



FIBA

We Are Basketball

2018 OFFICIAL BASKETBALL RULES

OBRI – OFFICIAL INTERPRETATIONS

Valid as of **1st October 2018, 2nd Edition**
Rules adopted by the International Basketball Federation (FIBA)



OFFICIAL BASKETBALL RULES 2018

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2nd Edition

*The colours demonstrate the content that have been updated.
(Yellow-Blue-Green version)*

TABLE OF CONTENTS

Introduction	5
Art. 5	Players - Injury	6
Art. 7	Coaches: Duties and Powers	8
Art. 8	Playing time, tied score and overtime.....	9
Art. 9	Beginning and end of a quarter, overtime or the game.....	9
Art. 10	Status of the ball	11
Art. 12	Jump ball and alternating possession	12
Art. 13	How the ball is played.....	17
Art. 14	Control of the ball.....	18
Art. 15	Player in the act of shooting	19
Art. 16	Goal: When made and its value	20
Art. 17	Throw-in	22
Art. 18/19	Time-out / Substitution	29
Art. 23	Player out-of-bounds and ball out-of-bounds	37
Art. 24	Dribbling	38
Art. 25	Travelling.....	39
Art. 28	8 seconds	40
Art. 29/50	24 seconds	42
Art. 30	Ball returned to the backcourt.....	52
Art. 31	Goaltending and Interference	55
Art. 33	Contact: General principles	59
Art. 35	Double foul.....	61
Art. 36	Technical foul.....	62
Art. 37	Unsportsmanlike foul	70
Art. 38	Disqualifying foul	75
Art. 39	Fighting	77
Art. 42	Special situations	79
Art. 44	Correctable errors	83
Art. 46	Crew chief: Duties and powers.....	86

TABLE OF DIAGRAMS

Diagram 1	A goal is made	21
Diagram 2	Ball in contact with the ring.....	57
Diagram 3	Ball is within the basket	58
Diagram 4	Position of a player inside/outside the no-charge semi-circle area.....	60

The interpretations presented in this document are the FIBA Official Interpretations of the FIBA Official Basketball Rules 2018 and are effective as of 1st October 2018. This document supersedes all previously published FIBA Official Interpretations.

Throughout the Official Basketball Rules Interpretation, all references made to a player, coach, official, etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

Introduction

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 FIBA Rulebook into practical and specific situations as they might arise during a 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 officials shall have the full power and authority to make decisions on any point not specifically covered in the FIBA Official Basketball Rules or in these FIBA Official Interpretations.

For the sake of consistency of these Interpretations, 'team A' is the (initial) offensive team, 'team B' is the defensive team. A1 – A5, B1 – B5 are players; A6 – A12, B6 – B12 are substitutes.

Art. 5 Players - Injury

5-1 Statement. If a player is injured or appears to be injured and, as a result, the coach, assistant coach, substitute, **excluded player or accompanying delegation member** of the same team enters the playing court, that player is considered to have received treatment, whether or not actual treatment has been performed.

5-2 Example: A1 appears to have an injured ankle and the game is stopped. **Team A's:**

- (a) **D**octor enters the playing court and treats A1's injured ankle.
- (b) **D**octor enters the playing court but A1 has already recovered.
- (c) **C**oach **h** enters the playing court to look after his injured player.
- (d) Assistant coach, substitute or any other **accompanying delegation member** enter the playing court but do not treat A1.

Interpretation: In all cases, A1 is considered to have received treatment and shall be substituted.

5-3 Statement. There is no time limit for the removal of a seriously injured player from the playing court if, according to a doctor's opinion the removal is dangerous for the player.

5-4 Example: A1 is seriously injured and the game is stopped for about 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.

5-5 Statement. If a player is injured or is bleeding, or has an open wound, and cannot continue to play immediately (within approximately 15 seconds), he must be substituted. If a time-out is granted to either team in the same **game clock stopped** 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.

5-6 Example: A1 is injured and the game is stopped. As A1 is not able to continue to play immediately, an official blows his whistle making the conventional sign for a substitution. **Either team** requests a time-out:

- (a) Before a substitute for A1 has entered the game.
- (b) After a substitute for A1 has entered the game.

At the end of the time-out, A1 appears to have recovered and asks to remain in the game.

Interpretation:

- (a) **I**f A1 recovers during the time-out he may continue to play.
- (b) **A** substitute for A1 has already entered the game, therefore **A1** cannot re-enter until **the next game clock running period has ended.**

5-7 Statement. Players who have been designated by their coach to start the game or who receive treatment between free throws may be substituted in the event of an injury. In this case the opponents are also entitled to substitute the same number of players, if they so wish.

5-8 Example: A1 is fouled and is awarded 2 free throws. After the first free throw the officials discover that A1 is bleeding. A1 is replaced by A6 who shall attempt the second free throw. Team B requests to substitute 2 players.

Interpretation: Team B is entitled to substitute only 1 player.

5-9 Example: A1 is fouled and is awarded 2 free throws. After the first free throw the officials discover that B3 is bleeding. B3 is replaced by B6. Team A requests to substitute 1 player.

Interpretation: Team A is entitled to substitute 1 player.

Art. 7 Coaches: Duties and Powers

7-1 Statement. At least 40 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, 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 10 minutes before the game is scheduled to begin, each coach shall confirm his agreement with the names and corresponding numbers of his team members, as well as the names of the coach, assistant coach and captain by signing the scoresheet.

7-2 Example: Team A presents in due time the team list to the scorer. The numbers of 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.

Interpretation:

- (a) The wrong numbers are corrected or the name of the player is added on the scoresheet without any sanction.
- (b) The official 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.

7-3 Statement. At least 10 minutes before the game is scheduled to begin, each coach shall indicate the 5 players who are to start the game. Before the game starts the scorer shall check if there is an error regarding these 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 5 players shall be corrected. If this is discovered after the start of the game it shall be disregarded.

7-4 Example: It is discovered that 1 of the players on the playing court is not 1 of the confirmed starting 5 players. This occurs:

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

Interpretation:

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

7-5 Example: The coach asks the scorer to enter the small 'x' into the scoresheet for his 5 players who are to start the game.

Interpretation: The coach shall personally indicate the 5 players who are to start the game by marking a small 'x' beside the player's number in the 'Player in' column of the scoresheet.

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

8-1 Statement. An interval of play begins:

- 20 minutes before the game is scheduled to begin.
- When the game clock signal sounds for the end of the **quarter or overtime**.
- In case of an **Instant Replay System (IRS)** review, at the end of a **quarter** or **overtime** after the crew chief has communicated the final decision.

8-2 Example: A1 in the act of shooting is fouled **simultaneously** with the game clock signal **for the end of the quarter**. **A1** is awarded 2 free throws.

Interpretation: The free throws shall be administered immediately. The timer shall start his stopwatch for measuring the interval of play after the free throws have been completed.

8-3 Example: A1 in the act of shooting is fouled **simultaneously** with the game clock signal **for the end of the quarter**. The officials become uncertain whether **A1** shall be awarded 2 or 3 free throws. The officials decide to use the IRS.

Interpretation: The timer shall start his stopwatch for measuring the interval of play after the **decision of the review** has been communicated and 2 or 3 free throws have been completed.

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

9-1 Statement. A game shall not begin unless each team has a minimum of 5 entitled players on the playing court ready to play. If fewer than 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 against the coach, recorded as 'B₁' and/or forfeiture of the game may result upon arrival of further entitled players.

9-2 Example: When the game is scheduled to begin, team B has fewer than 5 players on the playing court and ready to play. The team B representative:

- (a) Is able to provide a reasonable and acceptable explanation for the late arrival of the team B players.
- (b) Is unable to provide a reasonable and acceptable explanation for the late arrival of the team B players.

Interpretation:

The beginning of the game shall be delayed for a maximum of 15 minutes. If the absent players arrive on the playing court ready to play before 15 minutes have passed:

- (a) The game shall begin without any sanction.
- (b) A technical foul may be charged against coach B, recorded as 'B₁'. Any team A player shall attempt 1 free throw with no line-up. The game shall begin with a jump ball.

In both cases, if the absent players have not arrived on the playing court ready to play before 15 minutes have passed, the game may be forfeited in favour of team A and the score recorded as 20:0. The crew chief shall report it, on the reverse side of the scoresheet, to the organising body of the competition.

9-3 Example: At the beginning of the second half, team A cannot present 5 players entitled to play on the playing court because of injuries, disqualifications etc.

Interpretation: The obligation to present a minimum of 5 players is valid only for the beginning of the game. Team A shall continue to play with fewer than 5 players.

9-4 Example: Close to the end of the game, A1 commits his fifth foul and leaves the game. Team A shall continue the game with only 4 players as they have no more substitutes available. As team B is leading by more than 15 points, coach B demonstrating fair play wants to remove 1 of his players in order to play also with 4 players.

Interpretation: The request of coach B to play with less than 5 players shall be denied. As long as a team has sufficient players available, 5 players shall be on the playing court.

9-5 Statement. Art. 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any quarter or overtime 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.

9-6 Example: After the start of the game, the officials discover that 5 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.

9-7 Statement. The game shall start with a jump ball at the centre circle.

9-8 Example: During the interval of play before the game, a technical foul is called on A1. Before the start of the game, coach B designates B1 to attempt 1 free throw, however B1 is not 1 of the team B starting 5 players.

Interpretation: 1 of the players designated as team B starting 5 players must attempt the free throw. Substitution cannot be granted before the playing time has started.

The game shall begin with a jump ball.

9-9 Example: During the interval of play before the game, a team A member commits an unsportsmanlike foul on a team B member.

Interpretation: That team B member shall attempt the 2 free throws before the beginning of the game.

If that team member is indicated as 1 of the 5 players to begin the game, he shall remain on the playing court.

If that team member is not indicated as 1 of the 5 players to begin the game, he shall not remain on the playing court and shall be replaced by 1 of the players designated as team B starting 5 players.

The game shall begin with a jump ball.

Art. 10 Status of the ball

10-1 Statement. The ball does not become dead and the goal counts if made, when a player is in the act of shooting for a field goal and finishes his shot with a continuous motion while a player of the **defensive** team commits a foul on any opponent after the continuous motion of the shooter has started. This statement is equally valid if any player, **coach, assistant coach, substitute, excluded player or accompanying delegation member** of a defensive team commits a technical foul.

10-2 Example: A1 has begun the act of shooting for a field goal when B2 commits a foul on A2. **This is team B's third team foul in the quarter.** A1 finishes his shot with a continuous motion.

Interpretation: The goal, if made, shall count. **The game shall be resumed with a team A throw-in from the place nearest to where the foul was called.**

10-3 Example: A1 has begun the act of shooting for a field goal when B2 commits a foul on A2. **This is team B's fifth team foul in the quarter.** A1 finishes his shot with a continuous motion.

Interpretation: The goal, if made, shall count. **A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.**

10-4 Example: A1 has begun the act of shooting for a field goal when A2 commits a foul on B2. A1 finishes his shot with a continuous motion.

Interpretation: The ball becomes dead when A2 commits a foul. The goal, if made, shall not count. **Regardless of the number of team A fouls in the quarter, the game shall be resumed with a team B throw-in from the place nearest to where the foul was called.**

Art. 12 Jump ball and alternating possession

12-1 Statement. The team that does not gain control of a live ball on the playing court after the opening jump ball at the beginning of the game shall be awarded the ball for a throw-in from the place nearest to where the next jump ball situation has occurred.

12-2 Example: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1:

- (a) A held ball between A2 and B2 is called.
- (b) A double foul between A2 and B2 is called.

Interpretation: Since the control of a live ball on the playing court has not yet been established, the official cannot use the alternating possession procedure. The crew chief shall administer another jump ball in the centre circle and A2 and B2 shall jump. Whatever time has passed on the game clock, after the ball is legally tapped and before the held ball/double foul situation is called, shall remain consumed.

12-3 Example: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, the ball:

- (a) Goes directly out-of-bounds.
- (b) Is caught by A1 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 A1's violation. Team B shall have 24 seconds on the shot clock if the throw-in is administered in the backcourt and 14 seconds on the shot clock if in the frontcourt. After the throw-in, the team that does not gain control of the live ball on the playing court shall be entitled to the first alternating possession at the place nearest to where the next jump ball situation has occurred.

12-4 Example: 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 legally touched by a player on the playing court, the error cannot be corrected. However, team B shall not lose its right for the next alternating possession throw-in at the next jump ball situation as a result of the error.

12-5 Example: Simultaneously with the game clock signal for the end of the first quarter, B1 commits an unsportsmanlike foul on A1. Team A is entitled to the alternating possession throw-in to start the second quarter.

Interpretation: A1 shall attempt 2 free throws with no line-up and no playing time remaining. After the 2-minute interval of play, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-6 Example: Shortly after the game clock signal for the end of the third quarter, B1 commits an unsportsmanlike foul on A1. Team A is entitled to the alternating possession throw-in to start the fourth quarter.

Interpretation: A1 shall attempt 2 free throws before the start of the fourth quarter with no line-up. The fourth quarter shall start with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-7 Example: A1 jumps with the ball and is legally blocked by B1. Both players then return to the playing court with both of them having 1 hand or both hands firmly on the ball.

Interpretation: A held ball shall be called.

12-8 Example: A1 and B1 in the air have their hands firmly on the ball. After returning to the playing court, A1 lands with 1 foot on the boundary line.

Interpretation: A held ball shall be called.

12-9 Example: A1 jumps with the ball from his frontcourt and is legally blocked by B1. Both players then return to the playing court with both of them having 1 hand or both hands firmly on the ball. A1 lands with 1 foot in his backcourt.

Interpretation: A held ball shall be called.

12-10 Example: The crew chief tosses the ball for the opening jump ball. Before the ball has reached its highest point, jumper A1 touches the ball.

Interpretation: A1 has committed a jump ball violation. Team B shall be awarded a throw-in from its frontcourt, close to the centre line at the place nearest to where the violation was committed, with 14 seconds on the shot clock.

12-11 Example: The crew chief tosses the ball for the opening jump ball. Before the ball has been legally touched, non-jumper A2 enters the circle from his backcourt.

Interpretation: A2 has committed a jump ball violation. Team B shall be awarded a throw-in from its frontcourt, close to the centre line at the place nearest to where the violation was committed, with 14 seconds on the shot clock.

12-12 Example: The crew chief tosses the ball for the opening jump ball. Before the ball has been legally touched, non-jumper A2 enters the circle from his frontcourt.

Interpretation: A2 has committed a jump ball violation. Team B shall be awarded a throw-in from its backcourt, close to the centre line at the place nearest to where the violation was committed, with 24 seconds on the shot clock.

12-13 Statement. It is a jump ball situation resulting in an alternating possession throw-in, whenever a live ball lodges between the ring and the backboard, unless between free throws and unless after the last free throw followed by a possession of the ball as part of the foul penalty. Under the alternating possession procedure the shot clock shall be reset to 14 seconds when the offensive team is entitled to a throw-in or to 24 seconds when the opposing team is entitled to a throw-in.

12-14 Example: On a shot for a field goal by A1, the ball lodges between the ring and the backboard:

(a) Team A,

(b) Team B

is entitled to a throw-in under the alternating possession procedure.

Interpretation: After the throw-in from the endline:

(a) Team A shall have 14 seconds,

(b) Team B shall have 24 seconds

on the shot clock.

12-15 Example: The ball is in the air on A1's shot for a field goal when the shot clock signal sounds 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: After the throw-in from the endline, team A shall have 14 seconds on the shot clock.

12-16 Example: A1 in his act of shooting for a 2-point field goal is fouled by B2. The official calls an unsportsmanlike foul on B2. During the last free throw:

(a) The ball lodges between the ring and the backboard.

(b) A1 steps on the free-throw line while releasing the ball.

(c) The ball misses the ring.

Interpretation: In all cases, the free throw shall be considered unsuccessful. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

12-17 Example: After A1's throw-in from the centre line to start the second quarter, the ball lodges between the ring and the backboard in team A's frontcourt. The official calls a jump ball situation.

Interpretation: The direction of the alternating possession arrow shall be reversed immediately in favour of team B. The game shall be resumed with a team B alternating possession throw-in from the endline, except directly behind the backboard, with 24 seconds on the shot clock.

12-18 Example: The possession arrow favours team A. During an interval of play after the first quarter, B1 commits an unsportsmanlike foul on A1. A1 attempts 2 free throws with no line-up, followed by a team A throw-in from the throw-in line in its frontcourt to start the second quarter. The possession arrow to favour team A remains unchanged. After the throw-in the ball has lodged between the ring and the backboard in team A's frontcourt. The official calls a jump ball situation.

Interpretation: The game shall be resumed with a team A alternating possession throw-in from the endline in its frontcourt, except directly behind the backboard, with 14 seconds on the shot clock. The direction of the alternating possession arrow shall be reversed immediately after team A throw-in has ended.

