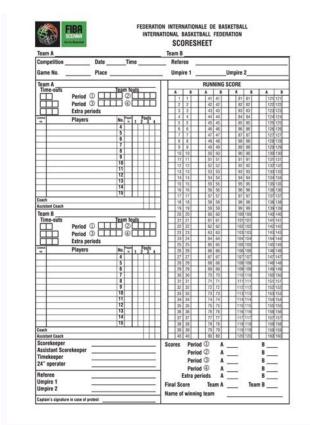
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| 1 Official Backsthall Bules 2019 As app | neved by EIPA Control Board Mice, Switzerland, 16th June 2019 Valid as of 1st October 2019 This is a v | verting decument of the final version. All changes are meried with vellow colour (version, vellow trealing vi | 0.0) The final version may have few minor editorial changes 2. Dage 2 of 04 OFFICIAL |
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| 5. October 2018 OFFICIAL BASKETBAL | L RULES 2018 Page 5 of 94 Throughout the Official Basketball Rules, all references made to a player, o | oach, official, etc. in the male gender also apply to the female gender. It must be understood that this is done | e for practical reasons only. RULE ONE – THE GAME Art. 1 Definitions 1.1. Basketball game |
| Basketball is played by 2 teams of 5 play | yers each. The aim of each team is to score in the opponents' basket and to prevent the other team from | scoring. The game is controlled by the officials, table officials and a commissioner, if present. 1.2. Basket: of | oponents'/own The basket that is attacked by a team is the opponents' basket and the basket which |
| is defended by a team is its own basket. 1.3. Winner of a game The team that has scored the greater number of game points at the end of playing time shall be the winner. 6. Page 6 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 RULE TWO - PLAYING COURT AND EQUIPMENT Art. 2 Playing court 2.1. Playing court The playing court shall | | | |
| have a flat, hard surface free from obstructions (Diagram 1) with dimensions of 28 m in length by 15 m in width measured from the inner edge of the boundary line. 2.2. Backcourt A team's backcourt consists of its team's own basket, the | | | |
| sidelines and the centre line. 2.3. Frontcourt A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the backboard and that part of the playing court limited by the endline behind the opponents' basket. 2.4. Lines All lines shall be of the same colour | | | |
| and drawn in white or other contrasting colour, 5 cm in width and clearly visible. 2.4.1. Boundary line The playing court shall be limited by the boundary line, consisting of the endlines are not part of the playing court. Any obstruction including seated coaches, assistant coaches, substitutes, excluded players and accompanying delegation members shall be at least 2 m from the playing court. 2.4.2. Centre line, centre circle and free-throw semi-circles The centre line shall be marked parallel to the endlines. It shall extend 0.15 m beyond each sideline. The centre line is part of the backcourt. The centre circle shall be marked in | | | |
| the centre of the playing court and have a radius of 1.80 m measured to the outer edge of the circumference. The free-throw semi-circles shall be marked on the playing court with a radius of 1.80 m measured to the outer edge of the circumference. The free-throw semi-circles shall be marked on the playing court with a radius of 1.80 m measured to the outer edge of the circumference and with their centres at the mid-point of the free-throw lines (Diagram 2). 7. October 2018 OFFICIAL | | | |
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| BASKETBALL RULES 2018 Page 7 of 94 Diagram 1 Full size playing court 8. Page 8 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 2.4.3. Free-throw lines, restricted areas and free-throw line shall be drawn parallel to each endline. It shall have its furthest edge 5.80 m from the inner edge of the endline and shall be 3.60 m long. Its mid-point shall lie on the imaginary line joining the mid-point of the 2 endlines. The restricted areas shall be the rectangular areas marked on the playing court limited by the endlines, the extended free-throw lines and the lines which originate at the endlines, their outer edges being 2.45 m from the mid-point of the endlines | | | |
| and terminating at the outer edge of the extended free-throw lines, are part of the restricted areas, reserved for players during free throws, shall be marked as in Diagram 2. 2.4.4. 3-point field goal area The team's 3-point field goal area (Diagram 1 and Diagram | | | |
| 3) shall be the entire floor area of the playing court, except for the area near the opponents' basket, limited by and including: • The 2 parallel lines extending from the inner edge of the sidelines. • An arc of radius 6.75 m measured from the floor beneath the exact centre | | | |
| of the opponents' basket to the outer edge of the arc. The distance of the point on the floor from the inner edge of the mid-point of the 3-point field goal area. 2.4.5. Team bench areas The team bench areas shall be marked outside the playing court limited by 2 | | | |
| lines as in Diagram 1. There must be 16 seats available in each team bench area for the coach, the assistant coaches, the substitutes, the excluded players and the accompanying delegation members. Any other persons shall be at least 2 m behind the team bench. 2.4.6. Throw-in lines The 2 lines of 0.15 m in length shall be marked outside the playing | | | |
| court at the sideline opposite the scorer's table, with the outer edge of the lines 8.325 m from the inner edge of the nearest endline. 2.4.7. No-charge semi-circle areas shall be marked on the playing court, limited by: • A semi-circle with the radius of 1.25 m measured from the point on the floor beneath the exact | | | |
| centre of the basket to the inner edge of the semi-circle. The semi-circle is joined to: • The 2 parallel lines perpendicular to the endline, the inner edge 1.25 m from the point on the floor beneath the exact centre of the basket, 0.375 m in length and ending 1.20 m from the inner edge of the endline. 9. October 2018 OFFICIAL BASKETBALL RULES | | | |
| 2018 Page 9 of 94 The no-charge semi-circle areas are completed by imaginary lines joining the ends of the parallel lines directly below the front edges of the backboards. The no-charge semi-circle areas. Diagram 2 Restricted area Diagram 3 2-point/3-point field goal area 10. Page 10 of 94 OFFICIAL | | | |
| BASKETBALL RULES 2018 October 2018 2.5. Position of the scorer's table and substitution chairs (Diagram 4) The scorer's table and its chairs must be placed on a platform. The announcer and/or statisticians (if present) can be seated at the side of and/or behind the scorer's table. Diagram 4 Scorer's table and substitution chairs 11. October 2018 | | | |
| OFFICIAL BASKETBALL RULES 2018 Page 11 of 94 Art. 3 Equipment The following equipment shall be required: • Backboards = Backboard support structures including padding. • Basketballs • Game clock • Scoreboard • Shot clock • Stopwatch or suitable | | | |
| (visible) device (not the game clock) for timing time-outs • 2 separate, distinctly different and loud signals, one of each for the = shot clock operator, = scorer/timer. • Scoresheet • Playing floor • Playing floor • Playing court • Adequate lighting. For a more detailed description of basketball | | | |
| equipment, see the Appendix on Basket- ball Equipment. 12. Page 12 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 RULE THREE - TEAMS Art. 4 Teams 4.1. Definition 4.1.1. A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the | | | |
| organising body of the competition. 4.1.2. A team member is entitled to play when his name has been entered on the scoresheet before the beginning of the game and as long as he has neither been disqualified nor committed 5 fouls. 4.1.3. During playing time, a team member is: • A player when he is on the playing court and is entitled to play. • A substitute when he is one the playing court but he is entitled to play and is no long as he has neither been disqualified to play. • A substitute when he is one the playing court but he is entitled to play. • A substitute when he is one the playing court but he is entitled to play an entitled to play an entitled to play and is no long as he has neither been disqualified to play and is no long as he has neither been disqualified to play. | | | |
| substitute when he is not on the playing court but he is entitled to play. • An excluded player when he has committed 5 fouls and is no longer entitled to play, all team members entitled to play, all team members entitled to play, all team members entitled to play. • A maximum of 7 accommon playing time 5 team members entitled to play. | | | |
