table commits a violation and the ball is awarded to the opponents for a throw-in at the place of the original throw-in.
- (b) If in a fighting situation members of both teams are disqualified, there are no other foul penalties remaining for administration, and at the time the game was stopped a team had control of the ball or was entitled to the ball.

Interpretation:

In all the above situations the thrower-in can pass the ball to either the frontcourt or the backcourt.

Statement 6

On a throw-in the following situations may occur:

- (a) The ball is passed over the basket and it is touched by a player of either team by reaching through the basket from below.
- (b) The ball lodges between the ring and the backboard.
- (c) The ball is intentionally thrown at the ring in order to reset the twenty-four (24) second clock.

Example 1:

On a throw-in A4 passes the ball over the basket when it is touched by a player of either team reaching through the basket from below.

Interpretation:

This is an interference violation. The game is resumed with a throw-in for the opponents at the free-throw line extended. In case the defensive team commits the violation, no points can be scored by an offensive team as the ball did not come from the inbounds area of the playing court.

Example 2:

Thrower-in A4 passes the ball towards the basket and it lodges between the ring and the backboard.

Interpretation:

This is a jump ball situation. The game is resumed by applying the alternating possession procedure. If team A is entitled to the throw-in the twenty-four (24) second clock shall not be reset.

Example 3:

With five (5) seconds left on the twenty-four (24) second clock on the throw-in A4 passes the ball towards the basket where it touches the ring.

Interpretation:

The twenty-four (24) second operator shall not reset his clock as the game clock did not start yet. The game shall continue without interruption.

ART. 18/19 TIME-OUT / SUBSTITUTION**Statement 1**

A time-out cannot be granted before the playing time for a period has started or after the playing time for a period has ended.

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

Example 1:

After the ball has left the hands of the referee on the jump ball but before the ball is legally tapped, jumper A5 commits a violation and the ball is awarded to team B for a throw-in. At this moment either coach requests a time-out or a substitution.

Interpretation:

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

Example 2:

At approximately the same time when the game clock signal sounds for the end of a period or extra period a foul is called and A4 is awarded two (2) free throws. Either coach requests:

- (a) A time-out.
- (b) A substitution.

Interpretation:

- (a) A time-out cannot be granted because the playing time for a period or extra period has ended.
- (b) A substitution can be granted only after the free-throw attempts have been completed and the interval of play for the next period or extra period has begun.

Statement 2

If the twenty-four (24) second clock signal sounds while the ball is in the air during a shot for field goal, it does not stop the game clock. No substitutions are allowed and, during the last two (2) minutes of the fourth period or last two (2) minutes of each extra period, this is a time-out opportunity only for the non-scoring team.

Example:

On a shot for a field goal, the ball is in the air when the twenty-four (24) second clock signal sounds. The ball then enters the basket. At this time:

- (a) Either or both teams request substitutions.
- (b) Either or both teams request time-outs.

Interpretation:

- (a) The twenty-four (24) second clock signal is ignored because it does not stop the game clock. The game clock would be stopped and a substitution would be permitted only if the non-scoring team is granted a substitution and only in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period. If the non-scoring team is granted a substitution, then the opponents may also substitute and both teams may be granted a time-out.

- (b) This is a time-out opportunity only for the non-scoring team. If the time-out is taken, the opponents may be also granted a time-out, and if requested, both teams may substitute.

Statement 3

If the request for time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the first or only free throw, the time-out or substitution shall be granted for both teams if:

- (a) The last or only free throw is successful or
- (b) The last or only free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, or for any valid reason the ball will remain dead after the last or only free throw.

Example 1:

A4 is awarded two (2) free throws. Team A or team B requests a time-out or substitution:

- (a) Before the ball is at the disposal of the free-throw shooter A4.
- (b) After the first free-throw attempt.
- (c) After the successful second free throw but before the ball is at the disposal of the player taking the throw-in.
- (d) After the successful second free throw but after the ball is at the disposal of the player taking the throw-in.

Interpretation:

- (a) The time-out or substitution is granted immediately, before the first free-throw attempt.
- (b) The time-out or substitution is granted after the last free throw, if successful.
- (c) The time-out or substitution is granted immediately before the throw-in.
- (d) The time-out or substitution is not granted.

Example 2:

A4 is awarded two (2) free throws. After the first free-throw attempt, team A or team B requests a time-out or substitution. During the last free-throw attempt:

- (a) The ball rebounds from the ring and the game continues.
- (b) The free throw is successful.
- (c) The ball does not touch the ring or does not enter the basket.
- (d) A4 steps on the free-throw line while shooting and the violation is called.
- (e) B4 steps into the restricted area before the ball has left the hands of A4. B4's violation is called and the A4's free throw is missed.

Interpretation:

- (a) Time-out or substitution is not granted.
- (b), (c) and (d) The time-out or substitution is granted immediately.
- (e) A substitute free throw is attempted by A4 and, if successful, the time-out or substitution is granted immediately.

Statement 4

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

Example 1:

Coach A requests a time-out after which B4 commits his fifth foul.

Interpretation:

The time-out opportunity shall not begin until all communication with the scorer's table relative to that foul has been completed and a substitute for B4 has become a player.

Example 2:

Coach A requests a time-out after which any player commits a foul.

Interpretation:

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

Statement 5

If the officials discover that more than five (5) players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.

Assuming that the officials and the table officials are doing their job correctly, one (1) player must have entered or remained on the playing court illegally. The officials must therefore order one (1) player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B'. The coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

Example:

While the game is being played it is discovered that team A has more than five (5) players on the playing court.

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

Interpretation:

- (a) The game shall be stopped immediately unless team B is placed at a disadvantage. The player who has entered (or remained in) the game illegally must be removed from the game and a technical foul shall be charged against coach A, recorded as 'B'.
- (b) The game shall be stopped immediately. The player who has entered (or remained in) the game illegally must be removed from the game and a technical foul shall be charged against coach A, recorded as 'B'.