12-19 Statement. A held ball occurs when 1 or more players from opposing teams have 1 hand or both hands firmly on the ball so that neither player can gain control without undue roughness.

12-20 Example: A1 with the ball in his hands is in the continuous motion towards the basket in order to score. At this moment, B1 places his hands firmly on the ball and now A1 makes more steps than allowed by the traveling rule.

Interpretation: A held ball shall be called.

12-21 **Statement.** A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

12-22 **Example:** With 4:17 remaining on the game clock in the third quarter during an alternating possession throw-in:

- (a) Thrower-in A1 steps into the playing court while having the ball in his hand(s).
- (b) A2 reaches with his hands over the boundary line before the ball has been thrown-in across the boundary line.
- (c) Thrower-in A1 takes more than 5 seconds to release the ball.

Interpretation: In all cases, the team taking the throw-in commits a violation. The ball shall be awarded to the opponents for a throw-in from the place of the original throw-in. The direction of the alternating possession arrow shall be reversed immediately.

Art. 13 How the ball is played

13-1 Statement. To place the ball between the legs in order to fake a pass is a violation.

13-2 Example: A1 has ended his dribble. Before passing he places the ball between his legs and fakes a pass.

Interpretation: This is a violation.

Art. 14 Control of the ball

14-1 Statement. Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal for a throw-in or a free throw.

14-2 Example: In the judgement of the officials, regardless whether the game clock is stopped or not, a player deliberately delays the process of taking the ball.

Interpretation: The ball becomes live when the official places the ball on the floor next to the throw-in place or free-throw line.

14-3 Example: Team A has been in control of the ball for 15 seconds. A1 tries to pass the ball to A2 and the ball moves across the boundary line. B1 tries to catch the ball and jumps from the playing court over the boundary line. B1 is still airborne when he:

- (a) Taps the ball with 1 hand or both hands,
 - (b) Catches the ball with both hands or the ball comes to rest in 1 hand
- and the ball returns to the playing court where it is caught by A2.

Interpretation:

- (a) Team A remains in control of the ball. The shot clock continues.
- (b) Team B has gained team control. The shot clock for team A shall be reset to 24 seconds.

Art. 15 Player in the act of shooting

15-1 Statement. When a player is in the act of shooting and, after being fouled he passes the ball off, he is no longer considered to be in the act of shooting.

15-2 Example: During his act of shooting A1 has the ball in both hands when he is fouled by B1. After the foul A1 passes to A2.

Interpretation: A1 is no longer considered to be in the act of shooting.

Art. 16 Goal: When made and its value

16-1 Statement. The value of a field goal is defined by the place on the floor from where the shot was released. A goal released from the 2-point field goal area counts 2 points, a goal released from the 3-point field goal area counts 3 points. A goal is credited to the team attacking the opponents' basket into which the ball has entered.

16-2 Example: A1 released the ball on a shot from the 3-point field goal area. The ball on its upward flight is legally touched by any player who is within the team A's 2-point field goal area. The ball then continues its flight and enters the basket.

Interpretation: Team A shall be awarded 3 points as A1's shot was released from the 3-point field goal area.

16-3 Example: A1 released the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by B1 who has jumped from A's 3-point field goal area. The ball then continues its flight and enters the basket.

Interpretation: Team A shall be awarded 2 points as A1's shot was released from the 2-point field goal area.

16-4 Statement. If the ball enters the basket, the value of the field goal is defined by whether the ball:

(a) Has entered the basket directly, or

(b) On the pass is touched by any player or touches the floor before entering the basket.

16-5 Example: A1 passes the ball from the 3-point field goal area and the ball directly enters the basket.

Interpretation: Team A shall be awarded 3 points as A1's pass was released from the 3-point field goal area.

16-6 Example: A1 passes the ball from the 3-point field goal area and the ball is touched by any player or the ball touches the floor:

(a) In team A's 2-point field goal area, or

(b) In team A's 3-point field goal area,

before it enters the basket.

Interpretation: In both cases, team A shall be awarded 2 points as the ball did not enter the basket directly.

16-7 Statement. In a throw-in situation or on a rebound after the last free throw, there is always a time period 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 quarter or overtime. 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 whether the shooter released the ball before the game clock signal sounds for the end of a quarter or overtime. 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.

16-8 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:

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

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

16-9 Statement. A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely. When:

- (a) A defensive team requires a time-out at any time during the game after a basket has been scored, or
- (b) The game clock shows 2:00 minutes or less in the fourth quarter or overtime, the game clock shall be stopped when the ball has entirely passed through the basket as shown in Diagram 1.



Diagram 1 A goal is made

16-10 Example: At the beginning of a quarter, team A is defending its own basket when B1 erroneously dribbles to his own basket and scores a field goal.

Interpretation: Team A captain on the playing court shall be awarded 2 points.

16-11 Example: A1 shoots for a field goal. B1 touches the ball while it is within the basket but has not yet entirely passed through the basket.

Interpretation: This is an interference violation. The goal shall count for 2 or 3 points.

Art. 17 Throw-in

17-1 Statement. Before the player taking the throw-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 inbounds 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 player taking the throw-in.

17-2 Example: With 4:37 remaining on the game clock in the third period, A1 is awarded a throw-in. While holding the ball:

(a) A1's hand(s) crosses the plane of the boundary line so that the ball is above the inbounds area. B1 grabs the ball that is in A1's hand(s) or taps the ball out of A1's hand(s) without causing any physical contact against A1.

(b) B1 moves his hands over the boundary line towards A1 to stop his pass to A2 on the playing court.

Interpretation: In both cases, B1 has interfered with the throw-in, therefore delaying the game. The official calls a violation. In addition a verbal warning shall be given to B1 and communicated to coach B. 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.

17-3 Statement. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, the player of the defensive team shall not move any part of his body over the boundary line in order to interfere with the throw-in.

17-4 Example: With 0:54 remaining on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the official shows the warning signal for an illegal boundary line crossing. After that, B1 moves his hand towards A1 over the boundary line before the ball has been thrown-in across the boundary line.

Interpretation: B1 shall be charged with a technical foul.

17-5 Statement. The player taking the throw-in must pass the ball (not hand the ball) to a teammate on the playing court.

17-6 Example: Thrower-in A1 hands the ball to A2 who is on the playing court.

Interpretation: A1 has committed a throw-in violation. The ball must leave the player's hand(s) in order for the throw-in to be considered legal. Team B shall be awarded a throw-in from the place of the original throw-in.

17-7 Statement. On a throw-in, other player(s) shall not have any part of their bodies over the boundary line before the ball is passed across the boundary line.

17-8 Example: Thrower-in A1 has received the ball from the official and he:

(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: In both cases, A2's violation as he moves his body over the boundary line before A1 has passed the ball across the boundary line.

17-9 Example: 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, B1 receives the ball from the official for a throw-in from the endline. B1 then:

- (a) Places the ball on the floor after which the ball is taken by B2.
- (b) Hands the ball to B2, who is also standing behind the endline.

Interpretation: In both cases, a legal play. The only restriction for team B is that its players must pass the ball into the playing court within 5 seconds.

17-10 Statement. If a time-out is granted to a team that has been awarded possession of the ball in its backcourt when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime the coach, after the time-out has the right to decide whether the throw-in shall be administered from the throw-in line in the team's frontcourt or from the team's backcourt.

After the coach A has made his decision, it is final and irreversible. Further requests of both teams to change the throw-in place, after the additional time-outs at the same game clock stopped period, shall not lead to a change of the original decision.

After a time-out following an unsportsmanlike or disqualifying foul or fighting situation, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt.

17-11 Example: In the last minute of the game, A1 has dribbled in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. A time-out is granted to team A.

Interpretation: At the latest after the time-out, the crew chief shall ask coach A of his decision where the throw-in shall be administered. Coach A shall say loudly in English "frontcourt" or "backcourt" and at the same time showing with his arm to the place (frontcourt or backcourt), where the throw-in shall be administered. Coach A decision is final and irreversible. The crew chief shall inform coach B of the coach A decision.

The game shall be resumed with a team A throw-in only if the positions of the players of both teams on the playing court clearly indicate their understanding from where the game is to be resumed.

17-12 Example: In the last minute of the game with 17 seconds on the shot clock, A1 has dribbled in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. After that:

- (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:

- (a) The game shall be resumed with a team A throw-in from the free-throw line extended at its backcourt. Team A shall have 17 seconds on the shot clock.

(b) and (c) If coach A decides on a throw-in from its frontcourt, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

If coach A decides on a throw-in from its backcourt, team A shall have 17 seconds on the shot clock.

17-13 Example: With 0:57 remaining on the game clock in the fourth quarter, A1 attempts 2 free throws. During the second free throw A1 steps on the free-throw line while shooting and a violation is called. Team B is granted a time-out.

Interpretation: After the time-out, if coach B decides on resuming the game with a throw-in from:

(a) The throw-in line in the team's frontcourt, team B shall have 14 seconds on the shot clock.

(b) The team's backcourt, team B shall have 24 seconds on the shot clock.

17-14 Example: With 0:26 remaining on the game clock in the fourth quarter, A1 has dribbled for 6 seconds in his backcourt, when:

(a) B1 taps the ball out-of-bounds,

(b) B1 commits the third foul for team B in the quarter.

Team A is granted a time-out.

Interpretation: After the time-out:

If coach A decides on a throw-in from the throw-in line in the team's frontcourt, in both cases, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the team's backcourt, team A shall have:

(a) 18 seconds,

(b) 24 seconds

on the shot clock.

17-15 Example: With 1:24 remaining on the game clock in the fourth quarter, A1 has dribbled the ball in his frontcourt when B1 taps the ball to team A's backcourt where any team A player starts to dribble again. B2 now taps the ball out-of-bounds in team A's backcourt with:

(a) 6 seconds,

(b) 17 seconds

on the shot clock. Team A is granted a time-out.

Interpretation: After the time-out:

If coach A decides on a throw-in from the throw-in line in the team's frontcourt, team A shall have:

(a) 6 seconds,

(b) 14 seconds

on the shot clock.

If coach A decides on a throw-in from the team's backcourt, team A shall have:

- (a) 6 seconds,
 - (b) 17 seconds
- on the shot clock.

17-16 Example: With 0:48 remaining on the game clock in the fourth quarter, A1 has dribbled the ball in his frontcourt when B1 taps the ball to team A's backcourt where any team A player starts to dribble the ball again. B2 now commits the team's third foul in the quarter in team A's backcourt with:

- (a) 6 seconds,
- (b) 17 seconds

on the shot clock. Team A is granted a time-out.

Interpretation: After the time-out:

If coach A decides on a throw-in from the throw-in line in the team's frontcourt, in both cases team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, in both cases team A shall have 24 seconds on the shot clock.

17-17 Example: With 1:32 remaining on the game clock in the fourth quarter, team A has been in control of the ball in its backcourt for 5 seconds when A1 and B1 are disqualified for fighting each other. The disqualifying foul penalties cancel each other. Before the throw-in is administered, team A is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in in team A's backcourt. However, following the time-out, if coach A decides on a throw-in from the team's frontcourt, team A shall have 14 seconds on the shot clock. If coach A decides on a throw-in from the team's backcourt, team A shall have 19 seconds on the shot clock.

17-18 Example: With 1:29 remaining on the game clock in the fourth quarter and with 19 seconds on the shot clock, team A has been in control of the ball in its frontcourt when A6 and B6 are disqualified for entering the playing court in a fighting situation. Team A is now granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other. Following the time-out, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt with 19 seconds on the shot clock.

17-19 Example: With 1:18 remaining on the game clock in the fourth quarter, team A is awarded a throw-in from its backcourt. At this time team A is granted a time-out. After the time-out, coach A decides that the throw-in shall be administered in his team frontcourt. Before the throw-in is administered, coach B requests a time-out.

Interpretation: The original decision of coach A to administer team A's throw-in in its frontcourt cannot be changed later within the same game clock stopped period. This shall be valid also if coach A takes a second time-out, following the first one.

17-20 Statement. At the beginning of all quarters other than the first one and at the beginning of all overtimes, a throw-in shall be administered from the centre line extended opposite the scorer's table. The thrower-in shall have one foot on either side of the centre line. If the thrower-in commits a throw-in violation, the ball shall be awarded to the opponents for a throw-in from the centre line extended.

If, however, an infraction is committed on the playing court directly on the centre line, the throw-in shall be administered from the frontcourt at the place nearest to the centre line.

17-21 Example: At the beginning of the second quarter thrower-in A1 commits a violation at the centre line extended.

Interpretation: The ball shall be awarded to team B for a throw-in from the place of the original throw-in, with 24 seconds on the shot clock. The player taking the throw-in shall be entitled to pass the ball to a teammate at any place on the playing court.

17-22 Example: At the beginning of the third quarter thrower-in A1 at the centre line extended passes the ball to A2 who touches it before it goes out-of-bounds in team A's:

(a) Frontcourt.

(b) Backcourt.

Interpretation: The game shall be resumed with a team B throw-in from the place nearest to where the ball went out-of-bounds in its:

(a) Backcourt with 24 seconds,

(b) Frontcourt with 14 seconds

on the shot clock.

17-23 Example: During the throw-in from the centre line extended to begin the second quarter, thrower-in A1 steps on the playing court.

Interpretation: The game shall be resumed with a throw-in for team B from the place of the original throw-in at the centre line, with 10:00 on the game clock. The direction of the alternating possession arrow shall be reversed in favour of team B.

Interpretation: In all cases, team B shall be awarded a throw-in from its frontcourt at the place nearest to the centre line, with 14 seconds on the shot clock.

17-24 Example: The following infractions may be committed at the centre line:

(a) A1 causes the ball to go out-of-bounds.

(b) A1 commits an offensive foul.

(c) A1 commits a travel violation.

Interpretation: In all cases, team B shall be awarded a throw-in from its frontcourt at the place nearest to the centre line, with 14 seconds on the shot clock.

17-25 Statement. Following an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt.

17-26 Example: A1 commits an unsportsmanlike foul on B1 during the interval of play between the first and second quarter.

Interpretation: B1 shall attempt 2 free throws with no line-up, before the start of the second quarter. The game shall be resumed with a throw-in from the throw-in line in team B's frontcourt. Team B shall have 14 seconds on the shot clock. The direction of the possession arrow remains unchanged.

17-27 Statement. On a throw-in, the following situations may occur:

- (a) The ball is passed over the basket and a player of either team touches it 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 shot clock.

17-28 Example: Thrower-in A1 passes the ball over the basket when a player of either team touches it by reaching through the basket from below.

Interpretation: This is a violation. The game shall be resumed with a throw-in by the opponents from the free-throw line extended. If the defensive team commits the violation, an offensive team cannot score any points, as the ball did not come from the inbounds area of the playing court.

17-29 Example: Thrower-in A1 passes the ball towards team B's basket and it lodges between the ring and the backboard.

Interpretation: This is a jump ball situation. The game shall be resumed with applying the alternating possession procedure:

- If team A is entitled to the throw-in, the game shall be resumed with a team A throw-in from the endline in its frontcourt, next to the backboard. The shot clock shall be reset to 14 seconds.
- If team B is entitled to the throw-in, the game shall be resumed with a team B throw-in from the endline in its backcourt, next to the backboard. The shot clock shall be reset to 24 seconds.

17-30 Example: With 5 seconds on the shot clock, thrower-in A1 passes the ball towards team B's basket where it touches the ring.

Interpretation: The shot clock operator shall not reset his clock, as the game clock has not started yet. The game clock shall be started simultaneously with the shot clock. If team A gains control of the ball the shot clock shall be reset to 14 seconds. If team B gains control of the ball the shot clock shall be reset to 24 seconds.

17-31 Statement. After the ball has been placed at the disposal of the player taking the throw-in, the player may not bounce the ball so as the ball touches the inbounds area and then the player touches the ball again before it has touched or been touched by another player on the playing court.

17-32 Example: A1 is awarded a throw-in. A1 then bounces the ball which touches:

- (a) The inbounds area,
 - (b) The out-of-bounds area,
- and then catches it again.

Interpretation:

- (a) A1 has committed a throw-in violation. Once the ball leaves the hand(s) of the player taking the throw-in and touches the inbounds area, he shall not touch the ball before it touches (or has been touched) by another player on the playing court.
- (b) If the player did not move for more than a total of 1 meter between bouncing the ball and catching it again, the action is legal and the 5-second period shall continue.

17-33 Statement. The player taking the throw-in shall not cause the ball to touch out-of-bounds, after it had been released on the throw-in.

17-34 Example: Thrower-in A1 passes the ball from his:

- (a) Frontcourt,
- (b) Backcourt

to A2. The ball goes out-of-bounds without touching any player on the playing court.

Interpretation: Violation of A1. The game shall be resumed with a team B throw-in from the place of the original throw-in in the:

- (a) Backcourt with 24 seconds,
 - (b) Frontcourt with 14 seconds
- on the shot clock.

