



FIBA OFFICIAL BASKETBALL RULES CHANGES 2014

FIBA has made a number of changes to the official rules, which are effective from the 1st October 2014. The new rule has been published and can be downloaded at the following websites:

- 1. FIBA website at <u>www.fiba.com</u> by selecting *Inside FIBA* and then going to *Rules, Regulations and other Docs.*
- 2. FIBA Oceania website at <u>www.fibaoceania.com</u> by selecting *Referee Education*

The rule changes are in two documents:

- Official Basketball Rules 2014
- FIBA Official Basketball Rules 2014 Official Interpretations

Summary of Main Changes

A short summary of the rule changes in the 2014 FIBA Official Basketball Rules are:

- The No-charge semi-circle line is now part of the no-charge semi-circle area. The significance of this is that the defender must have both feet outside the line (and not touching the line) to be able to take a charge.
- Each team is only allowed a maximum of (2) time-outs in the last 2 minutes of the final quarter. This does not apply in the overtime period because each team has only 1 timeout in each overtime period.
- Following an offensive rebound after a shot for a field goal or free throw, the shot clock shall be re-set to fourteen (14) seconds.
- The penalty for a Technical Foul (on a player, coach or the bench) has been reduced to one (1) free throw followed by possession from half way.
- A player is disqualified when charged with two (2) technical fouls, even if they have less than 5 personal fouls.
- There are some new/changed signals for the Officials to use.
- References to the twenty-four (24) second clock have been changed to *shot clock*.
- The article numbers regarding the Technical Foul, Unsportsmanlike Foul and the Disqualification Foul have changed to reorganise the fouls to appear in sequential order.
- The use of the IRS (Instant Replay System).

Art. 2.4.7

There are no additional lines added to the court for the 2014 rule changes but the nocharge semi-circle lines are now part of the no-charge semi-circle areas. This is explained in more detail in Art 33.10

Art 4.3.1

Description for shorts has changed. Shorts must end above the knee.

Art 4.3.2

Teams are allowed to use the numbers 0 and 00 and from 1 to 99.

Art. 5.7

Wording for an injured player has been added to allow a player to receive treatment and may be substituted during free throws in the event of an injury.

Art. 12.3

A jump ball situation occurs when a live ball lodges between the ring and the backboard from a field goal attempt or from the last or only free throw. If the ball lodges between the ring and backboard on a free throw when the player has another free throw to attempt, it is simply regarded as a missed shot.

Art. 17.3.1

The wording for the allowance of the player to move along the baseline after the opposition has scored a basket or the last successful free throw has been removed. This ruling is already described in **Art 17.2.7**.

Art.18.2.5

Modifications have been made to the number of time-outs allowed:

- 2 time-outs during the first half (no restriction when called).
- 3 time-outs during the second half with a maximum of 2 of time-outs per team during in the last 2 minutes of the second half.
- 1 time-out during each extra period.

Art. 29.2.2

When a foul or violation is committed by the team in control of the ball, the shot clock shall be reset to 24 seconds if their opponent is awarded a throw-in, regardless of whether the throw in takes place in the front or back court. This wording has been introduced to avoid confusion as to whether a 14 second reset should apply.

Art. 29.2.3

Changes have been made for resetting the shot clock after the ball has touched the ring. After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to:

- 24 seconds, if the opposing team gains control of the ball
- 14 seconds, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

Reference in the 2014 FIBA Official Interpretations

29/50-34 Example:

- A1 shoots for a field goal with (a) 4 seconds
 - (b) 20 seconds remaining on the shot clock

The ball touches the ring, rebounds and A2 gains control of the ball.

Interpretation: In both cases the shot clock shall be reset to 14 seconds regardless of whether A2 gains control of the ball in the frontcourt or in the backcourt.

Art. 30.1.1

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

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

Art. 30.1.2

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

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

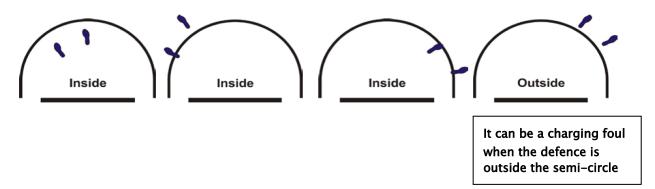
This is to clarify the ruling that if the ball bounces back over halfway and touches the back court and the offensive player reaches over the halfway line without touching the backcourt and regains possession it will be a violation.