Statement 6

After it is discovered that team A is participating with more than five (5) players, it is also discovered that points have been scored or a foul has been committed by player A5 while participating illegally. All such points shall remain valid and any foul(s) committed by (or against) that player shall qualify as player fouls.

Example:

The officials realise A5 is the team A sixth player on the playing court and interrupt the game after:

- (a) A5's offensive foul is called.
- (b) A5's field goal is scored.
- (c) B5 has fouled A5 during his unsuccessful shot for a field goal.

Interpretation:

- (a) A5's foul is a player foul.
- (b) A5's field goal shall count.
- (c) Any team A player on the playing court at the time of the foul called shall attempt free throws.

Statement 7

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

Example 1:

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

Interpretation:

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

Example 2:

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

Interpretation:

The violation causes the game clock to be stopped and the ball to become dead. The substitutions or time-out shall be permitted.

Statement 8

Each time-out shall last one (1) minute. Teams must promptly return to the playing court after the official blows his whistle and beckons the teams on the playing court. Sometimes a team extends the time-out beyond the allotted one (1) minute, gaining an advantage by extending the time-outs and causing also a delay of the game. A warning to that team shall be given by an official. If that team does not respond to the warning, an additional time-out shall be charged against the offending team. If the team has no time-outs remaining, a technical foul for delaying the game may be charged against the coach, recorded as 'C'.

Example:

The time-out period expires and the official beckons team A back on the playing court. The coach A continues to instruct his team which still remains in the team bench area. The official re-beckons team A on the playing court and

- (a) Team A comes finally on the playing court
- (b) Team A continues to remain in the team bench area.

Interpretation:

- (a) After the team starts to move back to the playing court, the official warns the coach that if the same behaviour is repeated an additional time-out will be charged against team A.
- (b) A time-out, without warning, will be charged against team A. If team A has no time-out remaining, a technical foul for delaying the game will be charged against coach A, recorded as 'C'.

ART. 24 DRIBBLING

Statement

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

Example 1:

A4 has not yet dribbled when A4 throws the ball against a backboard and catches it again before another player has touched the ball.

Interpretation:

After catching the ball A4 may shoot or pass but may not begin a new dribble.

Example 2:

After ending a dribble either in the continuous motion or standing still, A4 throws the ball against the backboard and catches or touches it again before it has touched another player.

Interpretation:

A4 has committed a double dribble violation.

ART. 25 TRAVELLING

Statement

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

Example 1:

A3, while holding the ball, loses balance and falls to the floor.

Interpretation:

A3's action of unintentionally falling to the floor is legal.

Example 2:

A3, while lying on the floor, gains control of the ball. A3 then

- (a) Passes the ball to A4.
- (b) Begins a dribble while still lying on the floor.
- (c) Attempts to stand up while still holding the ball.

Interpretation:

In (a) and (b), the action of A3 is legal.

In (c), a travelling violation has occurred.

Example 3:

A3, while holding the ball, falls to the floor and his momentum causes him to slide.

Interpretation:

The unintentional sliding action of A3 does not constitute a violation. However, if A3 now rolls or attempts to stand up while still holding the ball a travelling violation occurs.

ART. 28 EIGHT SECONDS

Statement 1

The application of this rule is based solely on the individual counting of the eight (8) seconds by an official. In case of any discrepancy between the number of seconds counted by the official and

those displayed on the twenty-four (24) second clock, the decision of the official shall take precedence.

Example:

A4 is dribbling the ball in his backcourt when the official calls an eight-second violation. The display on the twenty-four (24) second clock shows that only seven (7) seconds have passed.

Interpretation:

The decision of the official is correct. The official is solely entitled to decide when the eight-second period is terminated.

Statement 2

The eight-second count in the backcourt is stopped because of a jump ball situation. If the resulting alternating possession throw-in is awarded to the team that was in control of the ball, that team shall have only whatever time is remaining in the eight-second period.

Example:

Team A has been in control of the ball for five (5) seconds in its backcourt when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

Interpretation:

Team A shall have only three (3) seconds to cause the ball to go into its frontcourt.

Statement 3

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

Example 1:

A1 is straddling the centre line. He receives the ball from A2 who is in the backcourt. A1 then passes the ball back to A2 who is still in the backcourt.

Interpretation:

Legal play. A1 does not have both feet in the frontcourt and therefore is entitled to pass the ball to the backcourt. The eight-second count shall continue.

Example 2:

A2 is dribbling the ball from his backcourt and ends his dribble holding the ball and straddling the centre line. A2 then passes the ball to A1 who is also straddling the centre line.

Interpretation:

Legal play. A2 does not have both feet in the frontcourt and therefore is entitled to pass the ball to A1 who is also not in the frontcourt. The eight-second count shall continue.

Example 3:

A2 is dribbling the ball from his backcourt and has one (1) foot (but not both feet) already in the frontcourt. After that A2 passes the ball to A1, who is straddling the centre line. A1 then starts to dribble the ball in his backcourt.

Interpretation:

Legal play. A2 does not have both feet in his frontcourt and therefore is entitled to pass the ball to A1 who is also not in his frontcourt. A1 is therefore entitled to dribble the ball in the backcourt. The eight-second count shall continue.

Example 4:

A4 is dribbling the ball from his backcourt and stops his forward motion still dribbling while:

- (a) Straddling the centre line.
- (b) Both feet are in the frontcourt but the ball is being dribbled in the backcourt.
- (c) Both feet are in the backcourt but the ball is being dribbled in the frontcourt.
- (d) Both feet are in the frontcourt while the ball is being dribbled in the backcourt, after which A4 returns both feet to his backcourt.

Interpretation:

In all cases dribbler A4 continues to be in the backcourt until both feet as well as the ball are touching the frontcourt. The eight-second count shall continue in each situation.