17-35 Example: Thrower-in A1 passes the ball to A2. A2 receives the ball with one foot touching the boundary line.

Interpretation: Violation of A2. The game shall be resumed with a team B throw-in from the place nearest to the place where A2 has touched the boundary line.

17-36 Example: A1 is awarded a throw-in from the sideline:

- (a) In his backcourt close to the centre line, entitled to pass the ball at any place into the playing court.
- (b) In his frontcourt close to the centre line, entitled to pass the ball only into his frontcourt.
- (c) At the beginning of the second quarter, from the centre line extended opposite the scorer's table, entitled to pass the ball at any place into the playing court.

After having the ball at his disposal, A1 makes 1 normal lateral step, therefore changing his position regarding the frontcourt or backcourt.

Interpretation: In all cases, A1 keeps the right to pass the ball either into the frontcourt or into the backcourt as he had at his initial position.

17-37 Statement. Following a successful field goal or last free throw, the player taking the throw-in from his endline may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but not exceeding 5 seconds. This is also valid when a violation of the defensive team is called, and when the throw-in is therefore repeated.

17-38 Example: In the second quarter after A1's successful last free throw, B1 has the ball for the throw-in from his endline. A2 reaches with his hands over the boundary line before the ball has been thrown-in across the boundary line. The official calls the violation.

Interpretation: The throw-in shall be repeated. B1 shall still keep his right to move along the endline before releasing the ball or passing the ball to a team-mate.

17-39 Statement. Following the free throw resulting from a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul was called, unless there is a jump ball situation or before the start of the first quarter.

If a technical foul is called on the defensive team, the offensive team shall have 24 seconds on the shot clock, if the throw-in is administered from the backcourt. If the throw-in is administered from the frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are displayed, the shot clock shall not be reset, but shall continue from the time it was stopped.
- If 13 seconds or less are displayed, the shot clock shall be reset to 14 seconds.

If a technical foul is called on the offensive team, the offensive team shall have whatever time was on the shot clock regardless whether the throw-in shall be administered from the backcourt or from the frontcourt.

If a time-out and a technical foul are called during the same game clock stopped period the time-out shall be administered first, followed by the administration of the technical foul penalty.

Following a free throw(s) resulting from an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt with 14 seconds remaining.

17-40 Example: In the second quarter while A2 dribbles in his:
(a) Backcourt,
(b) Frontcourt,
A1 commits a technical foul.

Interpretation: Any team B players attempts 1 free throw with no line-up. In both cases the game shall be resumed in both cases with a team A throw-in from the place nearest to where the game was stopped for the technical foul with whatever time was on the shot clock.

17-41 Example: In the second quarter while A2 dribbles in his:
(a) Backcourt,
(b) Frontcourt,
B1 commits a technical foul.

Interpretation: Any team A player attempts 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the game was stopped for the technical foul in its:

- (a) Backcourt, with 24 seconds on the shot clock.
- (b) Frontcourt, with whatever time was on the shot clock, if 14 seconds or more are displayed on the shot clock and with 14 seconds on the shot clock, if 13 seconds or less are displayed on the shot clock.

17-42 Example: With 1:47 remaining on the game clock, A1 dribbles in his frontcourt and commits a technical foul. Team A is now granted a time-out.

Interpretation: Any team B player attempts 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the game was stopped for the technical foul with whatever time was on the shot clock.

17-43 Statement. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, if a technical foul is called on the offensive team and that team is granted a time-out, the offensive team shall have whatever time was on the shot clock, if the throw-in shall be administered from the backcourt. If the throw-in shall be administered from the throw-in line in the team's frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are displayed, the shot clock shall be reset to 14 seconds.
- If 13 seconds or less are displayed, the shot clock shall not be reset, but shall continue from the time it was stopped.

17-44 Example: With 1:47 remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt and commits a technical foul. Team A is now granted a time-out.

Interpretation: At the latest by the end of the time-out, coach A shall inform the crew chief of the throw-in place (frontcourt or backcourt). After the end of the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the coach's decision.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds, if 14 seconds or more are displayed or whatever time was on the shot clock, if 13 seconds or less are displayed.

If coach A decides on a throw-in from the backcourt, team A shall have whatever time was on the shot clock.

17-45 Example: With 1:47 remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt and commits a technical foul. Any team B player attempts 1 free throw. Team A is now granted a time-out.

Interpretation: At the latest by the end of the time-out, coach A shall inform the crew chief of the throw-in place (frontcourt or backcourt). The game shall be resumed with a team A throw-in according to the coach's decision.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds, if 14 seconds or more are displayed or whatever time was on the shot clock, if 13 seconds or less are displayed.

If coach A decides on a throw-in from the backcourt, team A shall have whatever time was on the shot clock.

17-46

Example: With 1:47 remaining on the game clock, A1 dribbles in his backcourt when B1 causes the ball to go out-of-bounds. Team A is now granted a time-out. Immediately after, A1 commits a technical foul.

Interpretation: At the latest by the end of the time-out, coach A shall inform the crew chief of the throw-in place (frontcourt or backcourt). After the end of the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the coach's decision.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds, if 14 seconds or more are displayed or whatever time was on the shot clock, if 13 seconds or less are displayed.

If coach A decides on a throw-in from the backcourt, team A shall have whatever time was on the shot clock.

Art. 18/19 Time-out / Substitution

18/19-1 Statement. A time-out cannot be granted before the playing time for a quarter or overtime has started or after the playing time for a quarter or overtime has ended.

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

18/19-2 Example: After the ball has left the hands of the crew chief on the jump ball but before the ball is legally tapped, jumper A2 commits a violation. The ball is awarded to team B for a throw-in. At this moment either team 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.

18/19-3 Example: At approximately the same time when the game clock signal sounds for the end of a quarter or overtime, B1 commits a foul on A1 who is awarded 2 free throws. Either team requests:

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

Interpretation:

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

18/19-4 Statement. If the shot clock signal sounds while the ball is in the air during a shot for a field goal, it is not a violation and the game clock does not stop. If the shot for a field goal is successful it is, under certain conditions, a time-out and substitution opportunity for both teams.

18/19-5 Example: On a shot for a field goal, the ball is in the air when the shot clock signal sounds. The ball then enters the basket. At this time either or both teams request:

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

Interpretation:

- (a) This is a time-out opportunity only for the non-scoring team.
If the non-scoring team is granted a time-out, the opponents may also be granted a time-out and both teams are also granted a substitution, if they request it.
- (b) This is a substitution opportunity only for the non-scoring team and only when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.
If the non-scoring team is granted a substitution, the opponents may also be granted a substitution and both teams are also granted a time-out, if they request it.

18/19-6 Statement. 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** free throw, the time-out or substitution shall be granted for both teams if:

- (a) The **last** free throw is successful, or
- (b) The **last** free throw is followed by a throw-in, or
- (c) For any valid reason the ball shall remain dead after the **last** free throw.

18/19-7 Example: A1 is awarded 2 free throws. **Either team** requests a time-out or substitution:

- (a) Before the ball is at the disposal of the free-throw shooter A1.
- (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 **shall be** granted immediately, before the **first** free-throw attempt.
- (b) The time-out or substitution **shall not be** granted after the **first** free throw, even if successful.
- (c) The time-out or substitution **shall be** granted immediately, before the throw-in.
- (d) The time-out or substitution **shall not be** granted.

18/19-8 Example: A1 is awarded 2 free throws. After the **first** free-throw attempt, **either team** 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.
- (d) A1 steps on the free-throw line while shooting and the violation is called.
- (e) B1 steps into the restricted area before the ball has left the hands of A1. B1's violation is called and the A1's free throw is not successful.

Interpretation:

- (a) Time-out or substitution **shall not be** granted.
- (b), (c) and (d) The time-out or substitution **shall be** granted immediately.
- (e) A substitute free throw is attempted by A1 and, if successful, the time-out or substitution **shall be** granted immediately.

18/19-9 Statement. 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 related to that foul with the scorer's table. 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.

18/19-10 Example: During the game coach A requests a time-out after which B1 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 B1 has become a player.

18/19-11 Example: During the game 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.

18/19-12 Statement. Art. 18 and 19 clarify when a time-out or substitution opportunity begins and ends. Teams requesting a time-out or substitution must be aware of these limitations, otherwise the time-out or substitution shall not be granted immediately.

18/19-13 Example: A substitution opportunity has just ended when substitute A6 runs to the scorer's table, loudly requesting a substitution. 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 opportunity. However, because the request was made too late, the substitution shall not be granted. The game shall be resumed immediately.

18/19-14 Example: A goaltending violation or an interference violation occurs at any time during the game. A time-out has been requested by either team or the substitutes from either team or both teams are waiting at the scorer's table.

Interpretation: The violation causes the game clock to be stopped and the ball to become dead. Time-outs or substitutions shall be permitted.

18/19-15 Example: A1 is fouled by B1 on his attempt for a 2-point field goal. After A1 has attempted his first of 2 free throws, a technical foul is called on A2. Either team now requests a time-out or substitution.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt his second free throw and the game shall be resumed as after any last free throw. The time-out or substitution shall be granted for both teams when the game clock is stopped and the ball is dead.

18/19-16 Example: A1 is fouled by B1 on his attempt for a 2-point field goal. After A1 has attempted his first of 2 free throws, a technical foul is called on A2. Any team B player has attempted 1 free throw with no line up. Either team now requests a time-out or substitution.

Interpretation: A1 shall attempt his second free throw and the game shall be resumed as after any last free throw. The time-out or substitution shall be granted for both teams when the game clock is stopped and the ball is dead.

18/19-17 Example: A technical foul is called on A1. B6 requests the substitution for attempting the free throw.

Interpretation: This is a substitution opportunity for both teams. After becoming a player, B6 shall attempt 1 free throw but may not be substituted until the next game clock running period has ended.

18/19-18 Statement. Each time-out shall last 1 minute. Teams must promptly return to the playing court after the official blows his whistle and beckons the teams on the playing court. If a team extends the time-out beyond 1 minute, it is gaining an advantage by extending the time-out and causing also a delay of the game. A warning to the coach of that team shall be given by an official. If that coach 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 'B₁'. If that team does not return to the playing court promptly after the half-time interval of play, a time-out shall be charged against the offending team. Such a charged time-out shall not last 1 minute and the game shall be resumed immediately.

18/19-19 Example: The time-out period ends 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 finally enters the playing court.
- (b) Team A continues to remain in the team bench area.

Interpretation:

- (a) After the team starts to return to the playing court, the official gives a warning to the coach that if the same behaviour is repeated, an additional time-out shall be charged against team A.
- (b) A time-out, without warning, shall be charged against team A. If team A has no time-out remaining, a technical foul for delaying the game shall be charged against coach A, recorded as 'B₁'.

18/19-20 Example: After the half-time interval of play, team A is still in its dressing room and therefore the start of the third quarter is delayed.

Interpretation: After team A finally enters the playing court a time-out, without warning, shall be charged against team A.

18/19-21 Statement. If a team has not been granted a time-out in the second half until the game clock shows 2:00 in the fourth quarter, the scorer shall mark 2 horizontal lines on the scoresheet in the first box for the team's second half. The scoreboard shall show the first time-out as been taken.

18/19-22 Example: With 2:00 remaining on the game clock in the fourth quarter, both teams have not taken a time-out in the second half.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the first box of both teams for the second half. The scoreboard shall show the first time-out been taken.

18/19-23 Example: With 2:09 remaining on the game clock in the fourth quarter, coach A requests his first time-out in the second half while the game is played. With 1:58 remaining on the game clock, the ball goes out-of-bounds and the game clock is stopped. The time-out for team A is now granted.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the first box of team A as the time-out was not granted before the game clock has shown 2:00 in the fourth quarter. The time-out granted at 1:58 shall be entered in the second box and team A has only 1 more time-out left. After the time-out the scoreboard shall show the 2 time-outs been taken.

18/19-24 Statement. Whenever a time-out is requested, regardless whether before or after a technical, unsportsmanlike or disqualifying foul is called, the time-out shall be granted before the start of the administration of the free throw(s). If during a time-out a technical, unsportsmanlike or disqualifying foul is called, the free throw(s) shall be administered after the time-out has been completed.

18/19-25 Example: Team B has requested a time-out. A1 commits an unsportsmanlike foul on B1, followed by a technical foul against A2.

Interpretation: The time-out shall be granted to team B at this time. After the time-out team B shall be awarded 1 free throw for A2's technical foul with no line-up. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

18/19-26 Example: Team B has requested a time-out. A1 commits an unsportsmanlike foul on B1. The time-out is now granted to team B. During the time-out a technical foul is called on A2.

Interpretation: After the time-out, any team B player shall attempt 1 free throw for A2's technical foul with no line-up. B1 shall attempt 2 free throws. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

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

23-1 Statement. It is a violation when a player leaves the playing court at the endline to avoid a 3-second violation **and then re-enters the restricted area.**

23-2 Example: A1 in the restricted area for less than 3 seconds moves to out-of-bounds at the endline in order not to commit a 3-second violation and then re-enters the restricted area.

Interpretation: A1 has committed a 3-second violation.

Art. 24 Dribbling

24-1 Statement. If a player deliberately throws the ball against a backboard (not attempting a legitimate shot for a field goal), this shall not be considered as a dribble.

24-2 Example: A1 has not yet dribbled and is standing still when he throws the ball against the opponents' or his own backboard and catches it again before another player has touched the ball.

Interpretation: Legal play. After catching the ball, A1 may shoot, pass or begin a dribble.

24-3 Example: After ending a dribble either in the continuous motion or standing still, A1 throws the ball against the opponents' or his own backboard and catches or touches the ball again before it has touched another player.

Interpretation: Legal play. After catching the ball A1 may shoot or pass but may not begin a new dribble.

24-4 Example: A1's shot for a field goal misses the ring. A1 catches the ball and throws it against the backboard, after which A1 catches or touches the ball again before it has touched another player.

Interpretation: Legal play. After catching the ball, A1 may shoot, pass or begin a dribble.

24-5 Example: A1 dribbles and comes to a stop. After that:

- (a) A1 loses his balance and without moving his pivot foot, A1 touches the floor with the ball once or twice while holding the ball with his hand(s).
- (b) A1 tosses the ball from 1 hand to another without moving his pivot foot.

Interpretation: Legal play in both cases. A1 did not move his pivot foot.

24-6 Example: A1 starts his dribble by:

- (a) Throwing the ball over his opponent.
- (b) Throwing the ball a few meters away from him.

The ball touches the playing court after which A1 continues his dribble.

Interpretation: Legal play in both cases. The ball has touched the playing court before A1 has touched the ball again on his dribble.

Art. 25 Travelling

25-1 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 on the floor. It is also legal if the player, after falling on the floor with the ball slides briefly. If, however, the player then rolls in order to avoid the defence or attempts to stand up while holding the ball, it is a violation.

25-2 Example: A1, while holding the ball, loses balance and falls on the floor.

Interpretation: A1's falling on the floor is legal.

25-3 Example: A1, while lying on the floor, gains control of the ball. A1 then:

- (a) Passes the ball to A2.
- (b) Begins a dribble while still lying on the floor.
- (c) Attempts to stand up while dribbling the ball.
- (d) Attempts to stand up while still holding the ball.

Interpretation:

(a), (b) and (c) Legal play.

(d) Travelling violation.

25-4 Example: A1, while holding the ball, falls to the floor and his momentum causes him to slide.

Interpretation: The action of A1 does not constitute a violation. However, if A1 now rolls in order to avoid the defence or attempts to stand up while still holding the ball, a travelling violation occurs.

25-5 Statement. If a player is fouled in the act of shooting after which he scores while committing a travel violation, the basket does not count and free throws shall be awarded.

25-6 Example: A1 has started his act of shooting for a 2-point field goal by penetrating towards the basket, having the ball in both hands. In his continuing motion he is fouled by B1, after which A1 commits a travel violation and the ball enters the basket.

Interpretation: The basket shall not count. A1 is awarded 2 free throws.

25-7 Statement. It is a violation to lift a team-mate to play the ball.

25-8 Example: A1 embraces his team-mate A2 and lifts him up under the opponent's basket. A3 passes the ball to A2 who then dunks the ball into the basket.

Interpretation: This is a violation. The basket does not count. Team B shall be awarded a throw-in from the sideline at the free-throw line extended in its backcourt.

Art. 28 8 seconds

28-1 Statement. The shot clock 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 in its backcourt, that team shall have only whatever time remaining in the 8-second period.

28-2 Example: Team A has been in control of the ball for 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 3 seconds to cause the ball to go into its frontcourt.

28-3 Statement. 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 completely in contact with the frontcourt.

28-4 Example: A1 is straddling the centre line and receives the ball from A2 who is in the backcourt. A1 then passes the ball back to A2 who is still in team A's backcourt.

