

**2014/2015 FIBA RULES: QUICK REFERENCE : WE HAVE SOME RULE CHANGES THIS YEAR.
THERE ARE SOME CANADIAN INTERPRETATIONS AS WELL.**

RULE	
Court	1 circle–trapezoid lane and “old” 3 pt line: still in for high school. New 3-pt line at 6.75 m: CIS and ACAC. Rectangular restricted area: Will be used if the school has it marked in their gym. No charge semicircle: not in use for high schools. The line is part of the no-charge semi-circle. Throw – in line at 8.325m from endline, opposite scorer’s table (even with the top of the new 3 pt line or “1 step” above the current line)
Officials	2 or 3 persons
Uniforms	Jerseys tucked in. No T-shirts: BUT: Canadian interpretation: T-shirts allowed if they are the same color as the jersey and neatly trimmed. Under garments below shorts must be same as short color. Compression sleeves and stockings permitted: same color as shirt/shorts. High School Compression may be black or white.
Other Equipment	<p>Not permitted:</p> <p>Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, soft plastic, metal or any other hard substance (even if covered with soft padding).</p> <p>Head gear, hair accessories, wrist bands and jewelry: What part of “No Jewelry” do they not understand?</p> <p>Medic Alerts may be held at the table /by Coach/by Parent.</p> <p>Are permitted:</p> <p>Shoulder, upper arm, thigh or lower leg protective equipment if sufficiently padded.</p> <p>Knee braces if they are properly covered.</p> <p>Nose protector, glasses, and head bands.</p> <p>Mouthguards: clear, transparent: Not colored.</p> <p>Athletic tape: non-colored, transparent. Budgetary limitations: white.</p>
Team Roster	A full team roster must be submitted 20 minutes prior to game time. Starting line-ups, submitted by home team first, must be at 10 minute mark.
Dunking	Permitted during the warm-up.
Bench & Basket	Home team’s bench to the left of table, warm-up at opposite end. If both coaches agree, they may interchange their benches and/or baskets.
Duration	4 X 10 minutes
Intervals of play	15 min half time: 2 mins between quarters and overtime (if necessary) Reminder: Ends when the ball is tossed or ball is at the disposal of the thrower -in
Live ball/Dead ball	<p>The ball is LIVE when it leaves the hands of the referee</p> <p>-is at the disposal of the 1) free thrower 2) thrower in.</p> <p>The Ball is DEAD when: Ball is in flight for a goal and either the whistle blows, or the game clock sounds to end the period, or the shot clock sounds and the ball is on its upward flight.</p> <p>If the ball hits the rim on a shot and bounces above it with a chance of going in – then the whistle sounds or the game clock signals end of period – if a player touches the ball at this point, BASKET INTERFERENCE.</p>
Beginning of Game / Half	<p>Jump Ball always and only to start the game. AP for the rest (including OT).</p> <p>If a Technical foul is issued before the start of the game, shoot the free throw and start the game with a jump ball.</p> <p>If an infraction occurs between periods, the infraction is sanctioned without the AP arrow being affected.</p>
Jump ball	<p>Players may move onto or around the circle prior to toss.</p> <p>A jump ball situation occurs:</p> <p>Held ball. Note new interpretation of “capped shot”.</p> <p>Ball goes off two players simultaneously.</p>