ART. 29 TWENTY – FOUR SECONDS**Statement 1**

A shot for a field goal is attempted near the end of the twenty-four (24) second period and the signal sounds while the ball is in the air. If the ball does not touch the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball. The ball shall be awarded to the opponent for the throw-in at the place nearest to where the game was stopped by the official, except directly behind the backboard.

Example 1:

A5's shot for a field goal is in the air when the twenty-four (24) second clock signal sounds. The ball touches the backboard and then rolls on the floor, where it is touched by B4 followed by A4 and is finally controlled by B5.

Interpretation:

This is a twenty-four (24) second violation because the ball did not touch the ring and then there was no immediate and clear control of the ball by the opponents.

Example 2:

During A5 shot for a field goal the ball touches the backboard but does not touch the ring. The ball then is touched on the rebound, but not controlled by B5, after which A5 gains control of the ball. At this time the twenty-four (24) second clock signal sounds.

Interpretation:

A twenty-four (24) second violation has occurred. The twenty-four (24) second clock continues to run when the ball fails to touch the ring and the ball is again controlled by a team A player.

Example 3:

A4 shoots for a field goal at the end of a twenty-four (24) second period. The ball is legally blocked by B4 and then the twenty-four (24) second clock signal sounds. After the signal B4 fouls A4.

Interpretation:

A twenty-four (24) second violation has occurred. B4's foul shall be disregarded unless technical, unsportsmanlike or disqualifying.

Example 4:

A4's shot for a field goal is in the air when the twenty-four (24) second clock signal sounds. The ball does not touch the ring, after which a held ball between A5 and B5 is immediately called.

Interpretation:

A twenty-four (24) second violation has occurred. Team B did not gain immediate and clear control of the ball.

Statement 2

If the twenty-four (24) second clock signal sounds in a situation where, in the judgement of the officials, the opponents will gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

Example:

Near the end of the twenty-four (24) second period A4's pass is missed by A5 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B4 gains control of the ball with a free path to the basket the twenty-four (24) second signal sounds.

Interpretation:

If B4 gains immediate and clear control of the ball the signal shall be disregarded and the game shall continue.

Statement 3

If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only whatever time was remaining on the twenty-four (24) second clock at the time the jump ball situation occurred.

Example 1:

Team A is in control of the ball with ten (10) seconds remaining on the twenty-four (24) second clock when a held ball occurs. An alternating possession throw-in is awarded to:

- (a) Team A.
- (b) Team B.

Interpretation:

- (a) Team A shall have only ten (10) seconds remaining on the twenty-four (24) second clock.
- (b) Team B shall have a new twenty-four (24) second period.

Example 2:

Team A is in control of the ball with ten (10) seconds remaining on the twenty-four (24) second clock when the ball goes out-of-bounds. The officials cannot agree on whether it was A4 or B4 who was the last to touch the ball before it went out-of-bounds. A jump ball situation is called and the alternating possession throw-in is awarded to:

- (a) Team A.
- (b) Team B.

Interpretation:

- (a) Team A shall have only ten (10) seconds remaining on the twenty-four (24) second clock.
- (b) Team B shall have a new twenty-four (24) second period.

Statement 4

If the game is stopped by an official for a foul or violation (not for the ball having gone out-of-bounds) committed by the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in the frontcourt, the twenty-four (24) second clock is reset as follows:

- If fourteen (14) seconds or more are displayed on the twenty-four (24) second clock at the time the game was stopped, the twenty-four (24) second clock shall not be reset, but shall continue from the time it was stopped.

- If thirteen (13) seconds or less are displayed on the twenty-four (24) second clock at the time the game was stopped, the twenty-four (24) second clock shall be reset to fourteen (14) seconds.

Example 1:

B4 causes an out-of-bounds violation in the frontcourt of team A. The twenty-four (24) second clock shows eight (8) seconds.

Interpretation:

Team A shall have only eight (8) seconds remaining on the twenty-four (24) second clock.

Example 2:

A4 dribbles the ball in his frontcourt and is fouled by B4. This is the second foul against team B in this period. The twenty-four (24) second clock shows three (3) seconds.

Interpretation:

Team A shall have fourteen (14) seconds remaining on the twenty-four (24) second clock.

Example 3:

With four (4) seconds remaining on the twenty-four (24) second clock team A is in control of the ball in the frontcourt when

- (a) A4
- (b) B4

is injured and the officials interrupt the game.

Interpretation:

Team A shall have

- (a) four (4) seconds
- (b) fourteen (14) seconds

remaining on the twenty-four (24) second clock.

Example 4:

A4 releases a shot for a field goal. While the ball is in the air a double foul against A5 and B5 is called with six (6) seconds remaining on the twenty-four (24) second clock. The ball does not enter the basket. The alternating possession arrow indicates the next possession to team A.

Interpretation:

Team A shall have six (6) seconds remaining on the twenty-four (24) second clock.

Example 5:

With five (5) seconds remaining on the twenty-four (24) second clock A4 is dribbling the ball when a technical foul is called against B4 followed by a technical foul against coach A.

Interpretation:

After the cancellation of equal penalties, the game shall resume with a throw-in for team A and five (5) seconds remaining on the twenty-four (24) second clock.

Example 6:

With

- (a) sixteen (16) seconds
- (b) twelve (12) seconds

remaining on the twenty-four (24) second clock B4 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist.

Interpretation:

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

- (a) sixteen (16) seconds,
 - (b) fourteen (14) seconds
- remaining on the twenty-four (24) second clock.

Example 7:

During A2's throw-in, B4 in his backcourt places his arms over the boundary line and he blocks A4's pass with

- (a) nineteen (19) seconds
 - (b) eleven (11) seconds
- remaining on the twenty-four (24) second clock.