Interpretation: Legal play. A1 does not have both feet completely in contact with the frontcourt and therefore is entitled to pass the ball into the backcourt. The 8-second period shall continue.

28-5 Example: A1 dribbles from his backcourt and ends his dribble holding the ball while straddling the centre line. A1 then passes the ball to A2 who is also straddling the centre line.

Interpretation: Legal play. A1 does not have both feet completely in contact with the frontcourt and therefore is entitled to pass the ball to A2 who is also not in the frontcourt. The 8-second period shall continue.

28-6 Example: A1 dribbles from his backcourt and has one foot (but not both feet) already in the frontcourt. After that A1 passes the ball to A2, who is straddling the centre line. A2 then starts to dribble the ball in his backcourt.

Interpretation: Legal play. A1 does not have both feet completely in contact with his frontcourt and therefore is entitled to pass the ball to A2 who is also not in his frontcourt. A2 is entitled to dribble the ball in the backcourt. The 8-second period shall continue.

28-7 Example: A1 dribbles 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 frontcourt while the ball is being dribbled in the backcourt, after which A1 returns both feet to his backcourt.
- (d) Both feet are in the backcourt but the ball is being dribbled in the frontcourt.

Interpretation: In all cases, dribbler A1 continues to be in the backcourt until both feet, as well as the ball, are completely in contact with the frontcourt. The 8-second period shall continue.

28-8 Statement. Each time the 8-second period continues with any time remaining and the same team that previously had control of the ball is awarded a throw-in in its backcourt, the official handing the ball to the player taking the throw-in shall inform him how much time remains from the 8-second period.

28-9 Example: A1 dribbles for 6 seconds in his backcourt when a double foul is called in the:

- (a) Backcourt.
- (b) Frontcourt.

Interpretation:

- (a) The game shall be resumed with a team A throw-in in the backcourt from the place nearest to where the double foul occurred, with 2 seconds to cause the ball to go into its frontcourt.
- (b) The game shall be resumed with a team A throw-in in the frontcourt from the place nearest to where the double foul occurred.

28-10 Example: A1 dribbles for 4 seconds in his backcourt when B1 taps the ball out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team A throw-in in the backcourt with 4 seconds to cause the ball to go into its frontcourt.

28-11 Statement. 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 8-second period shall continue from the time it was stopped.

28-12 Example: With 0:25 remaining on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball. A1 dribbles the ball for 4 seconds in his backcourt when the game is stopped by the officials due to the:

- (a) Game clock or the shot clock failing to run or to start.
- (b) Bottle being thrown on the playing court.
- (c) Shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in in the backcourt with 4 seconds remaining in the 8-second period. Team B would be placed at a disadvantage if the game were resumed with a new 8-second period.

28-13 Statement. Following the 8-second violation, the throw-in place is determined by the location of the ball where the violation has occurred.

28-14 Example: The 8-second period for team A expires and the violation is called when:

- (a) Team A is controlling the ball in its backcourt.
- (b) The ball is in the air on A1's pass from his backcourt towards his frontcourt.

Interpretation: Team B's throw-in shall be administered at its frontcourt, with 14 seconds on the shot clock, from the place nearest to the:

- (a) Location of the ball where the 8-second violation has occurred, except directly behind the backboard.
- (b) Centre line.

Art. 29/50 24 seconds

29/50-1 Statement. A shot for a field goal is attempted near the end of the shot clock period and the shot clock 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 opponents for the throw-in from the place nearest to where the game was stopped by the official, except directly behind the backboard.

29/50-2 Example: A1's shot for a field goal is in the air when the shot clock signal sounds. The ball touches the backboard and then rolls on the floor, where it is touched by B1 followed by A2 and is finally controlled by B2.

Interpretation: Shot clock violation. The ball did not touch the ring and then there was no immediate and clear control of the ball by the opponents.

29/50-3 Example: During A1's shot for a field goal the ball touches the backboard but does not touch the ring. On the rebound, the ball is then touched but not controlled by B1, after which A2 gains control of the ball. At this time the shot clock signal sounds.

Interpretation: Shot clock violation.

29/50-4 Example: A1 shoots for a field goal at the end of a shot clock period. The ball is legally blocked by B1 and then the shot clock signal sounds. After the signal B1 fouls A1.

Interpretation: Shot clock violation. B1's foul on A1 shall be disregarded unless it is an unsportsmanlike or a disqualifying foul.

29/50-5 Example: A1's shot for a field goal is in the air when the shot clock signal sounds. The ball does not touch the ring, after which a held ball between A2 and B2 is immediately called.

Interpretation: Shot clock violation. Team B did not gain immediate and clear control of the ball.

29/50-6 Example: A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds. The ball misses the ring and is then touched by B1 causing the ball to go out-of-bounds.

Interpretation: Shot clock violation. Team B did not gain clear control of the ball.

29/50-7 Statement. If the shot clock signal sounds in a situation where, in the judgement of the officials, the opponents gain immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

29/50-8 Example: Near the end of the shot clock period, A1's pass is missed by A2 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B1 gains control of the ball with a free path to the basket, the shot clock signal sounds.

Interpretation: If B1 gains immediate and clear control of the ball the signal shall be disregarded and the game shall continue.

29/50-9 Statement. 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 on the shot clock at the time the jump ball situation occurred.

29/50-10 Example: Team A is in control of the ball in its frontcourt with 10 seconds on the shot 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 10 seconds on the shot clock.
- (b) Team B shall have a new shot clock period of 24 seconds.

29/50-11 Example: Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when the ball goes out-of-bounds. The officials cannot agree on whether it was A1 or B1 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 10 seconds on the shot clock.
- (b) Team B shall have a new shot clock period of 24 seconds.

29/50-12 Statement. 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 shot clock shall be reset as follows:

- If 14 seconds or more are displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
- If 13 seconds or less are displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

29/50-13 Example: B1 causes an out-of-bounds violation in team A's frontcourt. The shot clock shows 8 seconds.

Interpretation: Team A shall have only 8 seconds on the shot clock.

29/50-14 Example: A1 dribbles in his frontcourt and is fouled by B1. This is team B's second foul in the quarter. The shot clock shows 3 seconds.

Interpretation: Team A shall have 14 seconds on the shot clock.

29/50-15 Example: With 4 seconds on the shot clock, team A is in control of the ball in the frontcourt when:

(a) A1, or

(b) B1

is injured. The officials interrupt the game.

Interpretation: Team A shall have:

(a) 4 seconds,

(b) 14 seconds,

on the shot clock.

29/50-16 Example: A1 releases a shot for a field goal. While the ball is in the air a double foul with the same penalties against A2 and B2 is called with 6 seconds on the shot clock. The ball misses the ring. The alternating possession arrow indicates the next possession to team A.

Interpretation: Team A shall have 6 seconds on the shot clock.

29/50-17 Example: With 5 seconds on the shot clock, A1 dribbles when a technical foul is called on B1, followed by a technical foul against coach A.

Interpretation: After the cancellation of equal penalties, the game shall be resumed with a team A throw-in with 5 seconds on the shot clock.

29/50-18 Example: With:

(a) 16 seconds,

(b) 12 seconds,

on the shot clock, A1 passes the ball to A2 in team A's frontcourt when B1 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist.

Interpretation: In both cases, B1's violation. The game shall be resumed with a team A throw-in in the frontcourt with:

(a) 16 seconds,

(b) 14 seconds,

on the shot clock.

29/50-19 Example: During A1's throw-in in the third quarter, B1 in his backcourt places his arms over the boundary line and he blocks A1's pass with:

(a) 19 seconds,

(b) 11 seconds,

on the shot clock.

Interpretation: In both cases, B1's violation. The game shall be resumed with a team A throw-in in the frontcourt with:

(a) 19 seconds,

(b) 14 seconds,
on the shot clock.

29/50-20 Example: A1 dribbles in his frontcourt when B2 commits an unsportsmanlike foul on A2 with 6 seconds on the shot clock.

Interpretation: Regardless of whether the free throws are made or missed, team A shall be awarded a throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

29/50-21 Statement. 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 shot clock shall continue from the time it was stopped.

29/50-22 Example: With 0:25 remaining on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball in its frontcourt. A1 has dribbled for 20 seconds when the game is stopped by the officials due to the:

- (a) Game clock or the shot clock failing to run or to start.
- (b) Bottle being thrown on the playing court.
- (c) Shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in with 4 seconds on the shot clock. Team B would be placed at a disadvantage if the game were resumed with the shot clock reset to 14 seconds.

29/50-23 Example: After A1's shot for a field goal, the ball rebounds from the ring and is then controlled by A2. 9 seconds later the shot 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 shot clock violation. After consulting with the commissioner, if present, and the shot clock operator the officials resume the game with a team A throw-in with 5 seconds on the shot clock.

29/50-24 Example: With 4 seconds on the shot clock, A1 attempts a shot for a field goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 secures the rebound and after a certain time, A3 scores a field goal. At this time the officials are made aware of the situation.

Interpretation: The officials, after consulting with the commissioner, if present, shall confirm that the ball did not touch the ring on A1's shot for a goal. If so, they shall then decide if the ball has left A3's hand(s) before the shot clock would have sounded if the reset had not taken place. If so, the basket shall count; if not, a shot clock violation has occurred and the goal by A3 shall not count.

29/50-25 Statement. A throw-in resulting from an unsportsmanlike or a disqualifying foul penalty shall always be administered from the throw-in line in the team's frontcourt. The shot clock shall be reset to 14 seconds.

29/50-26 Example: With 1:12 remaining on the game clock in the fourth quarter, A1 dribbles in his frontcourt with 6 seconds on the shot clock when B1 commits an unsportsmanlike foul on A1. After A1's first free throw a time-out is now requested by either coach A or coach B.

Interpretation: A1 shall attempt his second free throw with no line-up. After the time-out the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

29/50-27 Statement. When a shot for a field goal has been released and then a foul is called on a defensive player in his backcourt, the shot clock shall be reset to 14 seconds.

29/50-28 Example: With 17 seconds on the shot clock, A1 releases a shot for a field goal. While the ball is in the air, B2 commits a foul on A2. It is team B's second foul in the quarter. The ball:

- (a) Enters the basket.
- (b) Rebounds from the ring but does not enter the basket.
- (c) Misses the ring.

Interpretation:

(a) A1's goal counts.

In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the foul was called, with 14 seconds on the shot clock.

29/50-29 Example: With 10 seconds on the shot clock, A1 releases a shot for a field goal. While the ball is in the air, B2 commits a foul on A2. It is team B's second foul in the quarter. The ball:

- (a) Enters the basket.
- (b) Rebounds from the ring but does not enter the basket.
- (c) Misses the ring.

Interpretation:

(a) A1's goal counts.

In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the foul was called, with 14 seconds on the shot clock.

29/50-30 Example: A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds and then B2 commits a foul on A2. It is team B's second foul in the quarter. The ball:

- (a) Enters the basket.
- (b) Rebounds from the ring but does not enter the basket.
- (c) Misses the ring.

Interpretation:

(a) A1's goal counts.

In all cases, no shot clock violation has occurred. The game shall be resumed with a team A throw-in from the place nearest to where the foul was called, with 14 seconds on the shot clock.

- 29/50-31 Example:** With 10 seconds on the shot clock, A1 releases a shot for a field goal. While the ball is in the air, B2 commits a foul on A2. It is team B's fifth foul in the quarter. The ball:
- (a) Enters the basket.
 - (b) **Rebounds from** the ring but does not enter the basket.
 - (c) Misses the ring.

Interpretation:

(a) A1's goal counts.

In all cases, A2 shall attempt 2 free throws.

- 29/50-32 Example:** A1 releases a shot for a field goal. While the ball is in the air the shot clock signal sounds and then B2 commits a foul on A2. It is team B's fifth foul in the quarter. The ball:
- (a) Enters the basket.
 - (b) **Rebounds from** the ring but does not enter the basket.
 - (c) Misses the ring.

Interpretation:

(a) A1's goal counts.

In all cases, no shot clock violation has occurred. A2 shall attempt 2 free throws.

29/50-33 Statement. After the ball has touched the ring of the opponents' basket for any reason, the shot clock shall be reset to 14 seconds, if the team which gains control of the ball is the same team that was in control of the ball before the ball touched the ring.

- 29/50-34 Example:** On a pass by A1 to A2, the ball touches B2 after which the ball touches the ring. A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball **anywhere on the playing court.**

- 29/50-35 Example:** A1 **attempts a shot for a field goal** with:

- (a) 4 seconds,
- (b) 20 seconds

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 **as soon as A2 gains control of the ball anywhere on the playing court.**

- 29/50-36 Example:** A1 **attempts a shot** for a field goal. The ball touches the ring. B1 touches the ball and then A2 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A2 gains control of the ball **anywhere on the playing court.**

29/50-37 Example: A1 attempts a shot for a field goal. The ball touches the ring. B1 touches the ball which then goes out-of-bounds.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the ball went out-of-bounds. The shot clock shall be reset to 14 seconds regardless of where on the playing court the throw-in shall be administered.

29/50-38 Example: With 4 seconds on the shot clock, A1 throws the ball towards the ring in order to reset the shot clock. The ball touches the ring. B1 touches the ball which then goes out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team A throw-in from its backcourt from the place nearest to where the ball went out-of-bounds. The shot clock shall be reset to 14 seconds.

29/50-39 Example: A1 attempts a shot for a field goal. The ball touches the ring. A2 taps the ball and then A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball anywhere on the playing court.

29/50-40 Example: A1 attempts a shot for a field goal. The ball touches the ring and on the rebound, B2 fouls A2. This is team B's third team foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the foul was called. The shot clock shall be reset to 14 seconds.

29/50-41 Example: A1 attempts a shot for a field goal. The ball enters the basket and now B2 fouls A2. This is team B's third team foul in the quarter.

Interpretation: The basket is valid. The game shall be resumed with a team A throw-in from the place nearest to where the foul was called. The shot clock shall be reset to 14 seconds.

29/50-42 Example: A1 attempts a shot for a field goal. The ball touches the ring and on the rebound a held ball between A2 and B2 is called. The possession arrow favours team A.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the held ball situation occurred. The shot clock shall be reset to 14 seconds.

29/50-43 Example: A1 attempts a shot for a field goal. The ball lodges between the ring and the backboard. The possession arrow favours team A. The shot clock shows 8 seconds.

Interpretation: The game shall be resumed with a team A throw-in from the endline next to the backboard. The shot clock shall be reset to 14 seconds.

29/50-44 Example: A1 in his frontcourt passes the ball for an alley-hoop to A2. The ball is missed by A2 and touches the ring after which A3 gains control of the ball.

Interpretation: The shot clock shall be reset to 14 seconds as soon as A3 gains control of the ball. If A3 touches the ball in his backcourt, this is a backcourt violation.

29/50-45 Example: After a defensive rebound by A1, B1 taps the ball out of A1's hands. The ball is then caught by B2.

Interpretation: As the team which has gained control of the ball is not the same team that was in control of the ball before the ball touched the ring, team B shall have a new shot clock period of 24 seconds.

29/50-46 Example: A1 attempts a shot for a field goal with 6 seconds on the shot clock. The ball touches the ring, rebounds and A2 gains control of the ball in his backcourt. A2 is then fouled by B1. This is team B's third team foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in from his backcourt with a new shot clock period of 24 seconds.

29/50-47 Statement. While the game clock is running, whenever a team gains a new possession of a live ball in either the frontcourt or the backcourt, that team shall have 24 seconds on the shot clock.

29/50-48 Example: While the game clock is running, A1 gains new possession of the ball on the playing court in the:

(a) Backcourt

(b) Frontcourt.

Interpretation: In both cases team shall have 24 seconds on the shot clock.

29/50-49 Statement. Whenever a team gains possession of a live ball in either the frontcourt or the backcourt and 14 seconds or less remain on the game clock, the shot clock shall be switched off.

29/50-50 Example: With 12 seconds remaining on the game clock, team A is awarded a new possession of the ball.

Interpretation: The shot clock shall be switched off.

29/50-51 Example: With 18 seconds remaining on the game clock and 3 seconds on the shot clock, player B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt with 18 seconds remaining on the game clock and 14 seconds on the shot clock.

29/50-52 Example: With 7 seconds remaining on the game clock and 3 seconds on the shot clock, player B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt with 7 seconds remaining on the game clock. The shot clock shall be switched off.

29/50-53 Example: With 23 seconds remaining on the game clock, team A gains new control of the ball. With 19 seconds remaining on the game clock A1 attempts a shot for a field goal. The ball touches the ring and A2 rebounds it.

Interpretation: The shot clock shall not be started when team A originally gains new control of the ball. However, it shall be reset to 14 seconds as soon as A2 gains control of the ball as there is still more than 14 seconds remaining on the game clock.