	<p>**Double free throw violation on unsuccessful last free throw. Note: shooter violation takes precedence over all other violations.</p> <p>Live ball lodges on basket support.</p> <p>Ball becomes dead when neither team has control or is entitled to the ball.</p> <p>Cancellation of equal foul penalties against both teams.</p> <p>All quarters except for the first: A.P.</p> <p>When a player steps on a boundary or division line during a held ball.</p>
Alternating Possession	<p>The team that does not gain control off the opening jump ball which begins the first period will have the first AP . Note: jumpball, tap out of bounds, throw-in: now whoever gets control on the throw-in is actually the first possession.</p> <p>A violation by a team during its AP throw in causes them to lose the AP throw in.</p> <p>A foul by either team does not cause the throw in team to lose the AP arrow.</p>
Throw-ins	<p>Front court throw-in – cannot throw the ball to the back court.</p> <p>Allowed to throw ball over backboard on throw-in.</p> <p>The ball is not put into play from under the backboard.</p> <p>Cancelling a made basket results in a throw-in from the point of the free throw line extended.</p> <p>Note: may be offense or defense. 2011 interpretation.</p>
Substitution	<p>Permitted during clock stoppage– unlimited.</p> <p>Free throws – ONLY prior to first shot.</p> <p>Either team may sub after last successful free throw provided request was on time.</p> <p>Last 2 minutes (Interpretation: 2:00 or less) of the 4th period or Overtime, subs permitted for team scored upon. If they do, scoring team may have subs as well.</p> <p>Once the sub is in, he/she must stay in the game for one tick of the clock.</p> <p>Player who has fouled out must be replaced in 30 seconds or less: this is not a time out: the sub must be ready to go immediately.</p> <p>During a T.O., any substitute must simply report to the scorekeeper.</p>
Time Outs NEW:	<p>2 in the first half and 3 in the second half. No carry-over.</p> <p>However, each team may not take more than two time-outs in the last 2 minutes of the 4th period.</p> <p>T.O. must be requested at the scorer’s table by the coach Or assistant coach. Granted ONLY at the next stoppage of play or if scored upon.</p> <p>No T.O. between free throws.</p> <p>T.O. is 1 minute in duration – warning at 50 seconds.</p> <p>One T.O. per overtime.</p> <p>If your team has been scored upon, Your team may request a T.O. – request must be made before the ball is at the disposal of the thrower-in, out of bounds, after the basket.</p> <p>After a successful free throw, either team may request a T.O., before the ball is at the disposal of the thrower-in, out of bounds.</p> <p>Reminder: In the last two mins (2:00 or less) of play in the 4th period or overtime period, if the team that is advancing the ball up the floor has a throw in located in the back court and calls a timeout, the throw in is at the “throw in line” even with the top of the frontcourt 3 pt line. (one step above the current line)</p>
Free throws	<p>5 seconds to shoot the ball.</p> <p>Maximum 5 players in designated lane spaces. Spaces are exclusive to each team.</p> <p>Violation by either team (excluding the shooter) is called ONLY if free throw is unsuccessful.</p> <p>On a successful free throw only a violation by the free thrower is penalized.</p> <p>Throw in is from free throw line extended.</p> <p>Team control foul – no free throw.</p> <p>Double violation: Jump Ball/AP</p> <p>Violation by free-thrower takes precedence over other violations.</p>
Point of	<p>Do not allow extra time for “Huddling”. Get the ball to the freethrow shooter when ready.</p>

Emphasis:	Penalties for violations will occur if players are late entering the lane spaces.
Timing	The clock stops in the last 2 mins (2:00 or less) of the 4 th period and extra periods on made field goals
Reminder: Last second shot	The game clock must indicate 0:00.3 (three tenths of a second) or more for a player to secure control of the ball on a throw-in or on a rebound after the last or only 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.
Shot clock reset	Reset when: -Ball hits rim: FIBA RULE ONLY: reset to 14, if the ball is controlled by the shooting team on the rebound. NOT used in Canada or High schools. -Change of possession -Score -Technical stoppage, no advantage -Injury to opponent or defense -All fouls (except double and cancellation of equal penalties and same team gets throw-in). -All violations by defense: kick, fist, etc. (exc. "tap" or check out of bounds). Reminder: Any shot clock resets warranted in the back court will be reset to 24 secs. Any shot clock resets warranted in the front court will be reset as follows: If the clock shows 14 secs or more, the time will remain as shown. If the time shows 13 secs or less, the shot clock will be reset to 14 secs. Note: on a penalty of 2/3 shots and possession at the center line, the shot clock shall be reset to 24 seconds.
Overtime	Same direction as 4 th period and NO JUMP BALL. 2 min interval of play 5 minutes overtime period 1 time- out only. Bonus and team fouls carry over into the OT period
Airborne shooter	Considered to be in the act of shooting until both feet return to the floor
Blocked shot: NEW: (also capped)	Player returning to the floor without losing control of the ball and defender's hand still on the ball: held Ball: AP. If the player return to the floor still in control of the ball without the defender's hand on the ball: then it's a travel.
Falling	A player is permitted to fall and slide while holding the ball. They may slide and save the ball. A player cannot fall, then stand up with the ball. A player on the ground cannot "flop around or roll " while holding the ball .
Injured player NEW:	If injured player able to play immediately (within 15 seconds) play shall continue without penalty. If injured player recovers during a T.O. called by either team in that stopped clock period, that player may continue to play. If bench personnel come out on to the floor when the player is injured, that player must be replaced for one tick of the clock unless T.O. called by either team. If the player is actually substituted and a sub waved in. that sub must remain on the floor for a clock tick. The injured player must stay out for a clock tick. 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 wish.
Blood Rule	Bleeding player must be substituted for immediately. May stay if timeout granted to either team and player is ready and "clean" at end of T.O. A player with a blood saturated jersey must be substituted immediately and remain out until the jersey is cleaned Or a clean jersey is worn. The new number must be recorded accordingly.

