



FIBA

We Are Basketball

THE FIBA OFFICIAL BASKETBALL RULES CHANGES VALID AS OF 1 OCTOBER 2024

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FOREWORD

FIBA Official Basketball Rules (OBR) are approved by the FIBA Central Board and they are available for the entire basketball family.

According to the established procedure, the FIBA's Rules Advisory Group (RAG), comprised of basketball and refereeing experts, studies closely all proposals for the rule changes before submitting them to the FIBA Technical Commission for the final review. The key stakeholders - coaches (WABC - World Association of Basketball Coaches), FIBA Players Commission, NBA and NCAA representatives - are also involved in the analysis of the rule changes.

Normally the new edition of the OBR becomes valid starting as of 1 October of any given year .

The Official Basketball Rules comprise two sections: a) Basketball Rules and b) Basketball Equipment. They are published in two separate documents.

In order to facilitate the preparation for the new rule changes worldwide, FIBA publishes the following documents.

- a.** Official Basketball Rules & Basketball Equipment in English *
- b.** Summary of the Rule Changes in English, French and Spanish**
- c.** Official Basketball Rules Interpretations in English ***

Complementary material

- d.** Webinars, presentations & videos to explain rule changes in practice.

* = available in August 2024

** = does not include all minor editorial changes

*** = available in September 2024

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2024 OFFICIAL BASKETBALL RULES

Art. 1.2 Participants' Responsibility

REASON FOR CHANGE

By changing Art 44 Correctable error, it was necessary to create a common statement for all the participants in the game.

NEW RULEBOOK TEXT

Art. 1.2 Participants' responsibility

All participants in the game, table officials, the technical delegates/commissioners, if present, all team members entitled to play, the head coaches and other accompanying delegation members should play a positive role in the smooth running of the game and are expected to always demonstrate ethical behaviour. Should they become aware of an inaccuracy (correctable error) in scorekeeping involving the score, fouls, time-outs as well as the timekeeping and shot clock operations, they are expected to notify the referees immediately to ensure and facilitate the error to be corrected in accordance with these rules.

Art. 17 Throw-In

REASON FOR CHANGE

To keep the throw-in spot on the same side of the court, when the head coach decides, after a time-out in the last 2 minutes to advance the ball to the frontcourt.

This rule change will result in consequential changes to Rule 2.5.6 to support the certainty in the rules.

NEW RULEBOOK TEXT

Art. 17 Throw-in

...

- 17.2.4 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, following a time-out taken by the **team entitled** to the possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

If the head coach decides to resume the game with a frontcourt throw-in and the original throw-in is in the backcourt from

- **the endline after a successful goal or a successful last free throw, the head coach shall decide whether the throw-in shall take place from the throw-in line on the table side or on opposite side.**
- **the sideline or the endline after a foul or violation, the throw-in shall take place in the frontcourt from the throw-in line at the same side of the court (table side or opposite side) as the original throw-in.**

...

- 17.2.7 Following an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line **in** the team's frontcourt, **opposite the scorer's table**, unless otherwise stated in these rules.

...

Art. 2 Court

...

- 2.5.6 Throw-in lines

The 4 throw-in lines, 2 of them on each sideline, of 0.15 m in length shall be marked outside the court, with the outer edge of the lines 8.325 m from the inner edge of the nearest endline.

...