29/50-54 Example: With 58 seconds remaining on the game clock in the fourth quarter, B1 deliberately kicks the ball or B1 fouls A1 in team A's backcourt. This is team B's third foul in the quarter. Team A has 19 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, team A shall have 24 seconds on the shot clock.

29/50-55 Example: With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his frontcourt. B1 taps the ball to team A's backcourt where A2 now controls the ball. B2 deliberately kicks the ball or B2 fouls A2. This is team B's third team foul in the quarter. Team A has 8 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, team A shall have 24 seconds on the shot clock.

29/50-56 Example: With 58 seconds remaining on the game clock in the fourth quarter, A1 is fouled in his backcourt by B1. Team A has 19 seconds on the shot clock. This is team B's third team foul in the quarter. Team B is granted a time-out.

Interpretation: The game shall be resumed with a team A throw-in from his backcourt with a new shot clock period of 24 seconds.

29/50-57 Example: With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt where B1 taps the ball out-of-bounds with 19 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If coach A decides on a throw-in from the backcourt, team A shall have 19 seconds on the shot clock.

29/50-58 Example: With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his frontcourt. B1 taps the ball to team A's backcourt where A2 now controls the ball. B2 taps the ball out-of-bounds in team A's backcourt with 8 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A shall decide on a throw-in to be administered from the throw-in line in team A's frontcourt or from its backcourt. In both cases, team A shall have 8 seconds on the shot clock.

29/50-59 Example: With 25.2 seconds remaining on the game clock in the second quarter, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. The ball does not touch the ring and after another 1.2 seconds the game clock signal sounds to end the quarter.

Interpretation: This is not a shot clock violation. The official did not call a violation while waiting if team B gains clear control of the ball. The quarter has ended.

29/50-60 Example: With 25.2 seconds remaining on the game clock in the second quarter, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. The ball does not touch the ring and the official calls the violation with the game clock showing 0.8 seconds.

Interpretation: Shot clock violation. The ball shall be awarded to team B for a throw-in from team B's endline with 0.8 seconds remaining on the game clock.

29/50-61 Example: With 25.2 seconds remaining on the game clock in the second quarter, team A gains control of the ball. With 1.2 second remaining on the game clock and with A1 having the ball in his hand(s), the shot clock signal sounds. The official calls the violation with the game clock showing 0.8 seconds.

Interpretation: Shot clock violation. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 1.2 seconds remaining on the game clock.

29/50-62 Example: In the third quarter, A1 is awarded a throw-in from his backcourt. While A1 is holding the ball, B1 crosses with his arm(s) the plane of the boundary line.

Interpretation: B1's violation. A1 shall be re-awarded a throw-in. Team A shall have 24 seconds on the shot clock.

29/50-63 Example: In the third quarter, A1 is awarded a throw-in from his frontcourt. While A1 is holding the ball, B1 crosses with his arm(s) the plane of the boundary line, with:

(a) 7 seconds,

(b) 17 seconds

on the shot clock.

Interpretation: B1's violation. A1 shall be re-awarded a throw-in. Team A shall have:

(a) 14 seconds,

(b) 17 seconds

on the shot clock.

Art. 30 Ball returned to the backcourt

30-1 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 **a new** 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 shall not be determined until the player has returned with both feet to the floor.

30-2 Example: A1 in his backcourt attempts a fast break pass to A2 in the frontcourt. B1 jumps from the team B frontcourt, catches the ball while airborne and lands:

- (a) **W**ith both feet in his backcourt.
- (b) **S**traddling the centre line.
- (c) **S**traddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: No violation. B1 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, B1 is legally in his backcourt.

30-3 Example: On the jump ball between A1 and B1 that begins the **first quarter**, the ball has been legally tapped when A2 jumps from his frontcourt, catches the ball while airborne and lands:

- (a) **W**ith both feet in his backcourt.
- (b) **S**traddling the centre line.
- (c) **S**traddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: No violation. A2 establishes the **first** team A control of the ball while airborne. In all cases, A2 is legally in his backcourt.

30-4 Example: **Thrower-in A1** in his frontcourt attempts a pass to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands:

- (a) **W**ith both feet in his backcourt.
- (b) **S**traddling the centre line.
- (c) **S**traddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: Team A violation. With A1 throw-in, team A has established control of the ball in the frontcourt, before A2 caught the ball while airborne and landed in his backcourt. In all cases, A2 has illegally returned the ball to the backcourt.

30-5 Example: **Thrower-in** A1 straddles the centre line to start the **second quarter** and passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands:

- (a) **W**ith both feet in his backcourt.
- (b) **S**traddling the centre line.
- (c) **S**traddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: Team A violation. A1 has established the team A control of the ball. A2 with jumping from his frontcourt and catching the ball while airborne, team A control of the ball in the frontcourt continues. In all cases, by landing in his backcourt A2 has illegally returned the ball to the backcourt.

- 30-6 Example:** Thrower-in A1 in his backcourt attempts a pass to A2 in his frontcourt. B1 jumps from his frontcourt, catches the ball while airborne and before he lands in his backcourt he passes the ball to B2 in his backcourt.

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

- 30-7 Statement.** A live ball has been illegally returned to the backcourt when a team A player who is completely in the frontcourt, causes the ball to touch the backcourt, after which a team A player is the first to touch the ball either in the frontcourt or backcourt. However, it is legal when a team A player in the backcourt causes the ball to touch the frontcourt, after which a team A player is the first to touch the ball, either in the frontcourt or the backcourt.

- 30-8 Example:** A1 is standing completely with both feet in the frontcourt near the centre line, when A1 attempts a bounce pass to A2 who is also standing with both feet in the frontcourt near the centre line. On the pass, the ball touches the backcourt before touching A2.

Interpretation: Team A violation for illegally returning the ball to the backcourt.

- 30-9 Example:** A1 and A2 are both standing in their frontcourt with both feet near the centre line, when A1 attempts a bounce pass to A2. On the pass, the ball touches the backcourt and then touches the frontcourt, after which the ball is touching A2.

Interpretation: Team A violation for illegally returning the ball to the backcourt.

- 30-10 Example:** A1 is standing with both feet in the backcourt near the centre line, when A1 attempts a bounce pass to A2 who is also standing with both feet in the backcourt near the centre line. On the pass, the ball touches the frontcourt before touching A2.

Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt, the 8-second period stopped at the moment the ball has touched the frontcourt. A new 8-second period shall be started as soon as A2 in the backcourt touches the ball.

- 30-11 Example:** A1 in his backcourt passes the ball towards his frontcourt. The ball is deflected from an official standing on the playing court with both feet straddling the centre line and is next touched by A2 who is still in his backcourt.

Interpretation: Legal play. No backcourt violation as no team A player with the ball was in the frontcourt. However, as the ball was caused to go into the frontcourt, the 8-second period stopped at the moment the ball has touched the official. A new 8-second period shall be started as soon as A2 in the backcourt touches the ball.

- 30-12 Example:** Team A is in control of the ball in its frontcourt, when the ball is simultaneously touched by A1 and B1 and then goes into the team A's backcourt, where the ball is first touched by A2.

Interpretation: Team A has caused the ball to be illegally returned into its backcourt.

30-13 Example: A1 dribbles from his backcourt to the frontcourt. Having both feet in his frontcourt he still dribbles the ball in his backcourt. Then the ball touches his leg and bounces into his backcourt where A2 starts a dribble.

Interpretation: Legal play. A1 has not yet established control of the ball in his frontcourt.

30-14 Example: A1 in his backcourt passes the ball to A2 who is in his frontcourt. A2 touches the ball which returns to A1 who is still in the backcourt.

Interpretation: Legal play. A2 has not yet established control of the ball in his frontcourt.

30-15 Example: On the throw-in in his frontcourt, A1 passes the ball to A2. A2 jumps over the centre line, catches the ball, lands on the playing court with his left foot in his frontcourt and with right foot still in the air. Then he puts his right foot into his backcourt.

Interpretation: A2 has caused the ball to be illegally returned into his backcourt, as thrower-in A1 had already established team control in team A's frontcourt.

30-16 Example: A1 dribbles in his frontcourt near the centre line when B1 taps the ball into team A's backcourt. A1 with both feet still in his frontcourt continues to dribble the ball which is in his backcourt.

Interpretation: Legal play. A1 was not the last touching the ball in his frontcourt. A1 could even continue his dribble completely into his backcourt with a new 8-second period.

30-17 Example: A1 in his backcourt passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands:

- (a) With both feet in his backcourt.
- (b) Touching the centre line.
- (c) Straddling the centre line.

Interpretation: In all cases, team A has illegally returned the ball to the backcourt. A2 has established team A control in the frontcourt when catching the ball in the air.

Art. 31 Goaltending and Interference

31-1 Statement. 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.

31-2 Example: On A1's last free throw:

- (a) Before the ball has touched the ring, or
- (b) After the ball has touched the ring and still has the possibility to enter the basket, B1 reaches through the basket from below and touches the ball.

Interpretation: B1's violation for touching the ball illegally.

- (a) A1 shall be awarded 1 point and a technical foul shall be called on B1.
- (b) A1 shall be awarded 1 point but no technical foul shall be called on B1.

31-3 Statement. 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.

31-4 Example: The ball is above the ring as a result of a pass from A1 when B1 reaches through the basket from below and touches the ball.

Interpretation: B1's interference violation. Team A shall be awarded 2 or 3 points.

31-5 Statement. Following the last free throw and after the ball has touched the ring, the free-throw attempt changes its status and becomes a 2-point field goal if the ball is legally touched by any player before it enters the basket.

31-6 Example: After A1's last free throw, the ball has touched the ring and is bouncing above it. B1 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's captain on the playing court shall be awarded 2 points.

31-7 Statement. After the ball has touched the ring on a field goal attempt, on a last free throw or after the game clock signal has sounded for the end of the quarter or overtime and the ball has still the chance to enter the basket, a foul is called. It is a violation if any player then touches the ball.

31-8 Example: After A1's last free throw, the ball has touched the ring and is bouncing above it when on the rebound A2 is fouled by B2 (third team foul). The ball still has the chance to enter and is touched by:

- (a) A3
- (b) B3

Interpretation: An interference violation.

- (a) No point shall be awarded. Both penalties cancel each other. The game shall be resumed with an alternating possession throw-in from the endline nearest to where the foul has occurred, except directly behind the backboard.

(b) A1 shall be awarded 1 point. The game shall be resumed with a team A throw-in from the endline nearest to where the foul has occurred, except directly behind the backboard.

31-9 Example: After A1's last free throw, the ball has touched the ring and is bouncing above it when on the rebound A2 is fouled by B2 (fifth team foul). The ball still has the chance to enter and is touched by:

- (a) A3
- (b) B3

Interpretation: An interference violation.

- (a) No point shall be awarded. A2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the free-throw line extended.
- (b) A1 shall be awarded 1 point. A2 shall attempt 2 free throws and the game shall continue as after any last free throw.

31-10 Example: A1 attempts a shot for a field goal. The ball touches the ring and is bouncing above and still has the chance to enter the basket when the game clock signal sounds. The ball is touched by:

- (a) A2
- (b) B2

Interpretation: An interference violation.

- (a) No points shall be awarded.
- (b) A1 shall be awarded 2 or 3 points.

31-11 Statement. If, during a field goal attempt, a player touches the ball on its upward flight, all restrictions related to goaltending and interference shall apply.

31-12 Example: A1 attempts a shot for a field goal. The ball on its upward flight is touched by A2 or B2. On its downward flight to the basket the ball is touched by:

- (a) A3
- (b) B3

Interpretation: The contact of A2 or B2 with the ball on its upward flight is legal and does not change the status of a shot for a field goal. However, the contact by A3 or B3 with the ball on its downward flight is a violation.

- (a) Team B shall be awarded a throw-in from the free-throw line extended.
- (b) A1 shall be awarded 2 or 3 points.

31-13 Statement. It is an interference violation if 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.

31-14 Example: A1 attempts a shot for a 3-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, B1 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. **A1 shall be awarded 3 points.**

31-15 Statement. 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.



Diagram 2 Ball in contact with the ring

31-16 Example: After A1's shot for a field goal, the ball has rebounded from the ring and then landed on the ring. B1 touches the basket or backboard while the ball is on the ring.

Interpretation: B1's violation. The interference restrictions apply as long as the ball has the possibility to enter the basket.

31-17 Example: A shot for a field goal by A1 on its downward flight and completely above the level of the ring is simultaneously touched by A2 and B2. The ball then:

- (a) Enters the basket.
- (b) Does not enter the basket.

Interpretation: Interference committed by both A2 and B2. In both cases, no points shall be awarded. This is a jump ball situation.

31-18 Statement. It is an interference violation if a player grasps the basket to play the ball.

31-19 Example: A1 attempts a shot for a 3-point field goal. The ball rebounds from the basket when:

- (a) A2 grasps the basket and taps the ball into the basket.
- (b) B1 grasps the basket and taps the ball away from the basket.

Interpretation: Interference committed by both A2 and B1.

- (a) No points shall be awarded. The game shall be resumed with a team B throw-in from the free-throw line extended.
- (b) A1 is awarded 3 points.

31-20 **Statement.** It is an interference violation if a defensive player touches the ball while the ball is within the basket.



Diagram 3 **Ball is within the basket**

31-21 **Example:** A1 attempts a shot for a field goal. While the ball turns around the ring with its slightest part within or below the level of the ring, B1 touches the ball.

Interpretation: B1's interference. The ball is within the basket as the slightest part of the ball is within and below the level of the ring.

Art. 33 Contact: General principles

33.10 No-charge semi-circle areas

33-1 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 one foot or both feet in contact with the semi-circle area (see Diagram 4). The semi-circle line **is 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, charge/block 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.

33-2 Example: A1 attempts a jump shot that begins outside the semi-circle area and charges into B1, who is in contact with the semi-circle area.

Interpretation: A1's legal play. The no-charge semi-circle rule **shall be** applied.

33-3 Example: A1 dribbles along the endline and, after reaching the area behind the backboard, jumps diagonally or backwards and charges into B1 who is in a legal guarding position in contact with the semi-circle area.

Interpretation: A1's charging foul. The no-charge semi-circle rule **shall not be** applied. A1 has entered the no-charge semi-circle area from the playing court directly behind the backboard and its extended imaginary line.

33-4 Example: A1's shot for a field goal **rebounds from the ring**. A2 jumps, catches the ball and then charges into B1, who is in a legal guarding position in contact with the semi-circle area.

Interpretation: A2's charging foul. The no-charge semi-circle rule **shall not be** applied.

33-5 Example: A1 drives to the basket **in his** act of shooting. Instead of completing the shot for a field goal A1 passes the ball to A2 who is directly following him. A1 then charges into B1, who is in contact with the no-charge semi-circle area. At approximately the same time A2, with the ball in his hands is on a direct drive to the basket in an attempt to score.

Interpretation: A1's charging foul. The no-charge semi-circle rule **shall not be** applied. A1 illegally uses his body to clear the way to the basket for A2.

33-6 Example: A1 drives to the basket **in his** act of shooting. **While still in the air,** instead of completing the shot for a field goal A1 passes the ball to A2 who is standing in the corner of the playing court. A1 then charges into B1 who is in contact with the no-charge semi-circle area.

Interpretation: **A1's legal play.** The no-charge semi-circle rule **shall be** applied.

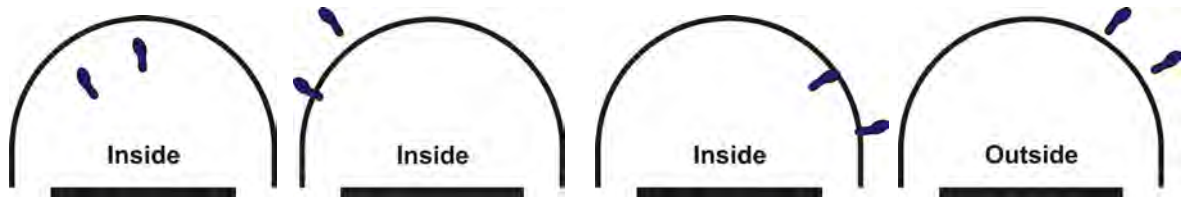


Diagram 4 Position of a player inside/outside the no-charge semi-circle area

Art. 35 Double foul

35-1 Statement. To be considered as a double foul, both fouls must have the same penalties.

35-2 Example: Team A has 2 team fouls and team B has 3 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

Interpretation: As the foul penalties against both teams are equal, it is a double foul. The game shall be resumed with a team A throw-in from the place nearest to where the double foul has occurred.

35-3 Example: Team A has 2 team fouls and team B has 5 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

Interpretation: The penalties against both teams are not equal, therefore it is not a double foul. A1's foul shall be penalised with a team B throw-in. B1's foul shall be penalised with 2 free throws for A1. The officials shall apply the special situations rule and decide which foul has occurred first.