| including a captain. • A coach and, if a team wishes, an assistant coach. • A maximum of 7 accompanying delegation members who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc. 4.2.2. During playing time 5 team members from each team shall be on the playing court and may be substituted as a player because a player and a player because a player active to an assistant coach. | | | |
| and may be substituted. 4.2.3. A substitute becomes a player and a player becomes a substitute when: • The official beckons the substitute requests the substitute to enter the playing court. • During a time-out or an interval of play, a substitute requests the substitute to enter the playing court. • During a time-out or an interval of play, a substitute to enter the playing shorts. • Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves they must end above the knee. • Socks of the same dominant colour front and back as the shirts. The shorts must end above the knee. • Socks of the same | | | |
| dominant colour front and back as the sl | norts. If shirts have sleeves they must end above the eldow. Long sleeved shirts are not permitted. All p | layers must tuck their shirts into their playing shorts. All-in-ones are permitted. • Shorts of the same domini | and colour front and back as the shirts. The shorts must end above the knee. • Socks of the same |
| dominant colour for all team members. Socks need to be visible. 13. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 13 of 94 4.3.2. Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt. The numbers shall be clearly visible and: • Those on the back shall be at least 10 am birt. The numbers of a colour contrasting with the colour of the shirt. The numbers shall be at least 10 am birt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. The numbers of a colour contrasting with the colour of the shirt. | | | |

be at least 20 cm high. • Those on the front shall be at least 2 cm wide. • Teams may only use numbers 0 and 00 and from 1 to 99. • Players on the same numbers. • Any advertising or logo shall be at least 5 cm away from the numbers. 4.3.3. Teams must have a minimum of 2 sets of shirts and: • The first team named in the schedule (visiting team) shall wear light-coloured shirts. • However, if the 2 teams agree, they may interchange the colours of the shirts. 4.4. Other equipment 4.4.1. All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted. 4.4.2. Players shall not wear equipment (objects) that may cause injury to other players. • The following are not permitted: - Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding. - Objects that could cut or cause abrasions (fingernails must be closely cut). - Hair accessories and jewellery. material is sufficiently padded. - Arm and leg compression sleeves. - Headgear. It shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface. - Knee braces if they are properly covered. - Protector for an injured nose, even if made of a hard material. - Non-coloured transparent mouth guard. - Spectacles, if they do not pose a danger to other players. - Wrist- and headbands, maximum of 10 cm wide textile material. - Taping of arms, shoulders, legs etc. -Ankle braces. All players on the team must have all their arm and leg compression sleeves, headgear, wrist- and headbands and tapings of the same solid colour. 4.4.3. During the game a player may wear shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted. 14. Page 14 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 4.4.4. During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise. 4.4.5. Any other equipment not specifically mentioned in this article must be approved by the FIBA Technical Commission. 15. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 15 of 94 Art. 5 Players: Injury 5.1. In the event of injury to a player(s), the officials may stop the game. 5.2. If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted unless the team is reduced to fewer than 5 players on the playing court. 5.4. Coaches, assistant coaches, substitutes, excluded players and accompanying delegation members may enter the playing court, without the permission of an official if, in the doctor's judgement, the injured player requires immediate medical treatment. 5.6. During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered. 5.7. If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team, before the scorer's signal for the substitution, that player may continue to play. 5.8. Players who have been designated by the coach to begin 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. Art. 6 Captain: Duties and powers 6.1. The captain (CAP) is a player designated by his coach to represent his team on the playing court. He may communicate in a courteous manner with the officials during the game to obtain information only when the ball is dead and the game clock is stopped. 6.2. The captain shall inform the crew chief no later than 15 minutes before the scoresheet in the 'Captain's signature in case of protest' column. Art. 7 Coaches: Duties and powers 7.1. 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, the coach and the assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the beginning of the game. 7.2. At least 10 minutes before the game is scheduled to begin, each coach shall confirm his agreement with the names and corresponding numbers and 16. Page 16 of 94 OFFICIAL BASKETBALL RULES 2018 the names of the coaches by signing the scoresheet. At the same time, he shall indicate the 5 players to begin the game. The coaches, assistant coaches, assist During playing time all substitutes, excluded players and accompanying delegation members shall remain seated. 7.4. The coach may go to the scorer's table during the game to obtain statistical information only when the ball becomes dead and the game to accompanying delegation members shall remain seated. with the officials during the game to obtain information only when the ball is dead and the game clock is stopped. 7.6. Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. area. The assistant coach shall not communicate with the officials. 7.7. If there is an assistant coach, his name must be entered on the scoresheet before the beginning of the game (his signature is not necessary). He shall assume all duties and powers of the coach if, for any reason, the coach is unable to continue. 7.8. If the captain leaves the playing court, the coach shall inform an official of the number of the playing court. 7.9. The captain shall act as player coach if there is no assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the playing court, he may continue to act as coach. If he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach. 7.10. The coach shall designate the free-throw shooter of his team in all cases where the free-throw shooter is not determined by the rules. 17. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 17 of 94 RULE FOUR - PLAYING REGULATIONS Art. 8 Playing time, tied score and overtime 8.1. The game shall consist of 4 guarters of 10 minutes between the first and second quarter (first half), between the third and fourth quarter (second half) and before each overtimes. 8.6. 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 overtimes. 8.6. An interval of play ends: • At the beginning of the first quarter when the ball leaves the hand(s) of the crew chief on the toss for the jump ball. • At the beginning of all other quarters and overtimes when the ball is at the disposal of the fourth quarter when the ball is at the disposal of the player taking the throw-in. 8.7. If the score is tied at the end of the fourth quarter, the game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie. If the aggregated score of both games home and away total points series competition system is tied at the end of the second game, this game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie. 8.8. If a foul is committed when or just before the game clock signal sounds for the end of the quarter or overtime, any eventual free throw(s) then all fouls that are committed after the end of the quarter or overtime. If an overtime shall be considered to have occurred during an interval of play and the free throws shall be administered before the beginning of the following overtime. Art. 9 Beginning and end of a quarter or the game 9.1. The first quarter or the game 9.1. The first quarter begins when the ball is at the disposal of the player taking the throw-in. 9.3. The game cannot begin if one of the teams is not on the playing court with 5 players ready to play. 9.4. For all games, the first team named in the schedule (home team) shall have the team sagree, they may interchange the team benches and/or baskets. 