Diagram 1

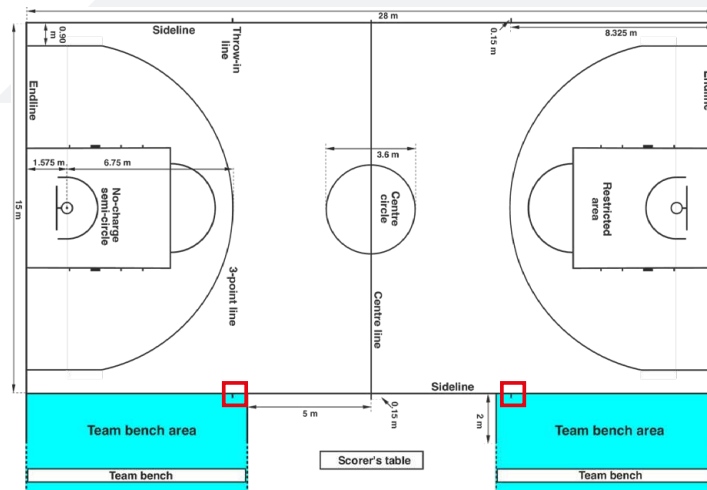


Diagram 2

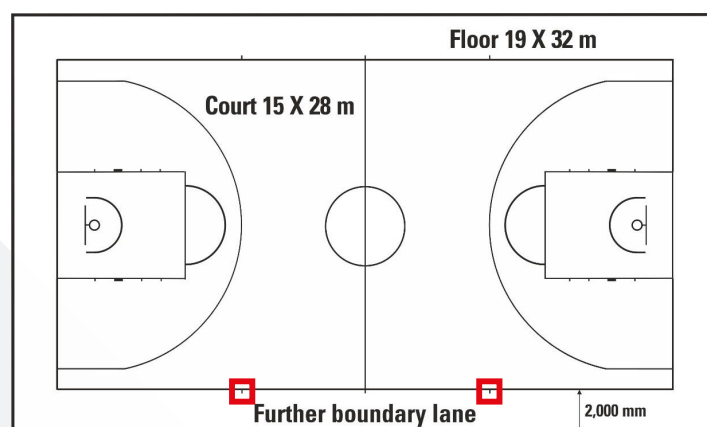
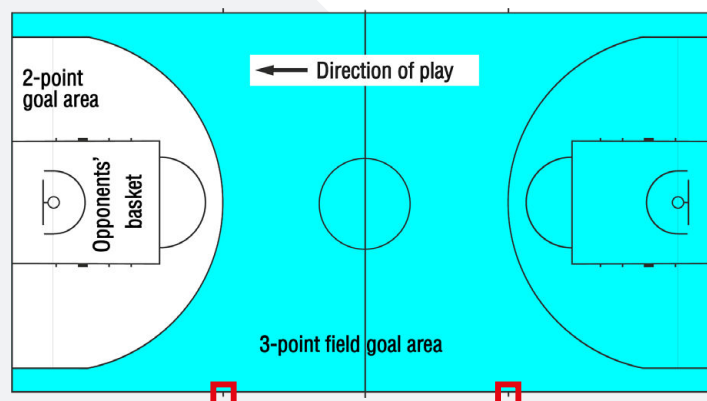


Diagram 4



Art. 31.2.4 Basket Interference (editorial change)

REASON FOR CHANGE

The existing OBR text provides a space for individual judgement because it is very generic. New text has more details that help to better visualize the situations.

There is no change for the actual rule, how the game is played (editorial change).

NEW RULEBOOK TEXT

Art. 31 Goaltending and Interference

31.2.3 The goaltending restrictions apply until the ball:

- No longer has the possibility to enter the basket.
- Has touched the ring.

31.2.4 Interference occurs when:

...

- A player causes the basket to vibrate or grasps the basket (ring and/or net) in such a way that causes the ball to take an unnatural bounce or to change direction, thus the ball is prevented from entering the basket or is caused to enter the basket.

...

Art. 40 Foul limits by a player and game disqualifications

REASON FOR CHANGE

The rules are lacking clear and complete procedures for when a team member, including a player or coach is disqualified. There have been unnecessary delays in a disqualified team member leaving the floor and returning to the dressing room.

Specific procedures are required to support the cooperation of all participants to ensure the smooth running of the game.

These Rule Changes will result in consequential amendments to the Official Basketball Rules (see below) and Official Basketball Rules – Basketball Equipment (see page 22).

