

2018

RULE CHANGES

NOTE

ABBREVIATIONS USED IN THE MATERIAL

- | | |
|----------------|--|
| 1. PF = | PERSONAL FOUL |
| 2. UF = | UNSPORTSMANLIKE FOUL |
| 3. DQF = | DISQUALIFYING FOUL |
| 4. OOB = | OUT-OF-BOUNDS |
| 5. L2M = | LAST 2 MINUTES OF THE 4 TH QUARTER OR OVERTIME. |
| 6. 1 FT = | 1 FREE THROW |
| 7. 2 FTS + P = | 2 FREE THROWS AND POSSESSION FOR THROW-IN |
| 8. GT = | GOAL TENDING |
| 9. BI = | BASKET INTERFERENCE |
| 10. IRS = | INSTANT REPLAY SYSTEM |

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TERMINOLOGY

Reason for change

To unify the terminology worldwide and used by all stakeholders.

TERMINOLOGY

**NO MORE
~~PERIOD~~**



QUARTER

**NO MORE
~~EXTRA TIME~~**



OVERTIME

ART 4 - UNIFORMS: ACCESSORIES

Reason for change

To minimize the limitations for the uniforms' accessories without jeopardising the designated image of the game.

ART 4 - UNIFORMS: ACCESSORIES

**ANY ACCESSORIES
USED BY THE TEAM
MUST BE IN ONE
SAME SOLID COLOUR
(ANY COLOUR)**

ACCESSORIES ARE:

- **ARM & LEG SLEEVES**
- **HEAD GEAR**
- **HEAD & WRISTBAND**
- **TAPING**

- **SHIRT UNDER THE
UNIFORM IS NOT
PERMITTED**

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

ART. 17 - THROW-IN

Reason for change

To prevent the throw-in violations and delay during the last 2 minutes of the game.

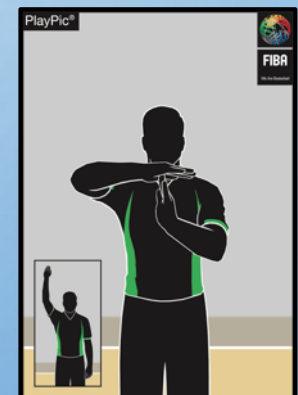
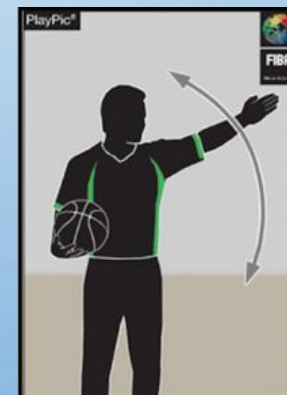
ART. 17 - THROW-IN

1. **LAST 2 MINUTES OF 4TH QUARTER
OR OVERTIME**
2. **DEFENSIVE PLAYER CANNOT MOVE
OVER THE BOUNDARY LINE**



REFEREE

- **USES PREVENTIVE WARNING SIGNAL**
- **IF VIOLATION, TF AGAINST DEFENSIVE
PLAYER**



ART. 17 - THROW-IN AFTER AN UF - DQF - FIGHTING

Reason for change

To speed up the game, to allow for more possession thus for possibly more scoring. To eliminate complex situations after a throw-in from the center line.

ART. 17 - THROW-IN AFTER AN UF - DQF - FIGHTING

**ALL THROW-INS AS PART OF
AN UF - DQF - FIGHTING
SHALL BE ADMINISTERED
FROM THE THROW-IN LINE
IN THE TEAM'S FRONT COURT**

**IN ALL THE CASES THE TEAM
SHALL HAVE 14 SECONDS ON
THE SHOT CLOCK**



ART. 24 - DRIBBLING

Reason for change

To allow for more spectacular play and to meet the reality of the game.