Art 33.10

On any penetration play into the no-charge semi-circle area any contact caused by an <u>AIRBOURNE</u> offensive player with a defensive player inside the no-charge semi-circle shall not be called as an offensive foul, unless the offensive player is illegally using his hands, arms, legs or body. This rule applies when:

• the defensive player has one foot or both feet in contact with the no-charge semicircle area.

The following diagram defines when a defensive player is deemed to be inside the no charge semi-circle.



Art. 36.3.3

A player shall be disqualified for the remainder of the game if they are charged with 2 technical fouls.

Art. 36.4.2

The penalty for a technical foul on a player, coach or bench has been changed to the following.

The opponents shall be awarded 1 free throw, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to start the first period (if the technical foul was called prior to the game starting).

Art. 37.1.1

This rule has be re-worded to provide clarity:

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

- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball.
- Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.
- Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.

Art. 38.2.4

The first bullet point has been added to the penalty description for a disqualifying foul.

• If the foul is a non-contact foul: 2 free throws.

Art. 41.1.1

The following definition has been added for team fouls.

A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player.

Art. 46.12

A referee shall be authorised to approve before the game and use, if available, an Instant Replay System (IRS) to decide before they sign the scoresheet

- at the end of the period or extra period
 - whether a shot for a successful field goal was released before the game clock signal sounded for the end of the period.
 - \circ 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 called before the end of playing time.
- when the game clock shows 2:00 minutes or less in the fourth period and in each extra period,
 - whether a shot for a successful field goal was released before the shot clock signal sounded.

- \circ whether a shot for a field goal was released before any foul was called.
- \circ to identify the player who has caused the ball to go out-of-bounds.
- during any time of the game
 - \circ $\;$ whether the successful field goal shall count for 2 or 3 points.
 - after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
 - \circ to identify the correct free-throw shooter.
 - $\circ\;$ to identify the involvement of team members and team followers during a fight.

Art. 48.1

The following description has been modified to the third bullet point.

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

• Fouls charged against each player. The scorer must notify an official immediately when 5 fouls are charged against any player. They shall record the fouls charged against each coach and must notify an official immediately when a coach should be disqualified. Similarly, they must notify an official immediately when a player has committed 2 technical fouls or 2 unsportsmanlike fouls and accordingly should be disqualified.

Art. 50.3

The following description has been modified for the shot clock operator duties. Stopped and reset to 24 seconds, with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket (unless the ball lodges between the ring and the backboard) and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
 - As the result of a foul or violation.
 - The game being stopped because of an action not connected with the team in control of the ball.
 - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.

Art. 50.5

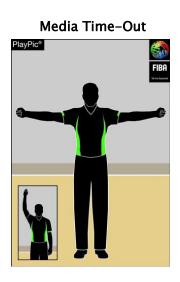
The following description has been modified for the shot clock operator duties. Stopped and reset to 14 seconds when:

- The same team that previously had control of the ball is awarded a frontcourt throwin and 13 seconds or less is displayed on the shot clock:
 - As the result of a foul or violation.
 - \circ $\,$ The game being stopped because of an action not connected with the team in control of the ball.
 - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last or only free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

<u>A - Officials Signals</u>

<u>A2</u> – While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).

The following new signals have been added:

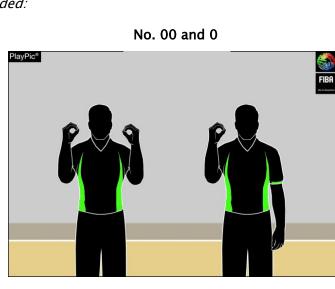


Open arms with Clenched fists

No. 1 – 5



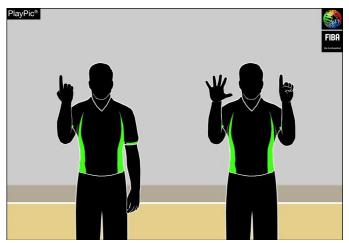
Right hand shows number 1 - 5



Both hands show 0

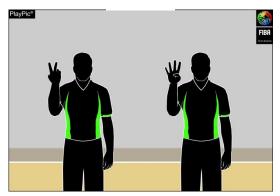
Right hand shows 0



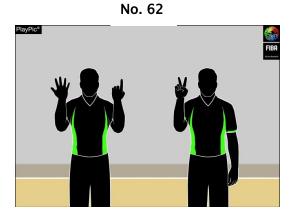


First reverse hand shows number 1 for the decade Digit - then open hands show the number 6 for the units digit