VIOLATIONS	
Closely guarded	5 second visible count anywhere on the court-actively guarding the player holding the ball, within a distance of 1 metre
3 seconds	A player shall not remain in their opponent's key, for more than 3 seconds while their team is in control of a live ball in the front court and the game clock is running. Non-visible count. Note: "Where is the Ball?"
8 seconds	Reminder: Starts on the touch of the ball in the court after a throw in and the team taking the throw in remains in control of the ball. Starts on Possession after a shot or a turnover/steal. Centerline is part of back court. 8 seconds to advance into front court. If a player is dribbling along or on the centerline, or passing to a teammate straddling the centerline : keep counting until definite front court status is attained. That is 2 feet of the dribbler AND the ball are in front court. Or the ball is controlled or touched by any offensive player with both feet completely in front court. Ball touches referee or defensive player who has any foot touching front court. If ball out of bounds and returns to same team, keep the time left in the count. Ball tapped out in the back court at ex: 5 sec: 3 secs remain to get the ball into front court. Tell the player how much time he/she has.
Shot Clock	24 seconds. FIBA rule only thus far: reset to 14 upon hitting the rim if the shooting team regains possession on the rebound. Not used in Canada this year. Reminder: On a throw in, the shot clock starts as soon as the ball touches or is touched by any player on the playing surface and the team taking the throw in remains in control of the ball. Ball must be released prior to sounding of horn and subsequently hit rim or go in. Note: If horn sounds – don't blow whistle and wait to see what happens :if shot doesn't hit rim or go in, or defense gets immediate control, no whistle, play continues. Throw in for a shot clock violation is taken at the spot closest to the shooter, not under the backboard. Shot clock is reset in error or sounds in error – official may correct it. If sounds in error, early in the offense, try to fix it, or again if very early, ignore the horn "play on" as long as neither team placed at a disadvantage. Front court reset: 14 secs or above, the clock remains the same. 13 secs or below, the clock will reset to 14.
Back court/Front court	Reminder: The ball goes to a team's front court when, during a dribble from backcourt to front court, both feet of the dribbler and the ball are in contact with the frontcourt. Both feet must be completely in front court. A ball is deemed to be front court when it is passed to a front court player who has both feet completely in the front court. Ball returning to back court with team control: last touch, first touch = violation. It is important to remember that the player causing the ball to go into the backcourt must be in the frontcourt for a violation to occur. On a throw in from the front court, players may not throw the ball into the back court. NOTE: It is not a violation if a player jumps from his frontcourt, intercepts the ball and establishes new team control while still airborne, and lands in his backcourt.
Goal tending	A player may not touch the ball: once it hits the backboard on a shot above the level of the ring. The ball is on its downward flight to the basket. After it has hit the backboard. This may include a ball on the way up for a lay-up: above the level of the rim.
Basket Interference	If the ball is on the ring, players may not touch the basket or the backboard; however they may touch the ball. If the ball is within the basket, defensive players may not touch the ball or the basket.

	<p>Players may not vibrate the ring or board when the ball has a chance of entering the basket – either when the ball is on the way to the basket or after the ball has struck the rim. This is not a technical foul – simply count the basket.</p> <p>Players may play the ball after the ball has hit the rim on a shot, EXCEPT after an official blows the whistle or the game clock signals to end the period. No one may touch the ball in these two cases if there is a possibility that the ball may enter the basket.</p> <p>If a player reaches through the basket from below and touches the ball, it is an interference – count the basket (not a violation)</p>
Faking a free throw	The player shall not fake a free throw (43.2.3) If the free throw is successful and the violation (s) is/are committed by a free throw shooter, the point, if made, shall not count (43.3)
Lodged ball	<p>Ball lodged in backboard during play is a jump ball (AP). If the team who caused the ball to get lodged is getting the ball back, they will only have whatever time is remaining on the shot clock.</p> <p>Throw in from out of bounds lodges in the basket/ backboard – this is a jump ball (AP). Both of these throw ins are on the end line.</p> <p>A shot clock horn takes precedence over the lodged ball and the shot clock violation is penalized.</p>
Kick ball	Any part of the leg. Back court: shot clock reset to 24. Front court: 14 and above stays as is. 13 and below reset to 14. Note: Is it “ball to foot” or “foot to ball.”?
Travelling	<p>Point of emphasis: find the pivot foot. The ball must be released before the pivot foot is moved. See: point of emphasis presentation. 2 foot Bunny Hop = travel.</p> <p>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.</p>
New statement	
FOULS	
Legal Guarding Position	A defensive player has established an initial legal guarding position when: They are facing the opponent. They have both feet on the floor.
Personal fouls	Contact by an opponent during a live or dead ball. Opponents + contact + advantage
Team/player control	No free throws on any team control foul.
Penalty (Bonus)	2 shots : shooting on the 5 th team foul in each quarter
Double foul	<p>When opponents commit fouls against each other at approximately the same time.</p> <p>No free throws shall be awarded.</p> <p>If a team in control, that team gets the ball back with no reset.</p> <p>No team control – AP.</p> <p>If happens during a score, the non-scoring team gets the ball back on the end line.</p>
Technical Foul NEW:	<p>Non-contact fouls – live or dead ball.</p> <p>1 shot plus possession at center line.</p> <p>Upon 2 technical fouls, the player is removed from the game and must leave the gym area.</p> <p>Technical fouls against players count towards the player’s 5 personals and the team’s total.</p> <p>If the foul is by a player during an interval, that foul will count towards the bonus in the next quarter.</p> <p>Technical fouls towards the bench personnel are charged to the coach and do not count towards the teams total for the purpose of bonus.</p> <p>A technical foul may be called on a player for excessive swinging of the elbows without contact.</p> <p>A technical foul may be called on a player who falls down to fake a foul.(Flop)</p>
Unsportsmanlike foul	<p>This is a player contact foul which, in the judgment of the officials, is not a legitimate attempt to directly play the ball. Example: grabbing a player to stop momentum, fouling a player away from the ball when the clock is stopped, excessive contact (hard foul).</p> <p>Penalty being 2 (3) shots and possession at center line opposite table. Thrower in straddles the line and may use front or back court..</p>