In case B1's foul has occurred first, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the fouls have occurred.

In case A1's foul has occurred first, the team B throw-in shall be cancelled. A1 shall attempt 2 free throws and the game shall be resumed as after any last free throw.

35-4 Example: Team A has 2 team fouls and team B has 3 team fouls in the quarter. Then:

- (a) On fighting for the post position, A1 and B1 are pushing each other while team A is in control of the ball.
- (b) On the rebound, A1 and B1 are pushing each other.
- (c) On receiving a pass from A2, A1 and B1 are pushing each other.

Interpretation: In all cases, it is a double foul. The game shall be resumed with:

(a) and (c) A team A throw-in nearest to where the fouls have occurred.

(b) An alternating possession throw-in.

Art. 36 Technical foul

36-1 Statement. 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 any similar actions for the remainder of the game. An official warning shall be given only when the ball becomes dead and the game clock is stopped.

36-2 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.

36-3 Statement. While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as placing hand(s) near to the shooter's eyes, 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 may be given if the shooter is not disadvantaged.

36-4 Example: A1 is in the act of shooting for a field goal when B1 attempts to distract A1 by shouting loudly or stamping feet heavily on the floor. The shot for a field goal is:

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

Interpretation:

- (a) **A1's goal counts.** B1 shall be given a warning, which shall also be communicated to coach B. If team B members have already been given a warning for similar behaviour, B1 shall be charged with a technical foul.
- (b) B1 shall be charged with a technical foul.

36-5 Statement. If the officials discover that more than 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, 1 player must have re-entered or remained on the playing court illegally. The officials must therefore order 1 player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B₁'. 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.

36-6 Example: While the game is being played it is discovered that team A has more than 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.
- (b) The game shall be stopped immediately.

In both cases, the player who has re-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 'B₁'.

36-7 Statement. After it is discovered that a team is participating with more than 5 players, it is also discovered that points have been scored or a foul has been committed by a player of this team while participating illegally. All such points shall remain valid and any foul(s) committed by (or against) that player shall be considered as player fouls.

36-8 Example: With the game clock running, team A has 6 players on the playing court. This is discovered and the game is interrupted after:

- (a) A1 commits an offensive foul.
- (b) A1 scores a field goal.
- (c) B1 fouls A1 during his unsuccessful shot for a field goal.
- (d) The sixth player has left the playing court.

Interpretation:

- (a) A1's foul is a player foul.
- (b) A1's field goal shall count.
- (c) A1 shall attempt 2 or 3 free throws.
- (a), (b) and (c) The sixth team A player must leave the playing court. In all cases, in addition a technical foul shall be charged against coach A, recorded as 'B₁'.
- (d) A technical foul shall be charged against coach A, recorded as 'B₁'.

36-9 Statement. After having been notified of being no longer entitled to participate because of a fifth foul, a player re-enters the game. The illegal participation shall be penalised immediately upon discovery, without placing the opponents at a disadvantage.

36-10 Example: After committing a fifth foul, B1 is notified of being no longer entitled to participate. B1 later re-enters the game as a substitute. B1's illegal participation is discovered before:

- (a) The ball has become live for the resuming of the game.
- Or after:
- (b) The ball has again become live while team A is in control of the ball.
 - (c) The ball has again become live while team B is in control of the ball.
 - (d) The ball has again become dead following B1's re-entering the game.

Interpretation:

- (a) B1 shall be removed from the game immediately.
- (b) The game shall be stopped immediately unless team A is placed at a disadvantage. B1 shall be removed from the game.
- (c) and (d) The game shall be stopped immediately. B1 shall be removed from the game. In all cases, a technical foul shall be charged against coach B, recorded as 'B₁'.

36-11 Statement. After having been notified of having committed his fifth foul, a player re-enters the game and scores a field goal or commits a foul or is fouled by an opponent before the illegal participation is discovered. All such points shall remain valid and any foul(s) committed by (or against) that player shall be considered as player fouls.

36-12 Example: After committing a fifth foul, A1 is notified of being no longer entitled to participate. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after:

- (a) A1 scores a field goal.
- (b) A1 commits a foul.
- (c) A1 is fouled on his dribble by B1 (fifth team foul).

Interpretation:

- (a) A1's field goal shall count.
- (b) A1's foul is a player foul and shall be recorded on the scoresheet in the space behind his fifth foul.
- (c) A1's substitute shall attempt 2 free throws.

In all cases, a technical foul shall be charged against coach A, recorded as 'B1'.

36-13 Statement. After not having been notified of being no longer entitled to participate because of a fifth foul, 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 foul shall be considered as a player foul.

36-14 Example: A6 asks to substitute for A1. The ball next becomes dead as a result of a foul by A1 and A6 enters the game. The officials fail to notify A1 that the foul is his fifth foul. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after:

- (a) The game clock has started while A1 is participating as a player.
- (b) A1 has scored a field goal.
- (c) A1 fouls B1.
- (d) B1 fouls A1 during an unsuccessful shot for a field goal.

Interpretation:

No penalty shall be charged because of A1's illegal participation.

- (a) The game shall be stopped without placing team B at a disadvantage. A1 shall be removed from the game immediately and replaced by a substitute.
- (b) A1's field goal shall count.
- (c) A1's foul is a player foul and penalised accordingly. It shall be recorded on the scoresheet in the space behind his fifth foul.
- (d) A1's substitute shall attempt 2 or 3 free throws.

36-15 Example: 10 minutes before the start of the game, a technical foul is called on A1. Before the start of the game, coach B designates B1 to attempt 1 free throw, however B1 is not 1 of the team B starting 5 players.

Interpretation: 1 of the players designated as team B starting 5 players must attempt the free throw. Substitution cannot be granted before the playing time has started.

36-16 Statement. Whenever a player fakes a foul the following procedure shall be applied:

- Without interrupting the game, the official signals the fake with showing twice the “raise-the-lower-arm” signal.
- As soon as the game is stopped, a warning shall be communicated to the player and the coach of this team. Both teams are entitled for 1 warning.
- If the next time any player of this team fakes a foul, a technical foul shall be called. This applies also if the game was not stopped to communicate the earlier warning to any player or coach of that team.
- If an excessive case without any contact occurs, a technical foul may be called immediately without a warning being given.

36-17 Example: A1 dribbles with B1 defending him. A1 makes a sudden move with his head giving the impression as he was fouled by B1. Later at the game, A1 falls on the floor giving the impression as he was pushed by B1.

Interpretation: The official gives A1 a warning for his first fake with the head with showing him twice the “raise-the-lower-arm” signal. A1 shall be charged with a technical foul for his second fake falling on the floor, even though there was no interruption of the game to communicate the warning for his first fake neither to A1 nor to coach A.

36-18 Example: A1 dribbles with B1 defending him. A1 makes a sudden move with his head giving the impression as he was fouled by B1. Later at the game, B2 falls on the floor giving the impression as he was pushed by A2.

Interpretation: The official gives A1 and B2 the first warnings for their fakes with showing them twice the “raise-the-lower-arm” signal. During the next interruption of the game, the warnings shall be communicated to A1, B2 and both coaches.

36-19 Statement. When a player falls down to fake a foul in order to get an 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.

36-20 Example: A1 is driving to the basket when B1 falls backwards to the floor without contact having occurred between these players or A1’s negligible contact is followed by B1’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 charged against B1.

36-21 Statement. 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, **unsportsmanlike or even disqualifying** foul may be called. If the action does not result in contact, a technical foul may be called.

36-22 Example: A1 rebounds a ball and returns to the floor. A1 is immediately closely guarded by B1. Without contacting B1, A1 excessively swings the elbows in an attempt to intimidate B1 or to clear enough space to pivot, pass, or dribble.

Interpretation: A1's action does not conform to the spirit and intent of the rules. A technical foul may be charged against A1.

36-23 Statement. A player shall be disqualified when he is charged with 2 technical fouls.

36-24 Example: A1 has committed his **first** technical foul during the **first** half for hanging on the ring. A **second** technical foul is called against him during the **second** half for unsportsmanlike behaviour.

Interpretation: A1 shall be automatically disqualified. **The second** technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 2 technical fouls and should be disqualified.

36-25 Statement. After having committed his **fifth** foul a player becomes an excluded player. After his **fifth** foul any further technical fouls called against him shall be charged against his coach and recorded as **'B₁'**. This is also valid if one of his 5 fouls was a technical or unsportsmanlike foul. He is not disqualified and may stay in his team bench area.

36-26 Example: B1 has committed a technical foul during the **first quarter**. In the **fourth quarter**, B1 has committed his fifth foul. **This is team B's second foul in the quarter**. On the way to his team bench B1 is charged with a technical foul.

Interpretation: With his **fifth** foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach **and recorded as 'B₁'**. B1 is not disqualified. **Any team A player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.**

36-27 Example: B1 has committed an unsportsmanlike foul during the **third quarter**. In the **fourth quarter**, B1 has committed his **fifth** foul. **This is team B's third foul in the quarter**. On the way to his team bench B1 is charged with a technical foul.

Interpretation: With his **fifth** foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach **and recorded as 'B₁'**. B1 is not disqualified. **Any team A player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.**

36-28 Example: **B1 fouls dribbler A1, B1's fifth personal foul and team B's second foul in the quarter. On the way to his team bench B1 is charged with a disqualifying foul.**

Interpretation: With his fifth foul B1 has become an excluded player. Any further disqualifying fouls against him shall be charged against his coach as a technical foul and recorded as 'B₂'. Any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-29 Example: B1 fouls dribbler A1, B1's fifth personal foul and team B's fifth foul in the quarter. On the way to his team bench B1 is charged with a disqualifying foul.

Interpretation: With his fifth foul B1 has become an excluded player. Any further disqualifying fouls against him shall be charged against his coach as a technical foul and recorded as 'B₂'. A1 shall attempt 2 free throws with no line-up. After that any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-30 Statement. A player shall be disqualified when he is charged with 1 technical and 1 unsportsmanlike foul.

36-31 Example: A1 has committed a technical foul during the first half for delaying the game. An unsportsmanlike foul is called against him during the second half for a hard foul against B1.

Interpretation: A1 shall be automatically disqualified. The unsportsmanlike foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 1 technical foul and 1 unsportsmanlike foul and should be disqualified. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

36-32 Example: A1 has committed an unsportsmanlike foul during the first half for stopping with an unnecessary contact the progress of the offensive team in transition. While A2 is dribbling in his backcourt, a technical foul is called on A1 during the second half for faking being fouled off the ball.

Interpretation: A1 shall be automatically disqualified. The technical foul is the only foul to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player has committed 1 unsportsmanlike foul and 1 technical foul and should automatically be disqualified. Any team B player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called with the remaining time on the shot clock.

36-33 Statement. A player coach shall be disqualified if he was charged with the following fouls:

- 2 technical fouls as a player.
- 2 unsportsmanlike fouls as a player.
- 1 unsportsmanlike foul and 1 technical foul as a player.
- 1 technical foul as a coach, recorded as 'C₁' and 1 unsportsmanlike or technical foul as a player.

- 1 technical foul as a coach, recorded as 'B₁' or 'B₂', 1 technical foul as a coach, recorded as 'C₁' and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a coach, recorded as 'B₁' or 'B₂' and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a coach, recorded as 'C₁'.
- 1 technical foul as a coach, recorded as 'C₁' and 2 technical fouls as a coach, recorded as 'B₁' or 'B₂'.
- 3 technical fouls as a coach, recorded as 'B₁' or 'B₂'.

36-34 **Example:** Player coach A1 has committed a technical foul during the first quarter for faking a foul as a player. In the fourth quarter, A2 is dribbling when player coach A1 has been charged with a technical foul for his personal unsportsmanlike behaviour as a coach, recorded as 'C₁'.

Interpretation: Player coach A1 shall be automatically disqualified. The second technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 technical foul as a player and 1 personal technical foul as a coach and should be disqualified. Any team B player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.

36-35 **Example:** In the second quarter, player coach A1 has committed an unsportsmanlike foul on B1 as a player. In the third quarter, player coach A1 has been charged with a technical foul for an unsportsmanlike behaviour of his physiotherapist, recorded as 'B₁'. In the fourth quarter, A2 is dribbling when player coach A1 has been charged with a technical foul for substitute A6, recorded as 'B₁' as a coach.

Interpretation: Player coach A1 shall be automatically disqualified. The second technical foul is only to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 unsportsmanlike foul as a player and is charged with 2 technical fouls of his team bench personnel as a coach and should be disqualified. Any team B player may attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul against A6 was called.

36-36 **Example:** Player coach A1 has committed a technical foul during the second quarter for his personal unsportsmanlike behaviour as a coach, recorded as 'C₁'. In the fourth quarter he has committed an unsportsmanlike foul against B1 as a player.

Interpretation: Player coach A1 shall be automatically disqualified. The unsportsmanlike foul is the only foul to be penalised and no additional penalty for the disqualification shall be administered. The scorer must notify an official immediately when a player coach has committed 1 personal technical foul as a coach and 1 unsportsmanlike foul as a player and should automatically be disqualified. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt with 14 seconds on the shot clock.

36-37 **Example:** With 21 seconds on the shot clock A1 dribbles in his backcourt, when B1 commits a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul was called. Team A shall have a new 8-second period and the shot clock shall be reset to 24 seconds.

36-38 Example: With 21 seconds on the shot clock A1 dribbles in his backcourt, when A2 commits a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul was called. Team A shall have 5 seconds to cause the ball to move to the frontcourt and 21 seconds on the shot clock.

36-39 Statement. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in to be administered with a player defending the thrower-in, the following procedure shall be applied:

- The official shall use an illegal boundary line crossing signal as a warning before handing the ball to the thrower-in.
- If then the defensive player moves any part of his body over the boundary line to interfere with the throw-in, a technical foul shall be called without further warning.

The same procedure shall also be applied after a successful field goal and last free throw, when the ball is not handed to the thrower-in.

36-40 Example: With 1:08 remaining on the game clock in the fourth quarter and with 11 seconds on the shot clock, A1 has the ball in his hands for a throw-in from its frontcourt. B1 holds his hands over the boundary line to block A1's throw-in.

Interpretation: As the official has given a warning before he has handed the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called. Team A shall have 14 seconds on the shot clock.

36-41 Example: With 1:08 remaining on the game clock in the fourth quarter and with 21 seconds on the shot clock, A1 has the ball in his hands for a throw-in from its backcourt. B1 holds his hands over the boundary line to block A1's throw-in.

Interpretation: As the official has given a warning before he has handed the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called. Team A shall have 24 seconds on the shot clock.

36-42 Statement. When a technical foul is called, the free-throw penalty shall be administered immediately with no line-up. After the free throw has been administered, the game shall be resumed from the place nearest to where the ball was located, when the technical foul was called.

36-43 Example: A1 is fouled by B1 on his attempt for a 2-point field goal. Before the administration of the first free throw, a technical foul is called on A2.

Interpretation: After the administration of the free throw by any team B player for A2's technical foul, A1 shall attempt 2 free throws.

36-44 Example: A1 is fouled by B1 on his attempt for a 2-point field goal. After A1 has attempted his first of 2 free throws, a technical foul is called on A2.

Interpretation: After the administration of the free throw by any team B player for A2's technical foul, A1 shall attempt his second free throw.

36-45 Example: During a time-out a technical foul is called on A1.

Interpretation: The time-out shall be completed. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed from the point it has been interrupted for the time-out.

36-46 Example: A1 attempts a shot for a field goal. While the ball is in the air a technical foul is called on:

(a) B1.

(b) A2.

Interpretation: After the administration of the free throw by:

(a) Any team A player for B1's technical foul,

(b) Any team B player for A2's technical foul,

If A1's shot enters the basket, the goal counts. The game shall be resumed with a team B throw-in from any place behind the endline.

If A1's shot does not enter the basket, the game shall be resumed with an alternating possession throw-in.

36-47 Example: A1 attempts a shot for a field goal. While the ball is in the air a technical foul is called on the doctor of:

(a) Team B.

(b) Team A.

Interpretation: After the administration of the free throw by:

(a) Any team A player for team B's doctor technical foul,

(b) Any team B player for team A's doctor technical foul,

If A1's shot enters the basket, the goal counts. The game shall be resumed with a team B throw-in from any place behind the endline.

If A1's shot does not enter the basket, the game shall be resumed with an alternating possession throw-in.

36-48 Example: A1 has the ball in his hands during his act of shooting when a technical foul is called on:

(a) B1.

(b) A2.

Interpretation: After the administration of the free throw by:

(a) Any team A player for B1's technical foul:

- If A1's shot enters the basket, the goal counts. The game shall be resumed with a team B throw-in from any place behind the endline.
- If A1's shot does not enter the basket, the game shall be resumed with team A throw-in from the place where the ball was located when the technical foul was called.