18. Page 18 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 9.5. Before the first and third quarter, teams are entitled to warm-up in the half of the playing court in which their opponents' basket is located. 9.6. Teams shall exchange baskets for the second half. 9.7. In all overtimes the teams shall continue to play towards the same baskets as in the fourth quarter. 9.8. A quarter, overtime or game shall end when the game clock signal sound. Art. 10 Status of the ball 10.1. The ball can be either live or dead. 10.2. The ball becomes live when: • During a free throw, the ball is at the disposal of the free-throw shooter. • During a throw-in, the ball is at the disposal of the player taking the throw-in. 10.3. The ball becomes dead when: • Any field goal or free throw is made. • An official blows his whistle while the ball is live. • It is apparent that the ball will not enter the ball will not enter the basket on a free throw(s) and/or possession). • The game clock signal sounds for the end of the guarter or overtime. • The shot clock signal sounds while a team is in control of the ball. • The ball in flight on a shot for a field goal is touched by a player from either team after: An official blows his whistle. The game clock signal sounds for the end of the quarter or overtime. The shot clock signal sounds. 10.4. The ball does not become dead and the goal counts if made when: • The ball is in flight on a shot for a field goal and: - An official blows his whistle. - The ball is in flight on a free throw and an official blows his whistle for any rule infraction other than by the free-throw shooter. • A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred. This provision does not apply, and the goal shall not count if: - After an official blows his whistle and an entirely new act of shooting is made. - During the continuous motion which started before the foul occurred. motion of a player in the act of shooting the game clock signal sounds for the end of the quarter or overtime or the shot clock signal sounds. 19. October 2018 Page 19 of 94 Art. 11 Location of a player and an official 11.1. The location of a player is determined by where he is touching the floor. While he is airborne, he retains the same status he had when he last touched the floor. This includes the boundary line, the centre line, the same manner as that of a player. When the ball touches an official, it is the same as touching the floor at the official's location. Art. 12 Jump ball and alternating possession 12.1.1. A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first quarter. 12.1.2. A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness. 12.2. Jump ball procedure 12.2.1. Each jumper shall stand with both feet inside the half of the centre circle nearest to his own basket with one foot close to the centre line. 12.2.2. Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions. 12.2.3. The official shall then toss the ball vertically upwards between the 2 opponents, higher than either of them can reach by jumping. 12.2.4. The ball must be tapped with the hand(s) of at least one of the jumpers after it reaches its higher than either jumper shall leave his position until the ball has been legally tapped. 12.2.6. Neither jumper may catch the ball or tap it more than twice until it has touched one of the jumpers, the jumpers or the floor. 12.2.7. If the ball is not tapped by at least one of the jumpers, the jumper may catch the ball or tap it more than twice until it has touched one of the jumpers. (cylinder) before the ball has been tapped. An infraction of Art. 12.2.1, 12.2.4, 12.2.5, 12.2.6, and 12.2.8 is a violation. 12.3. Jump ball situation occurs when: • A held ball is called. • The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball. • A double free-throw violation occurs during an unsuccessful last free throw. • A live ball lodges between the ring and the backboard except: - Between free throw followed by a throw-in from the throw-in line in the team's frontcourt. • The ball becomes dead when neither team has control of the ball nor is entitled to the ball. • After the cancellation of equal penalties against both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation. • All quarters and overtimes other than the first quarter are to begin. 12.4. Alternating possession definition 12.4.1. Alternating possession is a method of causing the ball to become live with a throw-in: • Begins when the ball is at the disposal of the player taking the throw-in. • Ends when: - The ball touches or is legally touched by a player on the playing court. - The team taking the throw-in commits a violation. - A live ball lodges between the ring and the backboard during a throw-in. 12.5. Alternating possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs. 12.5.2. The team that does not gain control of the live ball on the playing court after the jump ball shall be entitled to the first alternating possession. 12.5.3. The team entitled to the next quarter or overtime shall begin the next quarter or overtime shall begin the next quarter or overtime shall be entitled to the first alternating possession. are further free throws and a possession penalty to be administered. 12.5.4. The team entitled to the alternating possession throw-in shall be indicated by the alternating possession throw-in shall be reversed immediately when the alternating possession throw-in shall be indicated by the alternation throw-in shall be indicated by the alternation throw-in shall be indicated by the alternation throw-in shall be indicated in ends. 12.5.5. A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in at the next jump ball

situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in at the place of the original throw-in. 12.5.6. A foul by either team: • Before the beginning of a quarter or overtime other than the first quarter, or • During the alternating possession throw-in, does not cause the team entitled to the throw-in to lose that alternating possession. 21. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 21 of 94 Art. 13 How the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules. 13.2. Rule A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist. However, to accidentally come into contact with or touch the ball 14.1. Definition 14.1.1. 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. 14.1.2. Team control of a live ball. • The ball has left the player's hand(s) on a shot for a field goal or for a free throw. Art. 15 Player in the act of shooting 15.1. Definition 15.1.1. A shot for a field goal or a free throw is when the ball is directed with the hand(s) towards the opponents' basket. A dunk is when the ball is forced downwards into the opponents' basket with one or both hands. A tap and a dunk are also considered as shots for a field goal. 15.1.2. The act of shooting: • Begins when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing, tapping or dunking the ball towards the opponents' basket. • Ends when the ball has left the player might have his arm(s) held by an opponent, thus preventing him from scoring. In this case it is not essential that the ball leaves the player's hand(s). When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting. 22. Page 22 of 94 OFFICIAL BASKETBALL RULES 2018 15.1.3. A continuous movement in the act of shooting: • Begins when the ball has come to rest in the player's hand(s) and the shooting is made. Art. 16 Goal: When made and its value 16.1. Definition 16.1.1. A goal is made when a live ball enters the basket from above and remains within or passes through the basket and below the level of the ring. 16.2. Rule 16.2.1. A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows: • A goal released from the 3-point field goal area counts 2 points. • A goal released from the 3-point field goal area counts 3 points. by an offensive or defensive player before it enters the basket, the goal counts 2 points. 