Interpretation:

B4's violation. After the throw-in in the frontcourt team A shall have

- (a) nineteen (19) seconds
 - (b) fourteen (14) seconds
- remaining on the twenty-four (24) second clock.

Example 8:

A4 dribbles the ball in his frontcourt when B4 commits an unsportsmanlike foul on A4 with six (6) seconds remaining on the twenty-four (24) second clock.

Interpretation:

Regardless whether the free throws are made or missed team A shall be awarded a throw-in from the centre line extended, opposite to the scorer's table. Team A shall have a new twenty-four (24) second period.

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

Statement 5

If the game is stopped by an official for any valid reason not connected with either team and if in the judgement of the officials the opponents would be placed at a disadvantage, the twenty-four (24) second clock shall continue from the time it was stopped.

Example 1:

With 0:25 to play in the last minute of the game and with the score A 72 – B 72 team A gains control of the ball and has dribbled the ball for twenty (20) seconds when the game is stopped by the officials due to

- (a) The game clock or the twenty-four (24) second clock failing to run or to start
- (b) A bottle being thrown on the playing court
- (c) The twenty-four (24) second clock being erroneously reset.

Interpretation:

In all cases the game shall be resumed with a team A throw-in and with four (4) seconds remaining on the twenty-four (24) second clock. Team B would be placed at a disadvantage if the game were resumed with a new twenty-four (24) second period.

Example 2:

After A3's shot for a field goal the ball rebounds from the ring and is then controlled by A5. Nine (9) seconds later the twenty-four (24) second clock sounds in error. The officials interrupt the game.

Interpretation:

Team A in control of the ball would be placed at a disadvantage if this were a twenty-four (24) second violation. After consulting with the commissioner and twenty-four (24) second clock

operator the officials resume the game with a throw-in for team A with fifteen (15) seconds remaining on the twenty-four (24) second clock.

ART. 30 BALL RETURNED TO THE BACKCOURT

Statement

While airborne, a player retains the same status relative to the floor as where he was last touching the floor before jumping into the air. However, when an airborne player jumps from his frontcourt and gains control of the ball while still airborne, he is the first player on his team to establish team control.

If his momentum then returns him to his backcourt, he is helpless to avoid not returning also with the ball to the backcourt. Therefore if an airborne player establishes a new team control, that player's position relative to the frontcourt/backcourt will not be determined until the player has returned with both feet to the floor.

Example 1:

A4 in his backcourt attempts a fast break pass to A5 in the frontcourt. B3 jumps from the team B frontcourt, catches the ball while airborne and lands

- (a) With both feet in his backcourt.
- (b) Straddling the centre line.
- (c) Straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation:

No violation has occurred. B3 established the first team B control of the ball while airborne and his position relative to frontcourt/backcourt was not determined until both his feet returned to the floor. In all cases B3 is legally in his backcourt.

Example 2:

On the jump ball between A4 and B4 that begins the first period, the ball has been legally tapped when A5 jumps from his frontcourt, catches the ball while airborne and lands

- (a) With both feet in his backcourt.
- (b) Straddling the centre line.
- (c) Straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation:

No violation has occurred. A5 establishes the first team A control of the ball while airborne. In all cases A5 is legally in his backcourt.

Example 3:

Thrower-in A4 in his frontcourt attempts a pass to A3. A3 jumps from his backcourt, catches the ball while airborne and lands

- (a) With both feet in his backcourt.
- (b) Straddling the centre line.
- (c) Straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation:

Team A violation. Thrower-in A4 has established the team A control of the ball in the frontcourt before A3 caught the ball while airborne and landed in his backcourt. In all cases A3 has illegally returned the ball to the backcourt.

Example 4:

A4 in his backcourt attempts a pass to A5 in his frontcourt. B4 jumps from his frontcourt, catches the ball while airborne and before he lands in his backcourt he passes the ball to B5 in his backcourt.

Interpretation:

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

ART. 31 GOALTENDING AND INTERFERENCE

Statement 1

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

Example:

On A4's last or only free throw,

- (a) Before the ball has touched the ring,
 - (b) After the ball has touched the ring and still has the possibility to enter the basket,
- B4 reaches through the basket from below and touches the ball.

Interpretation:

B4's violation for touching the ball illegally.

- (a) A4 shall be awarded one (1) point and a technical foul shall be called on B4.
- (b) A4 shall be awarded one (1) point but no technical foul shall be called on B4.

Statement 2

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

Example:

The ball is above the ring as a result of a pass when B4 reaches through the basket from below and touches the ball.

Interpretation:

B4's violation. Team A shall be awarded two (2) or three (3) points.

Statement 3

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

Example:

A4's last or only free throw has touched the ring and is bouncing above it. B4 tries to tap the ball away but the ball enters the basket.

Interpretation:

The ball has been legally touched. The free-throw attempt has changed its status and team A shall be awarded two (2) points.

Statement 4

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

Example:

During a shot for a field goal the ball on its upward flight is touched by B5 (or A5). In its downward flight to the basket the ball is touched by:

- (a) A3.
- (b) B3.

Interpretation:

The contact of A5 or B5 with the ball on its upward flight is legal and does not change the status of a shot for a field goal. However, the subsequent contact with the ball in its downward flight by A3 or B3 is a violation.

- (a) The ball is awarded to team B for a throw-in from the free-throw line extended.
- (b) Two (2) or three (3) points are awarded to team A.

Statement 5

It is an interference violation if during a shot for field goal a player causes the backboard or the ring to vibrate in such a way that the ball, in the judgment of an official, has been prevented from entering the basket or has been caused to enter the basket.

Example:

A4 attempts a shot for a three-point field goal near the end of the game. While the ball is in the air the game clock signal sounds for the end of the game. After the signal, B4 causes the backboard or the ring to vibrate and therefore, in the judgment of the official, the ball is prevented from entering the basket.