ART. 24 - DRIBBLING

**TO THROW THE BALL
AGAINST THE
BACKBOARD IS NO
LONGER A DRIBBLE**

TO THROW THE BALL AGAINST THE BASKET

THE BALL TOUCHES THE BACKBOARD

PLAYER CATCHES THE BALL

**DUNK IS
ALLOWED**

**“BACKBOARD DUNK”
IS ALLOWED AFTER
DRIBBLING**

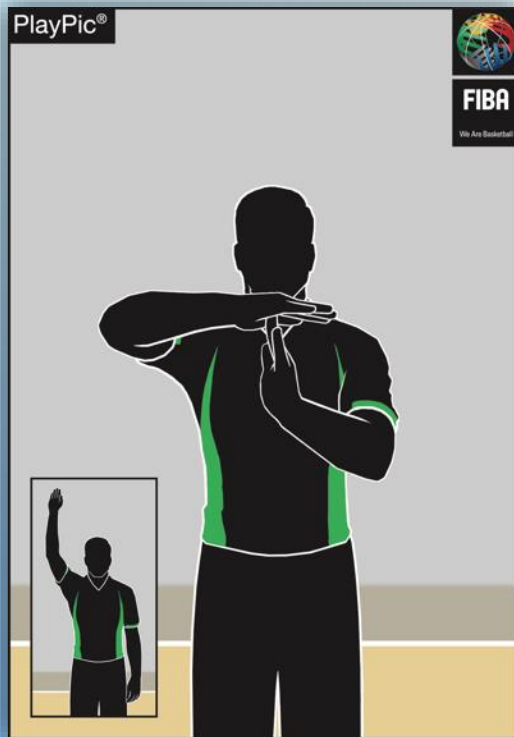


ART. 36 - TECHNICAL FOUL

Reason for change

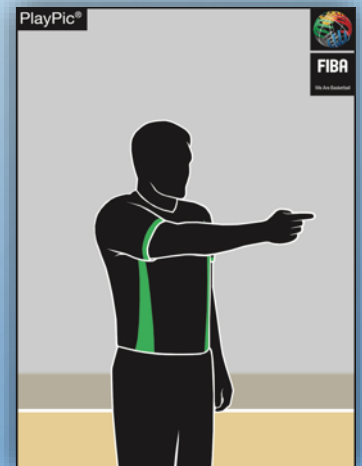
To avoid double penalty situation after a technical foul is called and to ensure the balance between team with the ball or without the ball.

ART. 36 - TECHNICAL FOUL



PENALTY:
1 FREE THROW,
TO BE ADMINISTERED
IMMEDIATELY (BUT AFTER TIME-OUT)

TO RESUME:
BALL RETURNS TO THE TEAM
WHICH WAS CONTROLLING
THE BALL OR WAS ENTITLED
TO THE BALL



ART. 36 - TECHNICAL FOUL SHOT CLOCK PRINCIPLES

24

**TECHNICAL FOUL
COMMITTED BY
THE OPPONENT
TEAM.
THROW-IN FROM
THE BACKCOURT.**

-> RESET TO 24"

17

**TECHNICAL FOUL
COMMITTED BY
THE OPPONENT
TEAM.
THROW-IN FROM
THE FRONT COURT
WITH 14 OR MORE
SECONDS.**

-> NO RESET

14

**TECHNICAL FOUL
COMMITTED BY
THE OPPONENT
TEAM.
THROW-IN FROM
THE FRONT COURT
WITH 13 OR LESS
SECONDS.**

-> RESET TO 14"

9

**A TECHNICAL
FOUL IS
COMMITTED
BY THE TEAM
IN CONTROL OF
THE BALL.**

-> NO RESET

ART. 29 - 24 SECONDS

Reason for change

To shorten the time the offensive team has at its disposal for a shot, once a team is already in the frontcourt. To allow for more opportunities for a shot for a field goal during the game.

ART. 29 - 24 SECONDS / 1

**WHENEVER A FOUL OR VIOLATION IS CALLED
AGAINST THE TEAM IN CONTROL OF THE BALL**

**1. SHOT CLOCK
SHALL BE RESET**

**2. THROW-IN FOR THE
OPPONENT TEAM
WITH RESET**

**A. 24 SECONDS
IF THROW-IN IN THE
BACKCOURT**

24

**B. 14 SECONDS
IF THROW-IN IN THE
FRONT COURT**

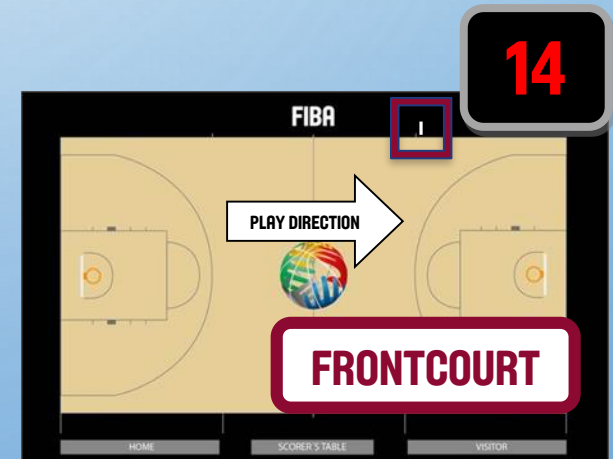
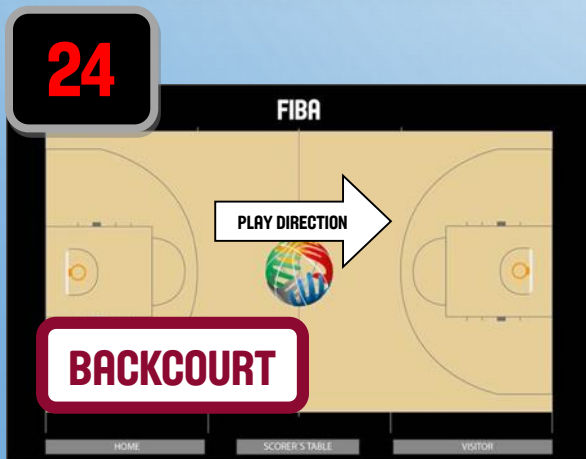
14