	<p>Exception: Made field goal = 1 shot + possession. 2 unsportsmanlike fouls = disqualification. Clear Path Foul – if a defensive player causes contact with an opponent from behind or laterally in an attempt to stop a fast break and there is no opponent between the offensive player and the opponent’s basket, an unsportsmanlike foul shall be called. Reminder: In the last 2 mins of the 4th period or OT period, if the ball is out of bounds for a throw in and still in the hands of the official or at the disposal of the player making the throw in: 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. Reminder: All fouls that have a penalty of 1/2/3 shots and possession of the ball at center; in the last 2 mins (2:00 or less) of the 4th period or OT period; if the team advancing the ball up the floor calls a time out. The resulting throw-in will be at the center line opposite the table. Feb/11 interp.</p>
Disqualified player	<p>5 personal fouls or 2 unsportsmanlike fouls , 2 technical fouls or 1 disqualifying foul. After 5 personal fouls: the disqualified player must be substituted for immediately within 30 seconds. “Who’s your sub, coach?” keep a count. At 15 secs: get him in and let’s go. No warning buzzer at 10 seconds. Coach is disqualified with 2 technical fouls directly to him (CC) or as a result of 3 technical fouls to bench personnel (BBB or CBB). The coach must leave the gym.</p>
Disqualifying foul	Note: If a player is ejected, they must leave the gym. (art 38.2.2)
Fighting	<p>Head coach or assistant may assist in helping to restore order during the fighting situation. Any other bench personnel who leave will be disqualified. Regardless of how many people leave the bench area, only 1 Technical foul shall be Charged(B) to the coach of that particular team. If members of both teams are disqualified under this rule, treat it like a double foul. These Disqualifying fouls shall not count as team fouls.</p>
SPECIAL SITUATIONS FOR CANCELLING FOULS	<p>Within the same stopped clock period after an infraction and then other penalties are called – the process is to cancel all sanctions of equal penalty and double foul sanctions. A team may lose possession they were entitled to because of the additional fouls. The right to possession of the ball as part of the last penalty still to be administered shall cancel any prior rights to possession of the ball. Once the ball is live for the first free throw of a set, that penalty can no longer be used to cancel any other penalty.</p>
Correctable Errors (art.44)	<p>Awarding an unmerited free throw(s). Failure to award a merited free throw(s). Erroneous awarding or cancelling a point(s). Permitting the wrong player to attempt the free throw(s). Must be corrected before the ball becomes alive twice: Correctable error occurs - ball is live: correctable - ball is dead: correctable - when the ball is live: not correctable. Exception: failure to award merited free throws: the same team scores directly off the throw in : the error shall be disregarded. (art 44.3.2, 2nd bullet)</p>
NEW: Shot made and its value	<p>The value of a goal is determined 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 opponent’s basket into which the ball has entered.</p>
Art 46.13	The referee shall: Have the power to make decisions on any point not specifically covered by these rules. Ask Yourself: “What is Fair?”
Art 47.8	Decisions made by the officials are final and cannot be contested or disregarded.

NOTE: Art 7: Coaches	Either the coach or the assistant coach, BUT only one of them at any given time, is permitted to remain standing during the game. They may address the players verbally during the game provided they remain within their team bench area. The assistant coach shall not address the officials.
Points of Emphasis	<ol style="list-style-type: none">1. Travelling2. Rough play : either in the post or on the dribbler.3. Communication with coaches.