Interpretation:

Even after the game clock signal sounds for the end of the game, the ball remains live and therefore an interference violation has occurred. Three (3) points are awarded to team A.

Statement 6

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

Example:

After A4's shot for a field goal, the ball has rebounded from the ring and then again landed on the ring. The ball is still touching the ring when B4 touches the basket or backboard.

Interpretation:

B4's violation. The interference restrictions apply as long as the ball has the possibility to enter the basket.

Art. 33 Contact: General principles

33.10 No-charge semi-circle areas

Statement

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

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

- (a) The defensive player shall have both feet inside the semi-circle area (see Diagram 1). The semi-circle line is **not** part of the semi-circle area.

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

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

- (a) For all play situations occurring outside the no-charge semi-circle area, also developing from the area between the semi-circle area and the endline.
(b) For all rebounding play situations when, after a shot for a field goal, the ball rebounds and a contact situation occurs.
(c) For any illegal use of the hands, arms, legs or body by either offensive or defensive player.

Example 1:

A4 attempts a jump shot that begins outside the semi-circle area and charges into B4 who is inside the semi-circle area.

Interpretation:

A4's legal action as the no-charge semi-circle rule is applied.

Example 2:

A4 dribbles along the endline and, after reaching the area behind the backboard, jumps diagonally or backwards and charges into B4 who is in a legal guarding position inside the semi-circle area.

Interpretation:

A4's charging foul. The no-charge semi-circle rule is not applied as A4 has entered the no-charge semi-circle area from the playing court directly behind the backboard and its extended imaginary line (see Diagram 1).

Example 3:

A4 shot for a field goal touches the ring and a rebound situation occurs. A5 jumps into the air, catches the ball and then charges into B4 who is in a legal guarding position inside the semi-circle area.

Interpretation:

A5's charging foul. The no-charge semi-circle rule is not applied.

Example 4:

A4 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal A4 passes the ball to A5 who is directly following him. A4 then charges into B4 who is inside the no-charge semi-circle area. At the same time A5, with the ball in his hands is on a direct drive to the basket in order to score.

Interpretation:

A4's charging foul. The no-charge semi-circle rule is not applied as A4 illegally uses his body to clear the way to the basket for A5.

Example 5:

A4 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal A4 passes the ball to A5 who is standing in the corner of the playing court. A4 then charges into B4 who is inside the no-charge semi-circle area.

Interpretation:

A4's legal action. The no-charge semi-circle rule is applied.

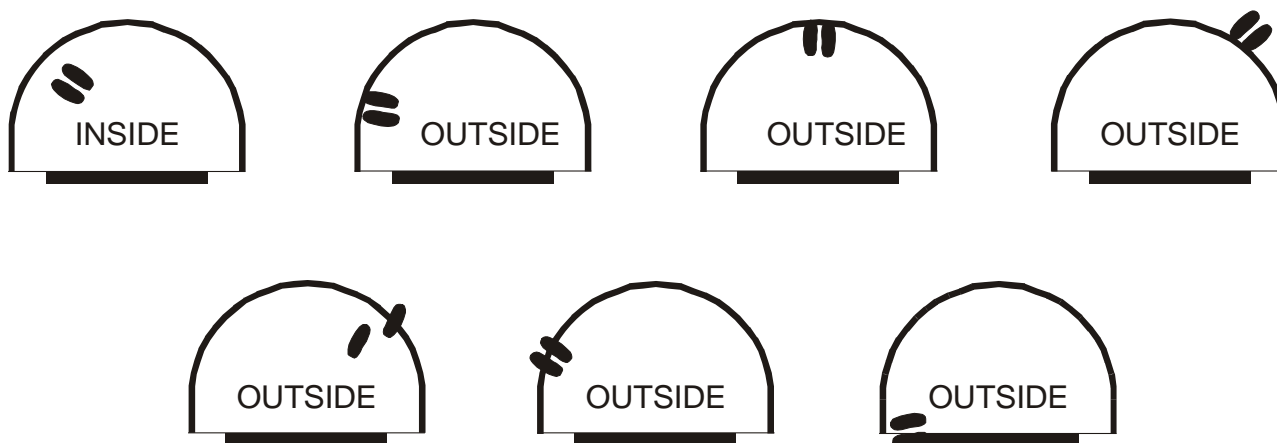


Diagram 1 Position of a player inside/outside the no-charge semi-circle area

ART. 35 DOUBLE FOUL

Statement

Whenever there are contradictory decisions of the officials or the infractions of the rules occur at approximately the same time and one (1) of the sanctions is to cancel the basket made, that sanction prevails and no points shall be awarded.

Example:

While in the act of shooting, there is a physical contact between shooter A4 and B4. The ball enters the basket. The lead official calls an offensive foul against A4 and therefore the basket shall not count. The trail official calls a defensive foul against B4 and therefore the basket shall count.

Interpretation:

A double foul has occurred and the basket shall not count. The game shall be resumed with a team A throw-in at the free-throw line extended.

Team A shall have only whatever time was remaining on the twenty-four (24) second clock at the time the double foul occurred.

ART. 36 UNSPORTSMANLIKE FOUL

Statement 1

During the last two (2) minutes of the fourth period and during the last two (2) minutes of each extra period, the ball is out-of-bounds for a throw-in and still in the hands of the official or already at the disposal of the player taking the throw-in. If at this moment a defensive player on the playing court causes contact with a player of the offensive team on the playing court and a foul is called, it is an unsportsmanlike foul.

Example 1:

With 0:53 to play in the last minute of the game A4 has the ball in his hands or at his disposal for a throw-in when B5 causes contact on the playing court and a foul is called on B5.

Interpretation:

B5 obviously has made no effort to play the ball and did not gain an advantage by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

Example 2:

With 0:53 to play in the last minute of the game thrower-in A4 has the ball in his hands or at his disposal when A5 causes contact with B5 on the playing court and a foul is called on A5.