NEW RULEBOOK TEXT

Art. 40 Foul limits by a player and game disqualifications

- 40.1 A player who has committed 5 fouls shall be informed of it by a referee and must leave the game immediately.
- 40.2 A player head coach who has committed 5 fouls as a player is an excluded player but may continue as a head coach.
- 40.3 A foul by a player who has previously committed 5 fouls is considered as an excluded player's foul and it is charged and entered on the scoresheet against the head coach ('B').
- 40.4 A player who has committed 2 technical fouls or 2 unsportsmanlike fouls or 1 unsportsmanlike foul and 1 technical foul shall be informed of the game disqualification by the timer who shall raise the game disqualification (GD) marker.
- 40.5 A head coach who has committed 2 technical fouls ('C') because of the personal unsportsmanlike behaviour or 3 technical fouls, either all of them ('B') or one of them ('C') shall be informed of the game disqualification by the timer who shall raise the game disqualification (GD) marker.
- 40.6 Any disqualified player, substitute, head coach, assistant coach, excluded player or accompanying delegation member must leave the game immediately (taking no more than 30 seconds) and shall go to and remain in the team's dressing room for the duration of the game or shall leave the building.

Art. 3 Equipment

The following equipment shall be required:

...

- Scoresheet
- Player / head coach foul markers
- Team foul markers

...

For a more detailed description of basketball equipment, see Appendix on Basketball Equipment

Art. 49 Timer: Duties

49.1 The timer shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of a quarter or overtime.
- Use any means possible to notify the referees immediately if the signal fails to sound or is not heard.
- Indicate the number of fouls committed by each player by raising the player foul marker in a manner visible to both head coaches.
- Indicate that a player or a coach has been game disqualified from the game, by raising the GD marker.
- Notify a referee immediately when 5 fouls have been charged against any player.
- Operate the team foul markers, each one positioned on either side of the scorer's table nearest to the team bench. The team foul marker shall show the current number of team fouls and shall be fully in red, with no number visible, after the ball becomes live again after the fourth team foul in a quarter.
- Effect substitutions.
- Effect time-outs. The timer must notify the referees of the time-out opportunity when a team has requested a time-out.
- Sound the signal only when the ball becomes dead and before the ball becomes live again. The sound of the timer's signal neither stops the game clock or the game nor causes the ball to become dead.

Art. 44 Correctable Error

REASON FOR CHANGE

The existing rules provide an opportunity to correct scorekeeping - or timekeeping errors anytime during the game. Even after the game is finished and the correction may change the result of the game.

There were plays in main FIBA Competitions regarding a fantasy basket, not correctly awarding free throw penalties, and missing points in the score sheet. The new rule language provides greater clarity and a better opportunity to correct errors in a logical manner that is equitable to all.

NEW RULEBOOK TEXT

Art. 44 Correctable errors

44.1 Correctable errors – General procedures

44.1.1 A referee may stop the game immediately upon identification of a correctable error, unless either team is placed at a disadvantage.

44.1.2 Any fouls committed, time used and additional activity which may have occurred after the error has occurred and before its recognition shall remain valid.

44.1.3 After the correction of the error, the game shall be resumed from the place nearest to where it was stopped to correct the error. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.

44.2 Correctable errors category 1 – Definition

The below category 1 errors may be corrected by the referees if a rule is incorrectly applied.

- Awarding an unmerited free throw(s).
- Failing to award a merited free throw(s).
- Permitting the wrong player to attempt a free throw(s).
- Directing the wrong player to attempt a free throw(s).
- Erroneously awarding or cancelling of a point(s).
- Reporting a foul against the wrong player, head coach or team.
- Scorekeeping errors, including:
 - failing to record or erroneously recording points.
 - failing to record or recording a foul against the wrong player, head coach or team.
 - failing to record or recording a time-out against the wrong team.
- Game clock errors, including malfunctions, in starting or stopping the game clock correctly or in setting the correct time on the game clock.

44.3 Correctable errors category 1 – General procedures

44.3.1 To be correctable, the errors must be identified by the referees, commissioner, if present or table officials as follows:

- If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, the error must be corrected before 2:00 minutes or less are remaining on the game clock.
- If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, but the referees stop the game for the first time with less than 2:00 minutes remaining on the game clock, the error must be corrected before the ball becomes live again.
- If the error occurs after the game clock shows less than 2:00 minutes in the fourth quarter or in an overtime, the error must be corrected before the ball becomes live after the first time the referees have stopped the game for any reason following the error.