(b) Any team B player for A2's technical foul:

- If A1's shot enters the basket, the goal does not count. The game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.
- If A1's shot does not enter the basket, the game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.

36-49 Example: A1 has the ball in his hands during his act of shooting when a technical foul is called on the doctor of:

(a) Team B.

(b) Team A.

Interpretation: After the administration of the free throw by:

(a) Any team A player for team B's doctor technical foul:

- If A1's shot enters the basket, the goal counts. The game shall be resumed with a team B throw-in from any place behind the endline.
- If A1's shot does not enter the basket, the game shall be resumed with team A throw-in from the place where the ball was located when the technical foul was called.

(b) Any team B player for team A's doctor technical foul:

- If A1's shot enters the basket, the goal does not count. The game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.
- If A1's shot does not enter the basket, the game shall be resumed with a team A throw-in from the place where the ball was located when the technical foul was called.

Art. 37 Unsportsmanlike foul

37-1 Statement. The game clock shows 2:00 minutes or less in the **fourth quarter** and in each **overtime**, and the ball is out-of-bounds for a throw-in 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.

37-2 Example: With 0:53 **remaining on the game clock** in the **fourth quarter**, A1 has the ball in his hands or at his disposal for a throw-in when B2 causes contact with A2 on the playing court. **A** foul is called on B2.

Interpretation: B2 obviously has made no effort to play the ball and has gained an advantage by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

37-3 Example: With 0:53 **remaining on the game clock** in the **fourth quarter**, A1 has the ball in his hands or at his disposal for a throw-in when A2 causes contact with B2 on the playing court. **A** foul is called on A2.

Interpretation: A2 did not gain an advantage by committing a foul. A personal foul shall be called on A2, unless there is **hard contact**, called as an unsportsmanlike foul. Team B is awarded the ball for a throw-in **from** the place nearest **to where the foul was called**.

37-4 Statement. When the game clock shows 2:00 minutes or less in the **fourth quarter** and in each **overtime**, and after the ball has left the hands of the player taking the throw-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. If **such contact is a legitimate attempt to directly play the ball**, the contact shall be called immediately as a personal foul unless there is **hard contact** called as an unsportsmanlike or disqualifying foul.

37-5 Example: With 1:02 **remaining on the game clock** in the **fourth quarter** and with the score A 83 – B 80, the ball has left the hands of A1 on a throw-in, when B2 causes contact on the playing court with A2 who is about to receive the ball. A foul is called on B2.

Interpretation: A personal foul shall be called on B2 immediately unless the officials judge that **this is not a legitimate attempt to directly play the ball or** the severity of the B2 contact requires an unsportsmanlike or disqualifying foul to be called.

37-6 Example: With 1:02 **remaining on the game clock** in the **fourth quarter** and with the score A 83 – B 80, the ball has left the hands of A1 on a throw-in, when A2 causes contact on the playing court with B2. A foul is called on A2.

Interpretation: A2 has not gained an advantage by committing a foul. A personal foul shall be called on A2 immediately, unless there is **hard contact**. Team B is awarded the ball for a throw-in **from** the place nearest **to where the foul was called**.

37-7 Example: With 1:02 **remaining on the game clock** in the **fourth quarter** and with the score A 83 – B 80, the ball has left the hands of A1 on a throw-in, when B2 causes contact with A2 in

a different area of the playing court to where the throw-in is administered. A foul is called on B2.

Interpretation: B2 obviously has made no effort to play the ball and has gained an advantage by not allowing the game clock to restart. An unsportsmanlike foul must be called without a warning being given.

37-8 Statement. Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and with no other defensive player between the offensive player and the opponents' basket shall be called as an unsportsmanlike foul only until the offensive player begins his act of shooting. However, not a legitimate attempt to directly play the ball or any hard contact may be called as an unsportsmanlike foul at any time during the game.

37-9 Example: A1 dribbles to the basket on a fast break and there is no defensive player between A1 and the opponents' basket; B1 contacts A1 illegally from behind and a foul is called.

Interpretation: An unsportsmanlike foul.

37-10 Example: Finishing his fast break and before A1 has the ball in his hands to start his act of shooting B1 contacts his arm from behind:

(a) Trying to steal the ball.

(b) With an excessive hard contact.

Interpretation: In both cases, an unsportsmanlike foul.

37-11 Example: Finishing his fast break, A1 starts his act of shooting when B1 contacts his arm from behind:

(a) Trying to block the ball.

(b) With an excessive hard contact.

Interpretation:

(a) A personal foul.

(b) An unsportsmanlike foul.

37-12 Statement. After a player has committed his fifth personal foul, he has become an excluded player. Any further technical, unsportsmanlike or disqualifying foul shall be penalised accordingly.

37-13 Example: A1 has committed his fifth foul. On the way to his team bench, he pushes B1 and is charged with an unsportsmanlike foul.

Interpretation: A1 has become an excluded player. His unsportsmanlike foul shall be charged as a technical foul against coach A, recorded as 'B1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the unsportsmanlike foul on A1 was called.

37-14 Example: A1 has committed his fifth foul. On the way to his team bench, he verbally abuses an official and is charged with a technical foul.

Interpretation: A1 has become an excluded player. His technical foul shall be charged against coach A, recorded as 'B₁'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the technical foul was called.

37-15 Example: A1 has committed his fifth foul. This is team A's second team foul in the quarter. On the way to his team bench, he pushes B1 and is charged with an unsportsmanlike foul. B1 now pushes back on A1 and is also charged with an unsportsmanlike foul.

Interpretation: A1 has become an excluded player. His unsportsmanlike foul shall be charged as a technical foul against coach A, recorded as 'B₁'. The unsportsmanlike foul against B1 shall be charged to him, recorded as 'U₂'. Any team B player shall attempt 1 free throw with no line-up. The substitute for A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

Art. 38 Disqualifying foul

38-1 Statement. Any disqualified person is no longer a team member, coach, assistant coach, substitute, excluded player or any accompanying delegation member. Therefore, he may no longer be penalised for additional unsportsmanlike behaviour.

38-2 Example: A1 is disqualified for flagrant unsportsmanlike behaviour. He leaves the playing court and verbally insults an official.

Interpretation: A1 is already disqualified and may no longer be penalised for his verbal insults. The official or the commissioner, if present, shall send a report describing the incident to the organising body of the competition.

38-3 Statement. When a player is disqualified for a flagrant unsportsmanlike non-contact action, the penalty is the same as for a contact disqualifying foul.

38-4 Example: A1 commits a travelling violation. Frustrated, he verbally insults the official. A1 is charged with a disqualifying foul.

Interpretation: A1 has become a disqualified player. His disqualifying foul is charged against him and recorded as 'D₂'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

38-5 Statement. When an assistant coach, substitute, excluded player or accompanying delegation member is disqualified, the coach shall be charged with a technical foul, recorded as 'B₂'. The penalty shall be the same as for any other disqualifying foul.

38-6 Example: A1 has been charged with his fifth personal foul. This is team A's second foul in this quarter. Frustrated, he verbally insults the official. A1 is charged with a disqualifying foul.

Interpretation: A1 has become a disqualified player. His disqualifying foul is charged against coach A, recorded as 'B₂'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

38-7 Statement. A disqualifying foul is any flagrant unsportsmanlike action by a player, coach or assistant coach, substitute, excluded player or any accompanying delegation member. It can be:

- (a) Against a person from the opposing team, officials, table officials and commissioner.
- (b) Against any member of his own team.
- (c) Against anybody else present in the sport venue including spectators.
- (d) For any intentional physical actions damaging game equipment.

38-8 Example: The following flagrant unsportsmanlike actions occur:

- (a) In the third quarter, A1 punches his team-mate A2.
- (b) A1 leaves the playing court and punches a spectator.
- (c) A6 in his team bench area punches his team-mate A7.
- (d) A6 hits the scorer's table and damages the shot clock.

Interpretation:

In (a) and (b) A1 shall be disqualified. His disqualifying foul shall be charged against him, recorded as 'D₂'.

In (c) and (d) A6 shall be disqualified. His disqualifying foul shall be charged against his coach, recorded as 'B₂'.

Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

Art. 39 Fighting

39-1 Statement. If after the fight all penalties have cancelled each other, the team which was in the control of the ball when the fight started shall be awarded a throw-in from the throw-in line in its frontcourt and shall have on the shot clock only whatever time was when the game was stopped.

39-2 Example: Team A has possession of the ball for:

(a) 20 seconds,

(b) 5 seconds,

when a situation which may lead to a fight occurs. The officials disqualify 2 substitutes of each team for leaving their team bench area.

Interpretation: Team A, which controlled the ball before the fighting started, shall be awarded a throw-in from the throw-in line in its frontcourt with:

(a) 4 seconds,

(b) 19 seconds

on the shot clock.

39-3 Statement. A coach shall be charged with a technical foul for a disqualification of himself, his assistant coach (if one or both do not assist the officials to maintain or to restore order), substitute, excluded player or an accompanying delegation member for leaving the team bench area during a fighting situation. The technical foul shall be recorded as 'B₂'. The penalty shall be 2 free throws and possession of the ball for the opponents. For each additional disqualifying foul, the penalty shall be 2 free throws and possession of the ball for the opponents. All penalties shall be administered, unless there are equal penalties against opponent teams to be cancelled. In this case the game shall be resumed from the throw-in line in the team's frontcourt as for any other disqualifying foul. The shot clock shall be reset to 14 seconds.

39-4 Example: In a fighting situation, A6 has entered the playing court and has therefore been disqualified.

Interpretation: Coach A shall be charged with a technical foul, recorded as 'B₂'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

39-5 Example: A1 and B1 start fighting on the playing court. A6 and B6 enter the playing court but do not get involved in the fighting. A7 also enters the playing court and punches B1 in his face.

Interpretation: A1 and B1 shall be disqualified, recorded as 'D_c'. A7 shall be disqualified, recorded as 'D₂'. On the scoresheet the remaining foul spaces of A7 shall be filled with 'F'. A6 and B6 shall be disqualified for having entered the playing court during fighting. Coach A and coach B shall be charged with technical fouls recorded as 'B_c'. On the scoresheet the remaining foul spaces of A6 and B6 shall be filled with 'F'. The penalties for both disqualifying fouls (A1, B1) and both technical fouls (A6, B6) cancel each other. The substitute for B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

39-6 Example: A1 and B1 start fighting on the playing court. A6 and team A manager enter the playing court and actively get involved in the fight.

Interpretation: A1 and B1 shall be disqualified, recorded as 'D_c'. The penalties for both disqualifying fouls (A1, B1) cancel each other. Coach A shall be charged with a technical foul, recorded as 'B₂'. A6 shall be disqualified recorded as 'D₂'. On the scoresheet the remaining foul spaces of A6 shall be filled with 'F'. Team A manager shall also be disqualified. His disqualifying foul shall be charged against coach A, recorded as 'B₂'.

Any team B player(s) shall attempt 6 free throws (2 free throws for the coach A technical foul as A6 and team A manager have left their team bench area, 2 free throws for the A6 disqualifying foul for his active involvement in the fight, 2 free throws for the coach A technical foul as team A manager has been disqualified for his active involvement in the fight).

The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds.

Art. 42 Special situations

42-1 Statement. In special situations with a number of penalties to be administered during the same game clock stopped 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.

42-2 Example: A1 attempts a jump shot for a field goal. While the ball is in the air, the shot clock signal sounds. After the signal, with A1 still in the air, B1 commits an unsportsmanlike foul on A1 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, B1's unsportsmanlike foul cannot be disregarded.

- (a) A1 in his act of shooting for a field goal is fouled by B1. The team A shot clock violation (the ball misses the ring) shall be disregarded as it has occurred after the unsportsmanlike foul. A1 shall attempt 2 or 3 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.
- (b) No shot clock violation has occurred. A1 shall attempt 2 or 3 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.
- (c) A1 shall be awarded 2 or 3 points and 1 additional free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

42-3 Example: A1 in his act of shooting for a field goal is fouled by B2. Afterwards, while A1 is still in the act of shooting, he is fouled by B1.

Interpretation: B1's foul shall be disregarded unless it is an unsportsmanlike or disqualifying foul.

42-4 Example: B1 commits an unsportsmanlike foul on A1. After the foul, coach A and coach B commit technical fouls.

Interpretation: Equal penalties shall be cancelled in the order in which they occur. Therefore, the penalties for the coaches' technical fouls shall be cancelled. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

42-5 Example: B1 commits a foul on A1 on a successful field goal. A1 then commits a technical foul.

Interpretation: A1's goal counts. The penalties for both fouls are equal and cancel each other. The game shall be resumed as after any field goal.

42-6 Example: B1 commits an unsportsmanlike foul on A1 on a successful field goal. A1 then commits a technical foul.

Interpretation: A1's goal counts. The penalties for both fouls are not equal and shall not cancel each other. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 1

free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

42-7 Example: On getting a free position, B1 pushes off A1, called as a personal foul, team B's third foul in the quarter. Then A1 hits B1 with his elbow, called as an unsportsmanlike foul.

Interpretation: This is not a double foul. The penalties for both fouls are not equal and shall not cancel each other. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

42-8 Example: Dribbler A1 is fouled by B1, team B third foul in the quarter. After that, A1 throws the ball against B1 body (hands, legs, torso etc).

Interpretation: B1 is charged with the personal foul. A1 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in nearest to where the foul against B1 was called.

42-9 Example: Dribbler A1 is fouled by B1, team B fifth foul in the quarter. After that, A1 throws the ball from the short distance directly to B1 face (head).

Interpretation: B1 is charged with the personal foul. A1 is charged with a disqualifying foul. The substitute for A1 shall attempt 2 free throws with no line-up. After that, any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

42-10 Example: Dribbler A1 is fouled by B1, team B third foul in the quarter. After that, A1 throws the ball from the short distance directly to B1 face (head).

Interpretation: B1 is charged with the personal foul. A1 is charged with a disqualifying foul. Any team B player is awarded 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt.

42-11 Example: Dribbler A1 is fouled by B1, team B fifth foul in the quarter. After that, A1 throws the ball against B1 body (hands, legs, torso etc.).

Interpretation: B1 is charged with the personal foul. A1 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 2 free throws and the game shall continue as after any last free throw.

42-12 Example: With 8 seconds on the shot clock, B1 in his backcourt commits a foul on A1. After that B2 commits a technical foul.

(a) B1 foul is the team B fourth, B2 technical foul is the team B fifth foul in the quarter.

(b) B1 foul is the team B fifth, B2 technical foul is the team B sixth foul in the quarter.

(c) A1 was fouled in the act of shooting and ball has not entered the basket.

(d) A1 was fouled in the act of shooting and ball has entered the basket.

Interpretation: In all cases, any team A player shall attempt 1 free throw for the technical foul with no line-up. After the free throw:

(a) The game shall be resumed with a team A throw-in from the place nearest to where the foul on A1 was called. The shot clock shall be reset to 14 seconds.

- (b) A1 shall attempt 2 free throws and the game shall continue as after any last free throw.
- (c) A1 shall attempt 2 or 3 free throws and the game shall continue as after any last free throw.
- (d) A1's goal counts. A1 shall attempt 1 free throw and the game shall continue as after any last free throw.

42-13 Example: With 8 seconds on the shot clock, B1 commits an unsportsmanlike foul on A1. After that:

(a) A2

(b) B2

commits a technical foul.

Interpretation:

(a) Any team B player shall attempt 1 free throw with no line-up.

(b) Any team A player shall attempt 1 free throw with no line-up.

In both cases, after the free throw for the technical foul, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt, with 14 seconds on the shot clock.

42-14 Statement. If double fouls or fouls with equal penalties are committed during free-throw activity, the fouls shall be charged but no penalties are administered.

42-15 Example: A1 is awarded 2 free throws. After the first free throw:

(a) A2 and B2 commit a double foul.

(b) A2 and B2 commit technical fouls.

Interpretation: Fouls shall be charged against A2 and B2, after which A1 shall attempt the second free throw. The game shall be resumed as after any last free throw.

42-16 Example: A1 is awarded 2 free throws. Both free throws are successful. Before the ball becomes live after the last free throw:

(a) A2 and B2 commit a double foul.

(b) A2 and B2 commit technical fouls.

Interpretation: Fouls shall be charged against A2 and B2. The game shall be resumed with a team B throw-in from the endline as after any successful last free throw.

42-17 Statement. 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 shall be 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 shall be resumed with an alternating possession throw-in.

42-18 **Example:** During the interval of play between the **first** and **second quarter**, players A1 and B1 commit disqualifying fouls or coach A and coach B commit technical fouls.

The alternating possession arrow favours:

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

Interpretation:

- (a) The game shall be resumed **with** a team A throw-in **from** the centre line extended **opposite** the scorer's table. The moment the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed **in favour of** team B.
- (b) **The game shall be resumed with a team B throw-in from the centre line extended opposite the scorer's table. The moment the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed in favour of team A.**

Art. 44 Correctable errors

44-1 Statement. 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 during a dead ball	Error is correctable
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.