Interpretation:

A5 did not gain an advantage by committing a foul. A personal foul is called on A5 unless there is hard contact which shall be called as an unsportsmanlike foul. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

Statement 2

In the last minute(s) of a close game after the ball has left the hands of the thrower-in, a defensive player, in order to stop or not to restart the game clock, causes contact with an offensive player who is just about to receive or has received the ball on the playing court. Such contact shall be called **immediately** as a personal foul unless there is hard contact which shall be called as an unsportsmanlike or disqualifying foul. **The principle of advantage/disadvantage shall not be applied.**

Example 1:

With 1:02 to play in the last minute of the game and with the score A 83 – B 80 the ball has left the hands of thrower-in A4 when B5 causes contact on the playing court with A5 who is about to receive the ball. A foul is called on B5.

Interpretation:

A personal foul shall be called on B5 immediately unless the officials judge that the severity of the B5 contact requires an unsportsmanlike or disqualifying foul to be called.

Example 2:

With 1:02 to play in the last minute of the game and with the score A 83 – B 80 the ball has left the hands of thrower-in A4 when A5 causes contact on the playing court with B5. A foul is called on A5.

Interpretation:

A5 did not gain an advantage by committing a foul. A personal foul shall be called on A5 **immediately** unless there is hard contact. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

Example 3:

With 1:02 to play in the last minute of the game and with the score A 83 – B 80 the ball has left the hands of thrower-in A4 when, in **a different area of the playing court to where the throw-in is made**, B5 causes contact with A5. A foul is called on B5.

Interpretation:

B5 is obviously not making any effort to play the ball and an advantage is gained by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

ART. 38 TECHNICAL FOUL**Statement 1**

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

Example:

Team A member is given a warning for:

- (a) Interfering with throw-in.
- (b) His behaviour.
- (c) Any other action which, if repeated, may lead to a technical foul.

Interpretation:

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

Statement 2

During an interval of play a technical foul is committed by a team member who is entitled to play and who is designated as player-coach. The technical foul shall count as a player foul and shall count towards the team penalty situation in the following period.

Example:

Player-coach A4 is charged with a technical foul for:

- (a) Hanging on the ring during the pre-game or half-time warm up.
- (b) His behaviour during an interval of play.

Interpretation:

In both cases a technical foul shall be charged against A4 as a player. The foul shall count as one (1) of the fouls leading to the team penalty situation in the following period as well as one (1) of the five (5) fouls leading to A4's having to leave the game.

Statement 3

While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as waving a hand(s) to obstruct the shooter's field of vision, shouting loudly, stamping feet heavily or clapping hands near the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning if the shooter is not disadvantaged.

Example:

A4 is in the act of shooting for a field goal when B4 attempts to distract A4 by shouting loudly or stamping feet heavily on the floor. The shot for a field goal is:

- (a) Successful.
- (b) Unsuccessful.

Interpretation:

B4 shall be given a warning which shall also be communicated to coach B.

- (a) This warning shall apply to all team B players for the remainder of the game for similar behaviour.
- (b) B4 shall be charged with a technical foul.

Statement 4

A player re-enters the game after having committed a fifth foul and after having been notified that he is no longer entitled to participate. The illegal participation shall be penalized immediately upon discovery, without placing the opponents at a disadvantage.

Example:

After committing a fifth foul, B4 is notified of being no longer entitled to participate. Later, B4 re-enters the game as a substitute. B4's illegal participation is discovered:

- (a) Before the ball has become live for the resuming of the game.
- (b) After the ball has again become live and while the ball is in control of team A.
- (c) After the ball has again become live and while the ball is in control of team B.
- (d) After the ball has again become dead following B4's re-entering the game.

Interpretation:

- (a) B4 shall be removed from the game immediately. A technical foul shall be charged against coach B, recorded as 'B'.
- (b) The game shall be stopped immediately unless team A is placed at a disadvantage. B4 shall be removed from the game and a technical foul shall be charged against coach B, recorded as 'B'.
- (c), (d) The game shall be stopped immediately. B4 shall be removed from the game and a technical foul shall be charged against coach B, recorded as 'B'.

Statement 5

If, after having been notified of being no longer entitled to participate because of a fifth foul, a player re-enters the game and scores a field goal, commits a foul, or is fouled by an opponent before the illegal participation is discovered, the field goal shall count and the foul shall be considered a player foul.

Example:

After having committed a fifth foul and having been notified of being no longer entitled to participate, B4 re-enters the game as a substitute. B4's illegal participation is discovered after:

- (a) B4 scores a field goal.
- (b) B4 commits a foul.
- (c) B4 is fouled by A4 (fifth team foul).

Interpretation:

- (a) B4's field goal shall count.
- (b) B4's foul is a player foul.
- (c) The two (2) free throws awarded to B4 shall be attempted by his substitute.

After all the activity is terminated, the penalty for the technical foul of coach B shall be administered, recorded as 'B'.

Statement 6

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

Example 1:

A10 asks to substitute for A4. The ball next becomes dead as a result of a foul by A4 and A10 enters the game. The officials fail to notify A4 that the foul is his fifth foul. A4 later re-enters the game as a substitute. The illegal participation by A4 is realized:

- (a) After the game clock has started and while A4 is participating as a player.
- (b) After A4 has scored a field goal.
- (c) After A4 fouls B4.
- (d) After B4 fouls A4 during an unsuccessful shot for a field goal.

Interpretation:

- (a) The game shall be stopped and A4 shall be removed from the game immediately and replaced by a substitute, without placing team B at a disadvantage. No penalty shall be charged because of A4's illegal participation.
- (b) A4's field goal shall count.
- (c) A4's foul is a player foul and penalized accordingly.
- (d) B4 foul. A4's substitute shall be awarded two (2) or three (3) free throws.