16.2.2. If a player accidentally scores a field goal in his team's basket, the goal counts 2 points and shall be recorded as having been scored by the captain of the opponents' team on the playing court. 16.2.3. If a player deliberately scores a field goal in his team's basket, it is a violation and the goal does not count. 16.2.4. If a player causes the entire ball to pass through the basket from below, it is a violation. 16.2.5. The game clock must indicate 0:00.3 (3 tenths of a second) or more for a player to gain control of the ball on a throw-in or on a rebound after the last free throw in order to attempt a shot for a field goal. If the game clock indicates 0:00.2 or 0:00.1 the only type of a valid field goal made is by tapping or directly dunking the ball. 23. October 2018 Page 23 of 94 Art. 17 Throw-in 17.1. A throw-in 17.1.1. A throw-in occurs when the ball is passed into the playing court by the out-of-bounds player taking the throw-in. 17.2. Procedure 17.2.1. An official must hand or place the ball at the disposal of the player taking the throw-in. • The player taking the throw-in is at the correct place as designated by the official. 17.2.2. The player shall take the throw-in at the place nearest to the infraction or where the game was stopped by the official, except directly behind the backboard. 17.2.3. At the beginning of all quarters and overtimes other than the first quarter, the throw-in shall be administered at the centre line extended, opposite the scorer's table. The player taking the throw-in shall have one foot on either side of the centre line extended, opposite the scorer's table, and shall be entitled to pass the ball to a team- mate at any place on the playing court. 17.2.4. When the game clock shows 2:00 minutes or less in the fourth quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the coach of that team has the right to decide whether the subsequent throw-in shall be administered from the team's frontcourt or from the team in the team's backcourt at the place nearest to where the ball was located when the game was stopped. 17.2.5. Following a personal foul committed by a player of the team in control of a live ball, or of the team entitled to the ball, the subsequent throw-in shall be administered at the place nearest to where the ball was located when the technical foul, the subsequent throw-in shall be administered at the place nearest to the infraction. 17.2.6. Following a technical foul, the subsequent throw-in shall be administered at the place nearest to the infraction. before the start of the first quarter. 17.2.7. Following an unsportsmanlike or disqualifying foul, the subsequent throw-in shall be administered as stated in Art. 39. 17.2.9. Whenever the ball enters the basket, but the field goal or the free throw is not valid, the subsequent throw-in shall be administered at the free-throw line extended. 17.2.10. Following a successful last free throw: • Any place behind that team's endline. This is also applicable after an official hands or places the ball at the disposal of the player taking the throw-in after a time-out or after any interruption of the game following a successful last free throw. • The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the 5 second count starts when the ball is at the disposal of the first player out-of-bounds. 24. Page 24 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 17.3. Rule 17.3.1. The player taking the throw-in shall not: • Take more than 5 seconds to release the ball. • Step into the playing court while having the throw-in shall not: • Take more than 5 seconds to release the ball. • Step into the playing court while having the throw-in shall not: • Take more than 5 seconds to release the ball. on the throw- in. • Touch the ball on the playing court before it has touched another player. • Cause the ball to enter the basket directly. • Move from the designated throw-in place behind the boundary line laterally in one or both directly. backwards from the boundary line as far as circumstances allow. 17.3.2. During the throw-in other player (s) shall not: • Have any part of their boundary line. • Be closer than 1 m to the player taking the throw-in place has less than 2 m distance between the boundary line and any out-of-bounds obstructions. 17.3.3. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in. If a defensive player: • Moves any part of his body over the boundary line to interfere with a throw-in, or • Is closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance, it is a violation. 17.4. Penalty The ball is awarded to the opponents for a throw-in at the place of the original throw-in. Art. 18 Time-out 18.1. Definition A time-out is an interruption of the game requested by the coach or assistant coach. 18.2.1. Each time-out opportunity. 18.2.3. A time-out opportunity begins when: • For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table. • For both teams, the ball becomes dead following a successful last free throw. • For the non-scoring team, a field goal is scored. 18.2.4. A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first free throw. 25. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 25 of 94 18.2.5. Each team may be granted: • 2 time-outs during the first half. • 3 time-outs during the second half with a maximum of 2 of these time-outs during the sec overtime. 18.2.7. A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called. 18.2.8. A time-out is granted following a field goal scored by the opponents and without an infraction having been called. each overtime and, following a successful field goal unless an official has interrupted the game. 18.3.1. Only a coach or assistant coach has the right to request a time-out, making the proper conventional sign with his hands. 18.3.2. A time-out request may be cancelled only before the scorer's signal has sounded for such a request. 18.3.4. As soon as a time-out opportunity begins, the scorer shall sound his signal to notify the officials that a team has requested a time-out. If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and fourth quarter or each overtime the playing court and sit on the team bench and any person permitted to sit on the team bench may enter the playing court provided they remain within the vicinity of their team bench area. 18.3.6. If the request for the time-out is made by either team bench and any person permitted to sit on the team bench may enter the playing court provided they remain within the vicinity of their team bench area. shooter for the first free throw, the time-out shall be granted if: • The last free throw is successful. • The last free throw, if not successful, is followed by a throw-in. • A foul is called between free throw is administered, unless otherwise stated in these rules. • A foul is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the ball becomes live after the last free throw. consecutive sets of free throws and/or possession of the ball resulting from more than 1 foul penalty, each set is to be treated separately. 26. Page 26 of 94 OFFICIAL BASKETBALL RULES 2018 Art. 19 Substitution 19.1. Definition A substitution is an interruption of the game requested by the substitute to become a player. 19.2. Rule 19.2.1. A team may substitute a player(s) during a substitution opportunity. 19.2.2. A substitution opportunity begins when: • For both teams, the ball becomes dead following a successful last free throw. • For the non-scoring team, a field goal is scored when the ball is at the disposal of a player for a throw- in or a first free throw. 19.2.4. A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game, unless: • The team is reduced to fewer than 5 players on the playing court. • The player entitled to the free-throws as the result of the correction of an error is on the team bench after having been legally substituted. 