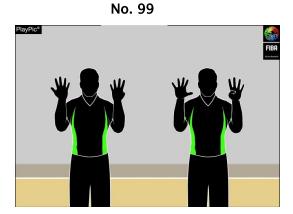




First reverse hand shows number 2 for the decade Digit – then open hands show the number 4 for the units digit

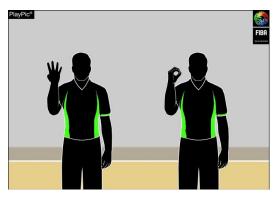


First reverse hand shows number 6 for the decade Digit - then open hands show the number 2 for the units digit



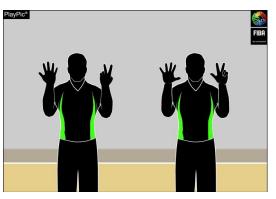
First reverse hand shows number 9 for the decade Digit - then open hands show the number 9 for the units digit





First reverse hand shows number 4 for the decade Digit – then open hands show the number 0 for the units digit





First reverse hand shows number 7 for the decade Digit – then open hands show the number 8 for the units digit

Handchecking



Grab palm and forward motion



Strike the palm towards the forearm

Hit to the Head

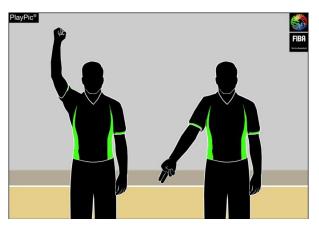


Imitate the contact to the head

Foul on the Act of Shooting

One arm with clenched fist, followed by indication of the numbers of free throws.

Foul Not on the Act of Shooting



One arm with clenched fist, followed by pointing to the floor.

<u>Scoresheet</u>

B.7.2

At the end of each half and extra period, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the last 2 minutes of the second half, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

B.8.3.2

A technical foul against a player shall be indicated by entering a 'T'. A second technical foul shall also be indicated by entering a 'T', followed by a 'GD' for the game disqualification in the following space.

B.8.3.4

A technical foul against the coach for any other reason shall be indicated by entering a 'B'. A third technical foul (one of them could be a 'C') shall be indicated by entering a 'B' or 'C', followed by a 'GD' in the following space.

B.8.3.5

An unsportsmanlike foul against a player shall be indicated by entering a 'U'. A second unsportsmanlike foul shall also be indicated by entering a 'U', followed by a 'GD' in the next following space.

Time-outs Team fouls								
7	Period ① XXX 910 Period ③ XXXX Extra periods		2 4	X	X	X		
Licence no.	Players	No	Player in	1	F 2	oul 3	s ₄	5
001	MAYER, F.	5	\otimes	P_2	Ē		Ė	Ĕ
	JONES, M.	8	\otimes	Р	Р	P_2	_	
003	SMITH, E.	9	\otimes	P_2	U_2	Ρ	P_{i}	—
	FRANK, Y.	12	X	Τ,	U_2	-		
010	NANCE, L.	18	\otimes	Ρ	Ρ	U_1	_	
012	KING, H. (CAP)	22	\otimes	P ₁	Р	-	_	-
014	WONG, P.	24		-				-
015	RUSH, S.	25	×	P_3	P_2	_		—
021	MARTINEZ, M.	33	×	T_1	Ρ	P_2	T_1	GD
022	SANCHES, N.	42	×			U_2	Ρ	U_2
024	MANOS, K.	55	×	<i>P</i> ₂	D_2	-		-
	Coach LOOR, A. $\mathcal{C}_{1}B_{1}$							_
Assis	tant Coach MONTA, B.					-		

Diagram of scoresheet displaying the changes mentioned.

D - Classification of Teams

The whole section for classifications of teams has been modified and will be adopted for all National competitions. The document is available on page 71 of the FIBA Official Basketball Rules 2014.