Example 2:

Ten (10) minutes before the start of the game, a technical foul is called on A4. Before the start of the game coach B designates B4 to attempt two (2) free throws, however, B4 is not one of the team B starting five (5) players.

Interpretation:

One (1) of the players designated as team B starting five (5) players must attempt the free throws. Substitution cannot be granted before the playing time has started.

Statement 7

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

Example:

A4 is driving to the basket when B4 falls backwards to the floor without contact having occurred between these players or after negligible contact which is followed by B4's theatrical display. A warning for such action has already been communicated to the team B players through the team B coach.

Interpretation:

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

Statement 8

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

Example:

A4 gains control of a ball on rebound and returns to the floor. A4 is immediately closely guarded by B4. Without contacting B4, A4 excessively swings the elbows in an attempt to intimidate B4 or to clear enough space to pivot, pass, or dribble.

Interpretation:

A4's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A4.

ART. 39 FIGHTING**Statement**

A team is awarded a throw-in because that team was in control of the ball at the time a fight breaks out or threatens to break out. That team shall have only whatever time was remaining on the twenty-four (24) second clock when the game resumes.

Example:

Team A has possession of the ball for twenty (20) seconds when a situation which may lead to a fight occurs. The officials disqualify members of both teams for leaving their team bench area.

Interpretation:

Team A, who controlled the ball before the fighting situation started, will be awarded a throw-in from the centre line extended, opposite the scorer's table with only four (4) seconds remaining on the twenty-four (24) second clock.

ART. 42 SPECIAL SITUATIONS

Statement 1

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

Example 1:

A4 attempts a jump shot for a field goal. While the ball is in the air, the twenty-four (24) second clock signal sounds. After the signal, with A4 still in the air, B4 commits an unsportsmanlike foul on A4 and:

- (a) The ball misses the ring.
- (b) The ball only touches the ring but does not enter the basket.
- (c) The ball enters the basket.

Interpretation:

In all cases B4's unsportsmanlike foul of cannot be ignored.

- (a) A4 was fouled by B4 while A4 was in the act of shooting. The twenty-four (24) second violation by team A shall be ignored as it would have occurred after the unsportsmanlike foul. Two (2) or three (3) free throws shall be awarded to A4, followed by a team A's throw-in at the centre line extended, opposite the scorer's table.
- (b) No twenty-four (24) second violation has occurred. Two (2) or three (3) free throws shall be awarded to A4, followed by a team A's throw-in at the centre line extended, opposite the scorer's table.
- (c) Two (2) or three (3) points and one (1) additional free throw are awarded to A4 followed by a team A throw-in at the centre line extended, opposite the scorer's table.

Example 2:

A4 attempts a jump shot for a field goal and is fouled by B3. Afterwards, while A4 is still in the act of shooting, he is fouled by B4.

Interpretation:

B4's foul shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

Statement 2

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

Example 1:

A4 is awarded two (2) free throws. After the first free throw:

- (a) A5 and B5 commit a double foul.
- (b) A5 and B5 commit technical fouls.

Interpretation:

Fouls shall be charged against A5 and B5, after which A4 shall attempt the second free throw. The game shall resume normally as after any last or only free throw.

Example 2:

A4 is awarded two (2) free throws. Both free throws are successful. Before the ball becomes live after the last free throw:

- (a) A5 and B5 commit a double foul.
- (b) A5 and B5 commit technical fouls.

Interpretation:

In both cases fouls shall be charged against the appropriate players, after which the game shall resume with a throw-in from the endline as after any successful last or only free throw.

Statement 3

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

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

Example:

During the interval of play between the first and second period players A5 and B5 commit disqualifying fouls or coach A and coach B commit technical fouls.

The alternating possession arrow points towards:

- (a) Team A.
- (b) Team B.

Interpretation:

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

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

ART. 44 CORRECTABLE ERRORS

Statement 1

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

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

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

Example:

B4 fouls A4 and this is team B’s second team foul. The official commits an error by awarding A4 two (2) free throws. Following the successful last free throw, the game continues and the game clock starts. B5 receives the ball, dribbles and scores.

The error is discovered:

- (a) Before
 - (b) After
- the ball is at the team A’s player disposal for the throw-in at the end line.

Interpretation:

B5’s basket counts.

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

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

Statement 2

If the error constitutes the wrong player attempting a free throw (s), the free throw (s) attempted as a result of the error shall be cancelled. The ball shall be awarded to the opponents for a throw-in at the free-throw line extended. If the game has started the ball shall be awarded to the opponents for a throw-in at the place nearest to where the game was interrupted, unless penalties for further infractions are to be administered. If the officials have realised that a wrong player has the intention to attempt a free throw(s), before the ball has left the hands of the free-throw shooter for the first or only free throw, he shall be immediately replaced by the correct free-throw shooter without any sanction.

Example 1:

B4 fouls A4 and this is team B's sixth team foul. A4 is awarded two (2) free throws. Instead of A4 it is A5 who attempts the two (2) free throws. The error is discovered:

- (a) Before the ball has left A5's hands for the first free throw.
- (b) After the ball has left A5's hands for the first free throw.
- (c) After the successful second free throw.

Interpretation:

In (a), the error is immediately corrected and A4 is required to attempt the two (2) free throws without any sanction for team A.

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

The same procedure shall be applied if the foul of B4 is unsportsmanlike. In that case also the right of the possession as part of the penalty is cancelled and the game is resumed with a throw-in for team B from the centre line extended.

Example 2:

B4 fouls A4 in the act of shooting followed by a coach B technical foul. Instead of A4 it is A5 who attempts all four (4) free throws. The error is discovered before the ball has left the hands of team A player for the throw-in as part of the penalty for the technical foul.

Interpretation:

The A5 two (2) free throws which should have been attempted by A4 are cancelled and the game is resumed with a throw-in for team A from the centre-line extended, opposite the scorer's table.