44-2 Example: B1 fouls A1, team B's fourth foul in the quarter. The official commits an error by awarding A1 2 free throws. Following the successful last free throw, the game continues and the game clock starts. B2 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 from the endline.

Interpretation:

B2's goal counts.

- (a) The error is still correctable. Any free throw made shall be cancelled. Team A shall be awarded the ball for a throw-in from the endline where the game was interrupted to correct the error.
- (b) The error is no longer correctable and the game continues.

44-3 Example: A1 is fouled by B1. This is team B's fifth foul in the quarter. A1 is awarded 2 free throws. After the first successful free throw, B2 erroneously takes the ball and passes the ball in from the endline to B3. While B3 dribbles in his frontcourt and with 18 seconds on the shot clock, the error of not having the A1's second free throw executed is discovered.

Interpretation: The game shall be stopped immediately. A1 shall attempt his second free throw with no line-up. The game shall be resumed with a team B throw-in from the place where the game was interrupted, with 18 seconds on the shot clock.

44-4 Statement. If the error constitutes the wrong player shooting a free throw(s), the free throw(s) shall be cancelled. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended unless the game has started. In this case the ball shall be awarded for a throw-in from the place nearest to where the game was interrupted unless penalties for further infractions are to be administered. If the officials discover, before the ball has left the hands of the free-throw shooter for the first free throw, that a wrong player has the intention to attempt a free throw(s), he shall be immediately replaced by the correct free-throw shooter without any sanction.

44-5 Example: B1 fouls A1, team B's sixth foul in the quarter. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The error is discovered:

- (a) Before the ball has left A2's hands for the first free throw.
- (b) After the ball has left A2's hands for the first free throw.
- (c) After the successful second free throw.

Interpretation:

(a) The error shall be immediately corrected. A1 shall attempt 2 free throws, without any sanction for team A.

(b) and (c) The 2 free throws shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

If B1's foul is unsportsmanlike, the right to the possession of the ball as part of the penalty is cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

44-6 Example: B1 fouls A1 on his unsuccessful 2-point field goal attempt. After that, a technical foul is called on coach B. Instead of A1 attempting 2 free throws for the B1 foul, it is A2 who attempts all 3 free throws. The error is discovered before the ball has left the hands of A2 for his third free throw.

Interpretation: The first free throw for the technical foul penalty was legally taken by A2. The next 2 free throws attempted by A2 instead of A1 shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

44-7 Example: B1 fouls A1, team B's sixth foul in the quarter, when the game clock sounds for the end of the third quarter. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts the 2 free throws. The error is discovered after the ball has left A2's hands for the first free throw.

Interpretation: The 2 free throws shall be cancelled. The fourth quarter shall begin with a team B throw-in from the free-throw line extended in its backcourt, with 24 seconds on the shot clock. The direction of the possession arrow remains unchanged.

44-8 Statement. 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 after the error was made, the game shall be resumed as after any last free throw(s).
- (b) If there has been no change of team possession after the error was made and the same team scores a basket, the error shall be disregarded and the game shall be resumed as after any field goal.

44-9 Example: B1 fouls A1, team B's fifth foul in the quarter. Erroneously, A1 is awarded a throw-in instead of 2 free throws. A2 dribbles when B2 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 A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws and the game shall continue as after any last free throw.

44-10 **Example:** B1 fouls A1, team B fifth foul in the quarter. Erroneously, A1 is awarded a throw-in instead of 2 free throws. After the throw-in, A2 is fouled by B1 on his unsuccessful field goal attempt and is awarded 2 free throws. Team A is granted a time-out. During the time-out, the officials recognize the error or it is called to their attention that A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws with no line-up. A2 then shall attempt 2 free throws and the game shall continue as after any last free throw.

44-11 **Example:** B1 fouls A1, team B's fifth foul in the quarter. Erroneously, A1 is awarded a throw-in instead of 2 free throws. After the throw-in, A2 scores a field goal. Before the ball becomes live, the officials recognize the error.

Interpretation: The error is disregarded. The game shall be resumed as after any field goal.

Art. 46 Crew chief: Duties and powers

46-1 Statement. Procedure for the application of the Instant Replay System (IRS) review.

1. The IRS review shall be conducted by the officials.
2. If the call and the decision of the officials is subject to the IRS review, that initial decision must be shown by the officials on the playing court.
3. Prior to the IRS review, the officials may gather as much information as possible from the table officials and from the commissioner, if present.
4. The crew chief makes the decision whether the IRS review shall be used or not. If not, the initial official's decision remains valid.
5. Following the IRS review, the initial decision of the official(s) can be corrected only if the IRS review provides the officials with clear and conclusive visual evidence for the correction.
6. If the IRS review shall be used, it must be used at the latest before the start of the next quarter or overtime or before the crew chief has signed the scoresheet, unless otherwise stated.
7. The officials shall keep both teams on the playing court at the end of the second quarter, if an IRS review is to be used to decide whether before the end of the second quarter's playing time a foul, an out-of-bounds violation of the shooter, a shot clock violation or an 8-second violation has occurred or whether playing time should be added on the game clock.
8. The officials shall keep both teams on the playing court anytime, if the IRS review is used at the end of the fourth quarter and in each overtime.
9. An IRS review shall be conducted as fast as possible. The officials may extend the duration of the IRS review if technical problems arise.
10. If the IRS fails to work and there is no approved spare equipment available, the IRS cannot be used.
11. During the IRS review the officials shall ensure that no unauthorised persons have access to the IRS monitor.
12. After the IRS review has ended, the final decision shall be clearly reported by the crew chief in the front of the scorer's table and if necessary, communicated to the coaches of both teams.

46-2 Example: A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the quarter or game. The 2 or 3 points are awarded by the officials. The officials become uncertain if the shot of A1 was released after the end of the playing time.

Interpretation: If the IRS review provides that the ball was released after the end of playing time for the quarter or game, the basket is cancelled. If the IRS review ascertains that the ball was released before the end of playing time for the quarter or game, the crew chief confirms the 2 or 3 points for team A.

46-3 Example: Team B is leading by 2 points. The game clock signal sounds for the end of the quarter or game when A1 attempts a successful shot for a field goal and 2 points are awarded by the officials. The officials become uncertain if the shot of A1 should be valid for 3 points.

Interpretation: The IRS review can be used at any time to decide whether a **successful** shot for a field goal counts for 2 or 3 points.

- 46-4 Example:** A1 **attempts a successful shot** for a 3-points field goal and at approximately the same time the game clock signal sounds for the end of the **quarter**. The officials become uncertain **if** A1 has touched the boundary line on his shot.

Interpretation: The IRS review can be used to decide at the end of the **quarter** whether a **successful** shot for a field goal was released before the game clock signal has sounded for the end of the **quarter**. If so, the IRS review can be used furthermore to decide whether and if so, how much time shall be displayed on the game clock if an out-of-bounds violation of the shooter has occurred.

- 46-5 Example:** With 1:37 remaining on the game clock in the **fourth quarter**, the shot clock signal sounds. At the same time, A1 scores a field goal and B1 is fouled under the basket by A2. The officials become uncertain if the ball was still in the hands of A1 when the shot clock has expired.

Interpretation: The IRS review can be used to decide whether a **successful** shot for a field goal was released before the shot clock signal has sounded.

If the IRS review provides that the ball has been released before the shot clock has expired, the **goal** counts and the foul of A2 shall be administered.

If the IRS review provides that the ball has been released after the shot clock has expired, the **goal** does not count and the foul of A2 shall be **disregarded**.

- 46-6 Example:** With 1:37 remaining on the game clock in the **fourth quarter**, the shot clock signal sounds. At the same time, A1 scores a field goal and A2 is fouled under the basket by B1. The officials become uncertain if the ball was still in the hands of A1 when the shot clock has expired.

Interpretation: The IRS review can be used to decide whether a **successful** shot for a field goal was released before the shot clock signal has sounded.

If the IRS review provides that the ball has been released before the shot clock has expired, the **goal** counts and the foul of B1 shall be administered.

If the IRS review provides that the ball has been released after the shot clock has expired, the **goal** does not count and the foul of B1 shall be **disregarded**.

- 46-7 Example:** With 1:16 remaining on the game clock in the fourth quarter, A1 attempts a shot for a field goal. The official calls a goaltending violation. The officials become uncertain if the ball **was** already on its downward flight to the basket.

Interpretation: The IRS review can be used to decide whether a goaltending or basket interference was called correctly.

If the IRS review provides that the ball **was** on its downward flight to the basket, the **goaltending** violation shall remain.

If the IRS review provides that the ball **was not yet on** its downward flight to the basket, a jump ball situation has occurred.

46-8 Example: With 0:38 remaining on the game clock in the fourth quarter, A1 attempts a shot for a field goal. The ball touches the backboard above the level of the ring and is then touched by B1. The official decided that B1's touch was legal and did not call a goaltending violation.

Interpretation: The IRS review can be used only when the officials have made a call.

46-9 Example: With 0:40 remaining on the game clock in the fourth quarter, A1 has the ball in his hands or at the disposal for a throw-in when B2 causes contact with A2 on the playing court. An unsportsmanlike foul is called on B2. The officials become uncertain if the ball was still in the hands of A1 when the foul was called.

Interpretation: The IRS review can be used during any time of the game to decide whether a foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the IRS review provides that the foul occurred before the ball was released, the foul of B2 shall remain unsportsmanlike.

If the IRS review provides that the foul (basketball action) occurred after the ball was released and the ball was in the hands of A2, the foul of B2 shall be downgraded to a personal foul.

46-10 Example: An unsportsmanlike foul was called on B1 for hitting A1 with his elbow. The officials become uncertain if B1, by swinging his elbow, has hit A1.

Interpretation: The IRS review can be used during any time of the game to decide whether a personal, unsportsmanlike or disqualifying foul shall be considered as a technical foul.

If the IRS review provides that no contact has occurred, the foul shall be downgraded to a technical foul.

46-11 Example: A personal foul was called on B1. The officials become uncertain if the foul was an unsportsmanlike foul.

Interpretation: The IRS review can be used during any time of the game to decide whether a personal foul shall be upgraded. However, if the IRS review provides that the foul did not occur, the personal foul cannot be cancelled.

46-12 Example: A1 dribbles towards the basket on a fast break with no defensive player between himself and the opponents' basket. B1 uses his arm to reach for the ball and contacts A1 from the side. The official calls an unsportsmanlike foul against B1. The official becomes uncertain if this foul was correctly called an unsportsmanlike foul.

Interpretation: The IRS review can be used during any time of the game to decide whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul. However, the IRS review provides that A1 was responsible for the contact by hitting the arm of B1. B1's defensive unsportsmanlike foul cannot be exchanged for A1's offensive foul. The initial official's decision shall remain valid.

46-13 Example: The official calls a foul against B1 on dribbler A1. The official become uncertain if this foul should be upgraded to an unsportsmanlike foul.

Interpretation: The IRS review can be used during any time of the game to decide whether a foul shall be upgraded to an unsportsmanlike foul. However, the IRS review provides that A1

was responsible for the contact by charging into B1. B1's defensive foul cannot be exchanged for A1's offensive foul. The initial official's decision shall remain valid.

46-14 **Example:** A1 attempts a successful shot for a field goal and at approximately the same time the game clock signal sounds for the end of the quarter. The officials become uncertain if a shot clock violation has occurred.

Interpretation: The IRS review can be used to decide at the end of the quarter or each overtime, whether a successful shot for a field goal was released before the game clock signal has sounded for the end of the quarter. The IRS review can be used furthermore to decide whether and if so, how much time shall be displayed on the game clock if a shot clock violation has occurred.

46-15 **Example:** A1 attempts a successful shot for a field goal and at approximately the same time the game clock signal sounds for the end of the quarter. The officials become uncertain if team A has violated against the 8-second rule.

Interpretation: The IRS review can be used to decide at the end of the quarter whether a successful shot for a field goal was released before the game clock signal has sounded for the end of the quarter. If so, the IRS review can be used furthermore to decide whether and how much time shall be displayed on the game clock if an 8-second violation has occurred.

46-16 **Example:** Team B is leading by 2 points. The game clock signal sounds for the end of the quarter or game when B1 commits a personal foul against dribbler A1. It is team B's fifth player foul.

Interpretation: The IRS review can be used at the end of the quarter or each overtime, to decide whether the foul has occurred before the end of the playing time. If so, A1 shall attempt 2 free throws. The game clock shall be reset to the remaining playing time.

46-17 **Example:** A1 attempts an unsuccessful shot for a field goal and is fouled by B1. At approximately the same time the game clock signal sounds for the end of the quarter.

Interpretation: The IRS review can be used at the end of the quarter or each overtime, to decide whether B1's foul has occurred before the game clock signal has sounded.

If the IRS review provides that the foul has occurred before the end of the quarter, the game clock shall be reset to the remaining playing time and free throws shall be administered.

If the IRS review provides that the foul has occurred after the end of the quarter, B1's foul shall be disregarded, no free throws shall be awarded to A1, unless B1's foul was called unsportsmanlike or disqualifying and a quarter is to follow.

46-18 **Example:** With 5:53 remaining on the game clock in the first quarter, the ball rolls on the playing court next to the sideline when both A1 and B1 try to get the control of the ball. The ball goes out-of-bounds and the ball is awarded to team A for the throw-in. The officials become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The officials cannot use the IRS review at this time. To identify the player who caused the ball to go out-of-bounds, the IRS review can only be used when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

46-19 **Example:** A1 attempts a successful shot for a field goal. The officials award 3 points. The officials become uncertain if the shot was released from the 3-point field goal area.

Interpretation: The IRS review can be used during any time of the game, whether the successful field goal shall count for 2 or 3 points. The IRS review of the given game situation shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. In addition:

1. When the game clock shows 2:00 minutes or less in the fourth quarter and in any overtime, the IRS review can be used as soon as the ball has entered the basket and the game clock is stopped.
2. A time-out or substitution request may be cancelled once the IRS review has been completed and the decision of the review has been communicated.

46-20 **Example:** A1 is fouled by B1 and is awarded 2 free throws. The officials are uncertain on the correct free-throw shooter.

Interpretation: The IRS review can be used during any time of the game, to identify the correct free-throw shooter before the ball has left the hands of the free-throw shooter for his first free throw. If the IRS review provides for a wrong free-throw shooter, a correctable error for permitting a wrong player attempting a free throw has occurred. The free throw(s) attempted, and the possession of the ball if part of the penalty shall be cancelled. The game shall be resumed with a opponents' throw-in from the free-throw line extended in its backcourt.

46-21 **Example:** A1 and B1 start to throw punches to each other followed by more players getting involved in a fight. After some minutes the officials have restored the order on the playing court.

Interpretation: Once the order is restored, the officials can use the IRS review during any time of the game to identify the involvement of team members and accompanying delegation members during any act of violence. After gathering the clear and conclusive evidence of the fighting game situation, the final decision shall clearly be reported by the crew chief in front of the scorer's table and communicated to both coaches.

46-22 **Example:** With 1:45 remaining on the game clock in the overtime, A1 near the sideline passes the ball to A2. On the pass, B1 taps the ball to go out-of-bounds. The officials become uncertain if A1 was already out-of-bounds when passing the ball to A2.

Interpretation: The IRS review cannot be used to decide whether a player or a ball was out-of-bounds.

46-23 **Example:** With 1:37 remaining on the game clock in the fourth quarter, the ball goes out-of-bounds. The ball is awarded to team A for a throw-in. Team A is granted a time-out. The officials become uncertain of the player who has caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used, when the game clock shows 2:00 minutes or less in the last quarter, to identify the player who caused the ball to go out-of-bounds. The time-out period of 1-minute duration shall start only once the IRS review has ended.

46-24 **Statement.** Before the game the crew chief approves the IRS and informs the 2 coaches about its availability. Only the IRS approved by the crew chief can be used for the IRS review.

46-25 **Example:** A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the game. There is no approved IRS on the playing court but the team B manager states that the game was filmed by the team video camera from an elevated position and presents to the officials the video material for a review.

Interpretation: The review shall be denied.

46-26 **Statement.** After a malfunction of the game clock or shot clock occurs, the crew chief is authorised to use the IRS to decide on how much time the clock(s) shall be corrected.

46-27 **Example:** With 42.2 seconds remaining on the game clock in the second quarter, A1 dribbles towards his frontcourt. At that moment the officials realise that the game clock and shot clock are switched off with no display visible.

Interpretation: The game shall be stopped immediately. The IRS review can be used during any time of the game to decide how much time shall be displayed on both clocks. The game shall be resumed with a team A throw-in from the place nearest to when the game was interrupted.



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