44.3.2 These errors are no longer correctable after the ball becomes dead when the game clock sounds for the end of the game unless the error occurs after the last time the referees have stopped the game for any reason before the game clock signal sounds for the end of the game. In such a case, the error must be corrected immediately after the end of the game and the teams shall remain on the court or in their team bench areas.

44.3.3 Once an error that is still correctable has been identified, and:

- The team member involved in the correction of the error is on the team bench after being legally substituted, that team member must re-enter the court to participate in the correction of the error, at which point the given team member becomes a player.
- Upon completion of the correction, the player may remain in the game unless a legal substitution has been requested again, in which case the player may leave the court.
- If the team member has been excluded, disqualified, unable to play due to injury or cannot be identified, the head coach shall designate the team member to participate in the correction of the error.

44.4 Correctable errors category 1 – Special procedures

44.4.1 Awarding an unmerited free throw(s):

The free throw(s) attempted because of the error shall be cancelled and the game shall be resumed as follows:

- If the game clock has not started after the error, the ball shall be awarded for a throw-in from the free-throw line extended to the team whose free throws had been cancelled.
- If the game clock has already started after the error, the game shall be resumed from the place nearest to where it was stopped to correct the error.

44.4.2 Failing to award a merited free throw(s):

- If there has been no change in possession of the ball after the error occurred, the game shall be resumed after the correction of the error as after any last free throw.
- If the same team scores a goal after having been erroneously awarded possession of the ball for a throw-in, the error shall be disregarded.
- If the game clock has already started, and there has been a change of possession after the correction of the error, the game shall be resumed from the place nearest to where it was stopped to correct the error.

44.4.3 Permitting the wrong player to attempt a free throw(s):

The free throw(s) attempted, and the possession of the ball if part of the penalty shall be cancelled. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless the game has continued and was stopped for the correction of the error, in which case the game shall be resumed from the place nearest to where it was stopped to correct the error.

44.4.4 Directing the wrong player to attempt a free throw(s):

The free throw(s) attempted shall be cancelled and the correct player shall attempt a replacement free throw(s). The game shall continue as after any last free throw, unless the game has continued and was stopped for the correction of the error, in which case the game shall be resumed from the place nearest to where it was stopped to correct the error.

44.4.5 Erroneously awarding or cancelling of a point(s):

The points shall be awarded or cancelled. The scoresheet shall be corrected.

The game shall be resumed from the place nearest to where it was stopped to correct the error.

44.4.6 Reporting a foul against the wrong player, head coach or team:

The scoresheet shall be corrected. Any erroneously excluded or disqualified player or head coach shall re-enter the game. Any player or head coach who should have been excluded or disqualified shall be excluded or disqualified.

44.4.7 Scorekeeping errors

- failing to record or erroneously recording points.
- failing to record or erroneously recording a foul against the wrong player, head coach or team.
- failing to record or erroneously recording a time-out against the wrong team:

The scoresheet shall be corrected and any resulting action such as a player exclusion or re-entering the game shall be applied.

44.4.8 Game clock errors, including malfunctions, in starting or stopping the game clock correctly or errors in setting the correct time on the game clock:

The game clock shall be corrected with time added or deducted as necessary to correct the error.

44.5 Correctable error category 2 – Definition

The below category 2 error may be corrected by the referees if a rule is incorrectly applied: Shot clock errors, including malfunctions, in starting or stopping the shot clock correctly or errors in setting the correct time on the shot clock.

44.6 Correctable errors category 2 – General procedures

44.6.1 To be correctable, the error must be identified by the referees, commissioner, if present or table officials

- when the ball is live immediately after the error and the referees stop the game to correct the error, or
- when the referees have stopped the game the first time for any reason, and the team in control or entitled to the possession of the ball at the time of the error shall keep control of the ball or stay entitled to the possession of the ball.

The shot clock shall be corrected to the correct time.