Statement 3

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

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

Example 1:

B4 fouls A4 and this is team B's fifth team foul. Erroneously, A4 is awarded a throw-in instead of two (2) free throws. A5 dribbles the ball on the playing court when B5 taps the ball out-of-bounds. Coach A requests a time-out. During the time-out, the officials recognize the error or it is called to their attention that A4 should have been awarded two (2) free throws.

Interpretation:

A4 shall be awarded two (2) free throws and the game shall resume as after any normal free throw(s).

Example 2:

B4 fouls A4 and this team B fifth team foul. Erroneously, A4 is awarded a throw-in instead of two (2) free throws. After the throw-in A5 is fouled by B4 on his unsuccessful field goal attempt and is awarded two (2) free throws. During the time-out, the officials recognize the error or it is called to their attention that A4 should have been awarded two (2) free throws.

Interpretation:

A4 shall be awarded two (2) free throws with no players occupying free-throw rebound places. Then A5 shall attempt two (2) free throws and the game shall resume as after any normal free throw(s).

Example 3:

B4 fouls A4 and this is team B's fifth team foul. Erroneously, A4 is awarded a throw-in instead of two (2) free throws. After the throw-in A5 scores a field goal. Before the ball becomes live, the officials recognize the error.

Interpretation:

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

ART. 46 REFEREE: DUTIES AND POWERS**Statement 1**

During a normal basketball game it is quite possible that an incident or situation could occur which is not specifically covered in the FIBA Official Basketball Rules or FIBA Official Interpretations. In such incidents or situations the referee is empowered to make a decision, based on his personal judgement, within the spirit and intent of fair play and the philosophy of the rules. The referee has the power to make decision on any point not specifically covered by the rules. This is commonly referred to as the "elastic power" of the referee.

Example:

Following a team A field goal the ball rolls far away from the playing court.

Interpretation:

The official would blow the whistle to stop the game clock. Time-outs and substitutions for both teams would then be permitted while the game clock is stopped and the ball is dead. If an official were to blow his whistle at this time, this would place at a disadvantage the team entitled to the throw-in because it would permit the scoring team to substitute or to request a time-out. Therefore the official will not blow his whistle because this will create an interruption of the game.

This does not apply to a field goal which is scored during the last two (2) minutes of the game in a fourth or any extra period.

Statement 2

The referee is authorized to identify situations when the use of technical equipment is appropriate, or, at the request of a coach, to verify if a last shot at the end of a period was released during playing time and/or whether that last shot counts for two (2) or three (3) points. The referee is the only one to decide whether such equipment shall or shall not be used.

In case of a replay review, that review shall be conducted by the officials, commissioner, if present, and the timer. The referee shall make the final decision.

The request for use of replay equipment must be made before the start of the next period or before the referee has signed the scoresheet.

Example 1:

A4 shoots successfully for a field goal when the game clock signal sounds to end the period or game. Coach B expresses his opinion that on A4's last successful shot for a field goal, the ball was released after the end of playing time and he requests the use of the replay equipment.

- (a) The officials are absolutely sure in their decision.
- (b) The officials have some doubts or disagreement if the shot was released before the game clock signal sounded to end the period or game.

Interpretation:

- (a) The referee denies coach B's request.
- (b) The referee accepts coach B's request.

The replay review is conducted in the presence of the officials, commissioner, if present, and the timer. If the replay provides clear and conclusive visual evidence that the ball was released after the end of playing time for the period or game, the basket is cancelled. If the replay ascertains that the ball was released before the end of playing time for the period or game, the referee confirms the two (2) points for team A.

Example 2:

Team A is leading by two (2) points. The game clock signal sounds to end the period or game when a personal foul is called on A4 and two (2) free throws are awarded to B4. Both free throws are successful and the result is a tie. Before the start of the next period or extra period, the team A coach requests the use of replay equipment.

Interpretation:

The technical equipment can be used only to ascertain if the last shot was taken (not the foul called) before or after the end of playing time for a period. The coach A request shall be denied.

Example 3:

Team A is ahead with two (2) points. The signal sounds to end the period or game when B4 shoots for a field goal and scores, but only two (2) and not three (3) points are granted by the officials. Before the start of the next period or extra period or before the referee has signed the scoresheet, the coach of team B requests the use of replay equipment.

Interpretation:

The technical equipment can be used to verify whether the final shot at the end of the period was released during playing time and/or whether that shot counts for two (2) or three (3) points. The request of coach B shall be accepted.

Statement 3

Before the game the referee approves the technical equipment and informs the two (2) coaches about its availability. Only technical equipment approved by the referee can be used for a replay review.

Example:

A4 shoots for a field goal as the signal sounds to end the period or game. The shot is successful. Coach B requests a replay review because in his opinion the shot was released after the expiration of the game clock. There is no approved technical equipment on the playing court but the manager of team B states that the game was filmed by the team video from an elevated position and presents to the officials the video material for a review.

Interpretation:

The request of coach B shall be denied.

ART. 50 TWENTY-FOUR SECOND OPERATOR: DUTIES

Statement

The twenty-four (24) second clock shall be switched off after the ball became dead and the game clock has been stopped when there are fewer than twenty-four (24) or fourteen (14) seconds remaining on the game clock in any period.

Example 1:

With eighteen (18) seconds on the game clock and three (3) seconds on the twenty-four (24) second clock player B1 in his backcourt deliberately kicks the ball.

Interpretation:

The game is resumed with a throw-in for team A in his frontcourt with eighteen (18) seconds on the game clock and fourteen (14) seconds on the twenty-four (24) second clock.

Example 2:

With seven (7) seconds on the game clock and three (3) seconds on the twenty-four (24) second clock player B1 in his backcourt deliberately kicks the ball.

Interpretation:

The game is resumed with a throw-in for team A in his frontcourt with seven (7) seconds on the game clock and the twenty-four (24) second clock shall be switched off.