ART. 29 - 24 SECONDS / 2

LAST 2 MINUTES OF THE 4TH QUARTER OR OVERTIME



**COACH WITH A TEAM'S BACKCOURT
THROW-IN DECIDES AFTER HIS TIME-OUT
WHERE THE GAME SHALL BE RESUMED**



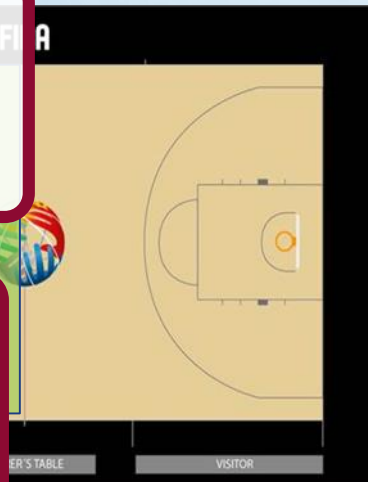
ART. 29 - 24 SECONDS / 3

L2M - AFTER TIME-OUT TAKEN BY THE TEAM THAT IS ENTITLED TO THE POSSESSION OF THE BALL FROM ITS BACKCOURT

BACKCOURT

**RESET 24 SECONDS,
AFTER OPPONENT'S
FOUL, VIOLATION OR
BASKET**

**NO RESET,
IF OUT OF BOUNDS
OR ANY OTHER
REASON**



FRONTCOURT

**RESET TO 14
SECONDS IF MORE
THAN 14 SECONDS**

**NO RESET,
IF LESS THAN
14 SECONDS**



PLAY DIRECTION



ART. 29 - SHOT CLOCK RESET 24 SECONDS PRINCIPLES

24

**A TEAM GAINS
CONTROL OF A LIVE
BALL ON THE
PLAYING COURT**

24

**THROW-IN AFTER
A VALID FIELD
GOAL**

24

**THROW-IN FROM
THE BACKCOURT
AFTER A FOUL OR
VIOLATION BY THE
OPPONENT TEAM**

24

**THROW-IN FROM
THE BACKCOURT
AFTER THE GAME
WAS STOPPED
BECAUSE OF
AN ACTION
CONNECTED WITH
THE TEAM NOT IN
CONTROL OF THE
BALL**

ART. 29 - SHOT CLOCK RESET 14 SECONDS PRINCIPLES

14

**THE SAME TEAM
RECOVERS BALL
CONTROL AFTER AN
UNSUCCESSFUL
SHOT (BALL
TOUCHES THE RING)**

14

**THROW-IN FROM
THE FRONT COURT
AFTER A FOUL OR
VIOLATION BY THE
OPPONENT TEAM
IF 13 OR LESS
SECONDS**

14

**THROW-IN DURING
AN UF/DQF
PENALTY FROM
THE THROW-IN
LINE IN THE FRONT
COURT**

14

**L2M / TIME-OUT &
COACH'S OPTION:
THROW-IN FROM
THE FRONT COURT
WITH 14 OR MORE
SECONDS OF
POSSESSION**

ART. 29 - SHOT CLOCK NO RESET PRINCIPLES

9

**THE GAME
BEING STOPPED
BECAUSE OF AN
ACTION
CONNECTED
WITH THE TEAM
IN CONTROL OF
THE BALL**

9

**THE GAME
BEING STOPPED
BECAUSE OF AN
ACTION NOT
CONNECTED
WITH EITHER
TEAM, IF THE
OPPONENTS
WOULD BE
PLACED AT A
DISADVANTAGE**