19.2.5. substitution shall not be permitted to the scoring team when the game clock is stopped following a successful field goal when the game clock is stopped following a substitute has the right to request a substitution. He (not the scoring team when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime unless an official has interrupted the game. coach or the assistant coach) shall go to the scorer's table and ask clearly for a substitution, making the proper conventional sign with his hands, or sit on the substitution chair. He must be ready to play immediately. 19.3.2. A substitution request may be cancelled only before the scorer's signal has sounded for such a request. 19.3.3. As soon as a substitution opportunity begins, the scorer shall sound his signal to notify the officials that a request for a substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall remain outside the boundary line until the official blows his whistle, gives the substitute shall be a substitute permitted to go directly to his team bench without reporting either to the scorer or the official. 19.3.6. Substitutions shall be completed as quickly as possible. A player who has committed 5 fouls or has been disqualified must be substituted immediately (taking no more than 30 seconds). If, in the judgement of an official, there is a delay of the game, a time-out shall be charged against the offending team. If the team has no time-out remaining, a technical foul for delaying the game may be charged against the coach, recorded as 'B'. 27. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 27 of 94 19.3.7. If a substitution is requested during a time-out or during an interval of play other than the half-time interval, the substitute must report to the scorer before entering the game. 19.3.8. If the free-throw shooter must be attempted by his substitute who may not be substituted again until he has played in the next clock-running phase of the game. 19.3.9. If the request for a substitution is made by either team after the ball is at the disposal of the free throw, if not successful, is followed by a throw-in. • A foul is called between free throws. In this case the free throw(s) shall be completed, and the substitution shall be permitted before the new foul penalty is administered. • A violation is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the ball becomes live after the last free throw. the ball becomes live after the last free throw. In this case the substitution shall be permitted before the throw-in is administered. In the event of consecutive sets of free throws and/or possession of the ball resulting from more than 1 foul penalty, each set is to be treated separately. Art. 20 Game lost by forfeit 20.1. Rule A team shall lose the game by forfeit if: • The team is not present or is unable to field 5 players ready to play 15 minutes after the game is scheduled to begin. • Its actions prevent the game is awarded to the opponents and the score shall be 20 to 0. Furthermore the forfeiting team shall receive 0 classification points. 20.2.2. For a 2-games (home and away) total points series (aggregate score) and for Play-Offs (best of 3), the team that forfeits in the first, second, or third game shall lose the series or Play-Offs (best of 5 and best of 7). 20.2.3. If in a tournament the team forfeits for the second time, the team shall be disqualified from the tournament and the results of all games played by this team shall be nullified. 28. Page 28 of 94 OFFICIAL BASKETBALL RULES 2018 Art. 21 Game lost by default 21.1. Rule A team shall be nullified. players on the playing court ready to play. 21.2. Penalty 21.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 classification point. 21.2.2 For a 2-games (home and away) total point series (aggregate score), the team that defaults in the first or in the second game shall lose the series by 'default'. 29. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 29 of 94 RULE FIVE - VIOLATIONS Art. 22 Violations 22.1. Definition A violation is an infraction of the rules. 22.2. Penalty The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless other wise stated in these rules. Art. 23 Player out-of-bounds and ball out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line. 23.1.2. The ball is out-of-bounds when it touches: • A player or any object above, on or outside the boundary line. • The backboard supports, the backboard supports, the backboard supports or any object above the playing court. 23.2. The ball is caused to go out-of-bounds. bounds by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds. 23.2.3. If a player(s) move(s) to out-of-bounds or to his backcourt during a held ball, a jump ball situation occurs. Art. 24 Dribbling 24.1. Definition 24.1.1. A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls or bounces the ball on the floor. 24.1.2. A dribble starts when a player, having gained control of a live ball on the playing court throws, taps, rolls or bounces it on the floor and touches it again before it touches the ball to come to rest in one or both hands. During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his hand. There is no limit to the number of steps a player may take when the ball is not in contact with his hand. 24.1.3. A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball. 30. Page 30 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 24.1.4. The following are not dribbles: • Successive shots for a field goal. • Fumbling the ball by tapping it from the vicinity of other players. • Tapping the ball from the control of a dribbles: • Successive shots for a field goal. • Fumbling the ball by tapping it from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the ball from the vicinity of other players. • Tapping the vicinity of other players. • Tap control of the ball. • Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the ball against the backboard and regaining the control of the ball. 24.2. Rule A player shall not dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of: • A shot for a field goal. • A touch of the ball by an opponent. • A pass or fumble that has touched by another player. Art. 25 Travelling 25.1. Definition 25.1.1. Travelling is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court. 25.1.2. A pivot is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the floor. 25.2. Rule 25.2.1. Establishing a pivot foot by a player who catches a live ball on the playing court: • A player who catches the ball while standing with both feet on the floor: - The moment one foot is lifted, the other foot becomes the pivot foot. - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s). - To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s). • A player who catches the ball is released from the hand(s). release the ball to start his dribble before his second step. - The first step occurs when one foot or both feet touch the floor or both feet touch the floor simultaneously. - If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously, he may pivot using either foot as his pivot foot. If he then jumps with both feet, no foot may return to the floor before the ball is released from the hand(s). 31. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 31 of 94 - If a player lands with one foot he may only pivot using that foot. - If a player jumps off one foot on the first step, he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot. - A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball. 25.2.2. A player falling, lying or sitting on the floor: • It is legal when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball. • It is a violation if the player then rolls or attempts to stand up while holding the ball. Art. 26 3 seconds 26.1. Rule 26.1.1. A player shall not remain in the opponents' restricted area for more than 3 conse- cutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running. 