44.6.2 Shot clock errors are no longer correctable after:

- A change of possession of a live ball after the error.
- The team in control of the ball scores a valid goal,
- The ball becomes dead when the game clock sounds for the end of the game.

Art. 48 Scorer and assistant scorer: Duties

REASON FOR CHANGE

This change is required because of the changes in Art 44 (consequential amendments).

NEW RULEBOOK TEXT

Art. 48 Scorer and assistant scorer: Duties

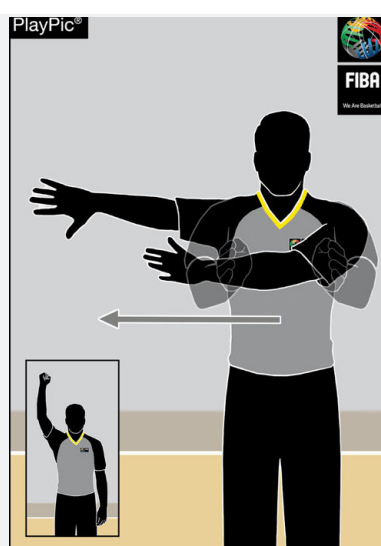
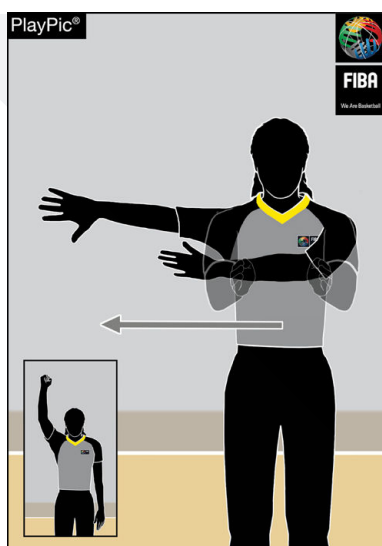
- 48.1 The scorer shall be provided with a scoresheet and shall keep a record of:
- Teams, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the 5 players to start the game, substitutions or numbers of players, **the nearest referee must be notified immediately.**
 - Running summary of points scored, by entering the goals and the free throws made.
 - Fouls charged against each player. **The scorer** shall enter the fouls charged against each head coach and must notify a referee immediately when a head coach should be disqualified. Similarly, **the scorer** must notify a referee immediately that a player should be disqualified, **after having** committed 2 technical fouls, or 2 unsportsmanlike fouls, or 1 technical and 1 unsportsmanlike foul.
 - Time-outs. **The scorer** must notify the head coach through a referee when the head coach has no more time-out(s) left in a half or overtime.
 - The next alternating possession, by operating the alternating possession arrow. The scorer shall reverse the direction of the alternating possession arrow immediately after the end of the first half as the teams shall exchange baskets for the second half.
 - For each team the head coach's challenge granted. **The scorer** must notify the nearest referee immediately when a head coach **erroneously requests** a second challenge.
- 48.2 The assistant scorer shall operate the scoreboard and assist the scorer and timer. In case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
- 48.3 If **an error** is identified on the scoresheet:
- During the game, the timer must wait for the first dead ball before sounding **the** signal.
 - **The scorer shall consult the crew chief and correct errors on the scoresheet when the error is identified within the limits defined in Article 44 (Correctable errors).**
 - **If the error is not identified within the limits defined in Article 44 (Correctable errors),** the error may no longer be corrected. The crew chief or the commissioner, if present, shall send a detailed report to the organising body of the competition.

Appendix A Referees' Signals

REASON FOR CHANGE

When a player is fouled in the act of shooting, but then decides to pass the ball, this is considered as a "not act of shooting foul" and therefore a "pass-off" signal is used to clarify the situation immediately (clarity).

NEW SIGNAL



Appendix C Protest Procedure

REASON FOR CHANGE

This change is required because of the changes in Art 44 (consequential amendments).