9

**THE TEAM
CONTROLLING
THE BALL
TAKES THE
THROW-IN
AFTER THE
BALL HAVING
GONE OUT-OF-
BOUNDS**

9

**L2M / TIME-OUT &
COACH'S OPTION:
THROW-IN FROM
THE FRONT COURT
WITH 13 OR LESS
SECONDS**

9

**A TECHNICAL
FOUL IS
COMMITTED
BY THE TEAM
IN CONTROL OF
THE BALL**

ART. 35 - DOUBLE FOUL

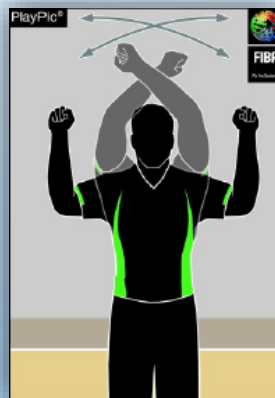
Reason for change

To simplify the foul principles in the situation when 2 opponents commit personal fouls against each other at approximately the same time.

ART. 35 - DOUBLE FOUL

TO BE A DOUBLE FOUL

**2 OPPONENT PLAYERS
FOULING EACH OTHER
WITH PHYSICAL
CONTACT AND THERE
IS THE SAME PENALTY**



ART. 39 - FIGHTING

Reason for change

To penalise team bench members for leaving the team bench area during the fight on the court differently (whether they are actively involved in the fight or not).

ART. 39 - FIGHTING

**IF A TEAM MEMBER
(SUBSTITUTE, DOCTOR ETC...) LEAVES THE TEAM BENCH AREA DURING A FIGHT**

**WITHOUT BEING INVOLVED:
DISQUALIFIED & TF TO COACH
"F" (2 FT + P) X TEAM**



**BEING ACTIVELY INVOLVED:
DISQUALIFIED FOUL
"D" (2 FT + P) X PERSON**

ART. 46 CREW CHIEF : DUTIES IRS

Reason for change

To add 3 more cases for the Instant Replay System (IRS) reviewable game situations.

ART. 46 CREW CHIEF : DUTIES IRS

**LAST TWO MINUTES
OF THE GAME**

**CALLED GT / BI
YES / NO**



**DURING ANY TIME
OF THE GAME**

**SHOOTER 2/3
FREE THROWS**

**PF - UF - DQF
UP OR DOWNGRADE**



ART. 50 SHOT CLOCK OPERATOR : DUTIES

Reason for change

The ball lodging between the ring and the backboard shall be considered as the ball having touched the ring. To be in line with the other similar articles.

ART. 50 SHOT CLOCK OPERATOR : DUTIES

BALL LODGED BETWEEN THE RING AND THE BACKBOARD



JUMP BALL SITUATION

**RESET 14" IF BALL FOR TEAM A,
WHO CONTROLLED THE BALL**

**RESET 24" IF BALL FOR TEAM B, WHO
DID NOT CONTROLLED THE BALL**

B - SCORESHEET

Reason for change

To clarify when a technical foul against a coach shall be penalised with 1 or 2 free throws.

B - SCORESHEET

The number of free throws shall be awarded as follows:

- If the foul is a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member, including for leaving the team bench area in a fighting situation, and this foul is charged to the coach as a technical foul: **2 free throws.**

A disqualifying foul against a substitute shall be recorded as follows:

001	MAYER,	F.	5	⊗	D				
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And

Coach	788	LOOR, A.	B ₂		
Assistant Coach	555	MONTA, B.			

If the substitute leaves the team bench area and is actively involved in the fight, his disqualification shall be recorded as follows:

001	MAYER,	F.	5	⊗	P ₂	P ₂	D ₂	F	F
-----	--------	----	---	---	----------------	----------------	----------------	---	---

And

Coach	788	LOOR, A.	B ₂		
Assistant Coach	555	MONTA, B.			

A disqualifying foul against an assistant coach shall be recorded as follows:

Coach	788	LOOR, A.	B ₂		
Assistant Coach	555	MONTA, B.	D		

D – CLASSIFICATION OF TEAMS

Reason for change

To accommodate the new competition format for the World Cup qualifiers.

Chapter D.3 has detailed examples/cases if a team forfeits for a 2nd time in a competition played in groups to have all the teams in all groups with the same number of the games played.

EQUIPMENT: SHOT CLOCK DEVICE

Reason for change

To have the shot clock display with two units with double sided surface to be visible to everyone in the game.

EQUIPMENT: SHOT CLOCK DEVICE



**FIBA LEVEL 1 COMPETITIONS
SHOT CLOCK
WITH DOUBLE SIDED DISPLAYS
TO BE VISIBLE TO EVERYONE IN
THE GAME**

2018

RULE CHANGES