26.1.2. Allowances must be made for a player who: • Makes an attempt to leave the restricted area when he or his team-mate is in the restricted area. • Is in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds. 26.1.3. To establish himself outside the restricted area, the player must place both feet on the floor outside the restricted area. Art. 27 Closely guarded player 27.1. Definition A player must place both feet on the floor outside the restricted area, the player must place both feet on the floor outside the restricted area. position at a distance of no more than 1 m. 27.2. Rule A closely guarded player must pass, shoot or dribble the ball, or • On a throw-in, the ball touches or is legally touched by any player in the back- court and the team of that player taking the throw-in remains in control of the ball in its backcourt, that team must cause the ball to go into its frontcourt within 8 seconds. 32. Page 32 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 28.1.2. The team has caused the ball to go into its frontcourt whenever: • The ball, not in control of any player, touches the frontcourt. • The ball touches or is legally touched by an offensive player who has part of his body in contact with his frontcourt. • The ball touches or is legally touched by a defensive player who has part of his body in contact with his frontcourt. During a dribble from the backcourt to the frontcourt, the ball and both feet of the dribbler are completely in contact with the frontcourt. 28.1.3. The 8 second period shall continue with any time remaining when the same team that previously had control of the ball is awarded a throw-in in the backcourt, as a result of: • A ball having gone out-ofbounds. • A player of the same team having been injured. • A technical foul committed by that team. • A jump ball situation. • A double foul. • A cancellation of equal penalties against both teams. Art. 29 24 seconds 29.1. Rule 29.1.1. Whenever: • A player gains control of a live ball on the playing court, • On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball, that team must attempt a shot for a field goal within 24 seconds. • The ball must leave the player's hand(s) before the shot clock signal sounds, and • After the ball has left the player's hand(s), the ball must touch the ring or enter the basket. 29.1.2. When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball touches the yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound. All restrictions related to goaltending and interference shall apply. 33. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 33 of 94 29.2. Procedure 29.2.1. The shot clock shall be reset whenever the game is stopped by an official: • For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball, • For any valid reason by the team not in control of the ball, • For any valid reason by the team not in control of the ball, • For any valid reason by the team not in control of the ball. If the throw-in is then administered in that team's: • Backcourt, the shot clock shall be reset to 24 seconds. • Frontcourt, the shot clock shall be reset as follows: - 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. However, if the game is stopped by an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and, in the judgement of an official for any valid reason not connected with either team and and team and from the time it was stopped. 29.2.2. The shot clock shall be reset whenever a throw-in is awarded to the opponents' team in control of the ball. The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure. If the throw-in is then administered in that team's: • Backcourt, the shot clock shall be reset to 14 seconds. • Frontcourt, the shot clock shall be reset to 14 seconds. the team that is entitled to the possession of the ball from its backcourt, the coach of that team has the right to decide whether the subsequent throw-in shall be administered from the team's frontcourt or from the team's backcourt at the place nearest to where the ball was located when the game was stopped. If the throw-in is then to be administered from the team's frontcourt, the shot clock shall be reset to 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped. 34. Page 34 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 If the throw-in is then to be administered from the team's backcourt, the shot clock shall be reset as follows: • If the team has a new control of the ball, or a foul or violation was called on the opponents' team the shot clock shall be reset to a new 24 seconds. • If the team had control of the ball when the game was stopped, the shot clock shall continue from the throw-in line in the team's frontcourt as part of the penalty for an unsportsmanlike or disqualifying foul, the shot clock shall be reset to 14 seconds. 29.2.5. After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to: • 24 seconds, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring. 29.2.6. If the shot clock signal sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded, and the game shall continue. However, if in the judgement of an official, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be correc- ted and possession of the ball shall be awarded to that team. Art. 30 Ball returned to the backcourt 30.1. A team is in control of a live ball in its frontcourt when: • A player of that team in its frontcourt. 30.1.2. A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to its backcourt, if a player of that team: • Who has part of his body in contact with the ball is then first touched the ball in his frontcourt and the ball in the frontcourt has caused the ball in the frontcourt has caused the ball in his frontcourt. backcourt of that team. This restriction applies to all situations in a team's frontcourt, including throw-ins. However, it does not apply to a player who jumps from his frontcourt, establishes new team control while still airborne and then lands with the ball in his team's backcourt. 30.2. Rule A team which is in control of a live ball in its frontcourt may not cause the ball to be illegally returned to its backcourt. 30.3. Penalty The ball shall be awarded to the opponents' team for a throw-in in its frontcourt at the place nearest to the infraction except directly behind the backboard. 35. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 35 of 94 Art. 31 Goaltending and Interference 31.1. Definition 31.1.1. A shot for a field goal or a free throw: • Begins when the ball leaves the hand(s) of a player in the basket or passes through the basket or passes the basket or passes through the basket or passes th floor. - Becomes dead. 31.2. Rule 31.2.1. Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and: • It is on its downward flight to the basket, or • After it has touched the backboard. 31.2.2. Goaltending occurs during a shot for a field goal when a player touches the ball while it is in flight to the basket and before it touches the ring. 31.2.3. The goaltending restrictions apply until: • The ball no longer has the possibility to enter the basket or the basket or the backboard while the ball is in contact with the ring. • After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the basket from below and touches the ball. • A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket or has been prevented from entering the basket in such a way that, in the judgement of an official, the ball has been prevented from entering the basket in such a way that, in the judgement of an official is the basket or has been prevented from entering the basket in such a way that, in the judgement of an official is the basket in such a way that, in the judgement of an official is the basket or has been prevented from entering the basket in such a way that, in the judgement of an official is the basket in such a way that is the basket in such as the basket in such as the basket in such as the basket is the basket in such as the basket in such as the basket is the basket in such as the bask has blown his whistle while the ball was in the hands of a player in the act of shooting, or • The ball was in flight on a shot for a field goal or on a last free throw, or • The ball was in flight on a shot for a field goal or on a last free throw, or • The ball was in the hands of a player in the act of shooting. All restrictions related to goaltending and interference shall apply. 36. Page 36 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 31.3. Penalty 31.3.1. If the violation is committed by an offensive player, no points can be awarded. The ball shall be awarded to the opponents for a throw-in at the free-throw line extended, unless otherwise stated in these rules. 31.3.2. If the violation is committed by a defensive player, the offensive team is awarded: • 1 point, if the ball was released from the 2-point field goal area. • 3 points, if the ball was released from the 2-point field goal area. entered the basket. 31.3.3. If the goaltending is committed by a defensive player during a last free throw, 1 point shall be awarded to the offensive player. 37. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 37 of 94 RULE SIX - FOULS Art. 32 Fouls 32.1. Definition 32.1.1. A foul is an infraction of the rules concerning illegal personal contact with an oppo- nent and/or unsportsmanlike behaviour. 32.1.2. Any number of fouls shall be charged, entered on the scoresheet against the offender and penalised according to these rules. Art. 33 Contacts General principles 33.1. Cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the floor. It includes the space above the player and is limited to: • The front by the palms of the hands, • The rear by the buttocks, and • The sides by the outer edge of the arms and legs. The hands and arms may be extended in front of the torso no further than the position of the feet, with the arms bent at the elbows so that the forearms and hands are raised. The distance between his feet will vary according to his height. Diagram 5 Cylinder principle 33.2. Principle 33.2 on the playing court not already occupied by an opponent. This principle protects the space on the floor which he occupies and the space above him when he jumps vertically within that space. 38. Page 38 of 94 OFFICIAL BASKETBALL RULES 2018 As soon as the player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player must not be penalised for leaving the floor vertically (within his cylinder) is responsible for the contact. The defensive player, who left his vertical position (cylinder) is responsible for the contact. whether on the floor or airborne, shall not cause contact with the defensive player in a legal guarding position by: • Using his arms to create more space for himself (pushing off). • Spreading his legs or arms to cause contact during or immediately after a shot for a field goal. 33.3. Legal guarding position A defensive player has established an initial legal guarding position when: • He is facing his opponent, and • He has both feet on the floor. The legal guarding position extends vertically but he must maintain them in a vertical position inside the imaginary cylinder. 33.4. Guarding a player who controls the ball When guarding a player who controls (holding or dribbling) the ball, the elements of time and distance do not apply. The player with the ball must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him, even if this is done within a fraction of a second. The guarding position, he may move to guard his opponent, but he may not extend his arms, shoulders, hips or legs to prevent the dribbler from passing by him. When judging a charge/block situation involving a player with the ball, an official shall use the following principles: • The defensive player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish an initial legal guarding position by facing the player must establish and having both facing the player must establish and having bot move laterally or backwards in order to maintain the initial legal guarding position. • When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball. defensive player would be considered as having been at the place of contact first. • Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury. In any of the above situations, the contact shall be considered as having been at the player with the ball. 39. October 2018 OFFICIAL BASKETBAL RULES 2018 Page 39 of 94 33.5. Guarding a player who does not control the ball A player who does not control the ball is entitled to move freely on the playing court and take any position not already occupied by another player. When guarding a player who does not control the ball, the elements of time and distance shall apply. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance is directly proportional to the speed of the opponent, but never less than 1 normal step. If a defensive player does not respect the elements of time and distance in the speed of the opponent, but never less than 1 normal step. If a defensive player does not respect the elements of time and distance in the speed of the opponent, but never less than 1 normal step. If a defensive player does not respect the elements of time and distance in the speed of the opponent, but never less than 1 normal step. If a defensive player does not respect the elements of time and distance in the speed of the opponent, but never less than 1 normal step. If a defensive player does not respect the elements of time and distance in the speed of the opponent, but never less than 1 normal step. If a defensive player does not respect the elements of time and distance in the speed of the opponent. taking his initial legal guarding position, he may move to guard his opponent. He may not prevent him from passing by extending his arms, shoulders, hips or legs in his path. He may turn within his cylinder to avoid injury. 33.6. A player who is in the air A player who has jumped into the air from a place on the playing court has the right to land on another place and the direct path between the take-off and landing place is not already occupied by an opponent(s) at the time of take-off. If a player has taken off and landed but his momentum causes him to contact an oppo- nent who has taken a legal guarding position beyond the landing place, the jumper is responsible for the contact. An opponent may not move into the path of a player has taken off and landed but his momentum causes him to contact. who is in the air and causing contact is usually an unsports- manlike foul and in certain circumstances may be a disqualifying foul. 33.7. Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court. Legal screening is when the player who is screening and incertain circumstances may be a disqualifying foul. 33.7. opponent: • Was stationary (inside his cylinder) when contact occurred. • Had both feet on the floor when contact occurred. • Did not give sufficient distance in setting a screen outside the field of vision of a stationary opponent when contact occurred. • Did not respect the elements of time and distance of an opponent in motion when contact occurred. 40. Page 40 of 94 OFFICIAL BASKETBALL RULES 2018 If the screen as close to him as he wishes, provided there is no contact. If the screen is set outside the field of vision of a stationary opponent is in motion, the elements of time and distance shall apply. The screener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction. The distance required is never less than 1 and never more than 2 normal steps. A player who is legally screened is responsible for any contact, with the player who is legally screened is responsible for any contact with the player who has set the screen. 33.8. Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso. 33.9. Blocking Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball. A player who is attempting to screen is committing a blocking foul if contact occurs when he is moving and his opponent and shifts his position as the opponent shifts, he is primarily responsible for any contact that occurs, unless other factors are involved. The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened. It is legal for a player to extend his arm(s) or elbow(s) outside of his cylinder in taking position on the floor but they must be moved inside his cylinder when an opponent attempts to pass by. If the arm(s) or elbow(s) are outside his cylinder and contact occurs, it is blocking or holding. 33.10. No-charge semi-circle areas The no-charge semi-circle areas The no-charge semi-circle areas are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket. On any penetration play into the no-charge semi-circle area any contact caused by an airborne offensive player is illegally using his hands, arms, legs or body. This rule applies when: • The offensive player is in control of the ball whilst airborne, and • He attempts a shot for a field goal or passes off the ball, and • The defensive player has one foot or both feet in contact with the no-charge semi-circle area. 41. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 41 of 94 33.11. Contacting an opponent with the hand(s) and/or arm(s) The touching of an opponent with the hand(s) is, in itself, not necessarily a foul. The officials shall decide whether the player in any way restricts the freedom of movement of an opponent, such contact is a foul. Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with or without the ball, to impede his progress. To repeatedly touch or 'jab' an opponent with or without the ball, to impede his progress. To repeatedly touch or 'jab' and opponent with or without the ball, to impede his progress. To repeatedly touch or 'jab' and opponent with or without the ball is a foul by an offensive player with the ball to: • 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an advantage. • 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself. • Use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball. It is a foul by an offensive player without the ball to 'push off' to: • Get free to catch the ball. • Prevent the defensive player guarding him 33.12. Post play The principle) applies also to post play. The offensive player in the post position and the defensive player guarding him 33.12. Post play The principle of verticality (cylinder principle) applies also to post play. must respect each other's rights to a vertical position (cylinder). It is a foul by an offensive player in the post position to shoulder or hip his opponent out of position to shoulder or hip his opponent's freedom of movement using extended arms, shoulders, hips, legs or other parts of the body. 33.13. Illegal guarding from the rear Illegal guarding from the rear is personal contact with an opponent, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify his contact with an opponent from the rear. 33.14. Holding Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body. 33.15. Pushing Pushing is illegal personal contact with any part of the body where a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage. 42. Page 42 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 Art. 34 Personal foul is a player's illegal contact with an opponent, whether the ball is live or dead. A player shall not hold, block, push, charge, trip or impede the progress of an oppo- nent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by ben- ding his body into an 'abnormal' position (outside his cylinder), nor shall be charged against the offender. 34.2.1. If the foul is committed on a player not in the act of shooting: • The game shall be resumed with a throw-in by the non-offending team at the place nearest to the infraction. • If the offending team is in the team foul penalty situation, then Art. 41 shall apply. 34.2.2. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows: • If the shot released from the field goal area is successful, 2 free throws. • If the shot released from the 2-point field goal area is unsuccessful, 3 free throws. • If the shot released from the 2-point field goal area is unsuccessful, 3 free throws. the quarter or overtime or as, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 2 or 3 free throws shall be awarded. Art. 35 Double foul 35.1. Definition 35.1.1 A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time. 35.1.2 To consider 2 fouls as a double foul the following conditions must apply: - Both fouls are player fouls. - Both fouls have the same penalty. 35.2. Penalty A personal foul shall be charged against each offender No free throws shall be awarded and the game shall be resumed as follows: If at approximately the same time as the double foul: • A valid field goal, or a last free throw is scored, the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the place nearest to the infraction. • Neither team had control of the ball nor was entitled to the ball nor was entitled to the ball, a jump ball situation occurs. 43. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 43 of 94 Art. 36 Technical foul 36.1. Rules of conduct 36.1.1. The proper conduct of the game demands the full and loyal cooperation of the players and team bench personnel with the officials, table officials, table officials, table officials, table officials, table officials and commissioner, if present. 36.1.2. Each team shall do its best to secure victory, but this must be done in the spirit and intent of this rule. shall be considered as a technical foul. 36.1.4. The official may prevent technical fouls by giving warnings or even overlooking minor infraction after the ball becomes live, and have no direct effect upon the game, unless there is repetition of the same infraction after the ball becomes live, and have no direct effect upon the game, unless there is repetition of the same infraction after the ball becomes live, and have no direct effect upon the game, unless there is repetition of the same infraction after the ball becomes live, and have no direct effect upon the game, unless there is repetition of the same infraction after the ball becomes live, and have no direct effect upon the game, unless there is repetition of the same infraction after the ball becomes live, and the same infraction after the ball becomes line the game shall be stopped and a technical foul charged. The penalty shall be administered as if the technical foul had occurred during the interval between the infraction and the game being stopped shall remain valid. 36.2. Definition 36.2.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to: • Disrespectfully communicating with the officials. • Disrespectfully communicating with the officials or the team bench personnel. • Disrespectfully communicating with the officials or the team bench personnel. the spectators. • Baiting and taunting an opponent by waving/placing his hand(s) near his eyes. • Excessive swinging of elbows. • Delaying the ball after it passes through the ball after it passes t ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of an official, is trying to prevent injury to himself or to another player. • Goaltending during the last free throw by a defensive team shall be awarded 1 point, followed by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of an official, is trying to prevent injury to himself or to another player. the technical foul penalty charged against the defensive player. 36.2.2. A technical foul by any person permitted to sit on the team bench is a foul for disrespectfully communicating with or touching the officials or the opponents, or an infraction of a procedural or an administrative nature. 44. Page 44 of 94 OFFICIAL BASKETBALL RULES 2018 October 2018 36.2.3. A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls, or 2 unsportsmanlike fouls, or 2 unsportsm fouls ('C') as a result of his personal unsports- manlike behaviour. • He is charged with 3 technical fouls, either all of them ('C'), as a result of the unsportsmanlike behaviour. • He is charged with 3 technical fouls hall be the only foul to be penalised and no additional penalty for the disgualification shall be administered. 36.3. Penalty 36.3.1. If a technical foul shall be charged against him as a player, a technical foul shall be charged against the coach and shall not count as one of the team fouls. 36.3.2. The opponents shall be administered immediately. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped. • The free throw shall also be administered immediately, regardless whether the order of any other fouls has been started. for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball, a jump ball situation occurs. • With a jump ball in the centre circle to begin the first quarter. Art. 37 Unsportsmanlike foul 37.1. Definition 37.1.1. An unsportsmanlike foul is a player in an effort to play the ball or ball

an opponent. • An unnecessary contact caused by the defensive player in order to stop the pro- gress of the offensive player begins his act of shooting. 45. October 2018 OFFICIAL BASKETBALL RULES 2018 Page 45 of 94 • Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player the offensive player begins his act of shooting. • Contact by the defensive

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