NEW RULEBOOK TEXT

C – Protest Procedure

- C.1 A team may file a protest if its interests have been adversely affected by:
- a. An error in scorekeeping, timekeeping or shot clock operations, which the referees were authorised to correct as provided in these rules and had access to verifiable evidence available at the time of the decision to correct the error under Article 44 (Correctable errors) but failed to do so.
 - b. A decision to forfeit, cancel, postpone, not resume or not play the game.
 - c. A violation of the applicable eligibility rules.
- ...
- C.3 The crew chief (or commissioner, if present) shall, following receipt of the protest reasons, report in writing the incident which leads to the protest, to the FIBA representative or to the competent body. When receiving the protest reasons document, the crew chief (or commissioner, if present) shall record on the document the time when the protest has been received.
- ...

Appendix D Classification of teams

REASON FOR CHANGE

Present OBR states that the last criteria is FIBA ranking, but it is valid only for FIBA National Team Competitions and therefore a new criteria was brought in.

NEW RULEBOOK TEXT

D – Classification of teams

...

D.1.3 If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If these 2 or more teams have the same win-loss record of the games between them, further criteria shall be used in the following order:

- Higher game points difference of the games between them.
- Higher number of game points scored in the games between them.
- Higher game points difference of all games in the group.
- Higher number of game points scored in all games in the group.

If, upon application of these criteria, a final decision cannot be reached at the conclusion of the group phase, the relevant FIBA ranking shall determine the final classification in National Teams Competitions. In all other competitions where no FIBA ranking exists, the final classification shall be determined with a draw.

...

Appendix F Instant replay system

REASON FOR CHANGES

Any time review (F3.3)

This change is required because of the changes in Art 44 (consequential amendments).
Editorial change to use the same terminology as Art 44 (act of violence review).

Head Coach's Challenge (F4.2.)

To provide coaches with the same flexibility as with substitutions/time-outs, allowing them to withdraw their requests.

NEW RULEBOOK TEXT

F – INSTANT REPLAY SYSTEM

F.3 Rule

The following game situations may be reviewed:

F.3.1 At the end of the quarter or overtime,

- whether a shot for a successful goal was released before the game clock signal sounded for the end of the quarter or overtime.
- whether and how much time shall be displayed on the game clock, if
 - an out-of-bounds violation of the shooter occurred,
 - a shot clock violation occurred,
 - an 8-second violation occurred,
 - a foul was committedbefore the end of the quarter or overtime.

The interval of play shall not start until after the IRS decision is communicated and any additional playing time in the quarter or overtime is completed.

F.3.2 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,

- whether a shot for a successful goal was released before the shot clock signal sounded.
 - The referees are authorised to stop the game immediately to review whether a successful goal was released before the shot clock signal sounded.
 - The referees must identify the need for the review which must take place after the goal when the referees have stopped the game for the first time for any reason.
- when a foul was committed away from a shooting situation
 - whether the game or shot clock had expired,
 - whether the act of shooting had started when the foul was committed by an opponent of the shooter, or
 - whether the ball was still in the hand(s) of the shooter when the foul was committed by a team-mate of the shooter.

- whether a goaltending or basket interference violation was called correctly.

When the review determines that a goaltending or basket interference violation was not called correctly the game shall be resumed as follows, if after the call:

- The ball has legally entered the basket, the goal shall count and the defensive team shall be entitled to a throw-in from the endline.
- A player of either team has gained an immediate and clear control of the ball, that team shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.
- Neither team has gained an immediate and clear control of the ball, a jump ball situation occurs.
- to identify the player who has caused the ball to go out-of-bounds.

F.3.3 At any time of the game,

- whether the successful goal was released from the 2- or 3-point area.
 - The referees are authorised to stop the game immediately to review whether a successful goal was released from the 2- or 3-point area.
 - The review must take place when the referees have stopped the game for the first time for any reason after the goal.
- whether 2 or 3 free throws shall be awarded, after a foul was committed on a shooter for an unsuccessful goal.
- whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- whether a technical foul shall be considered as an unsportsmanlike foul or disqualifying foul.
- whether one of the correctable errors category 1 has occurred and is still correctable within the limits defined in Article 44 (Correctable errors). If so:
 - The referees are authorised to stop the game immediately to review whether a correctable error category 1 has occurred.
 - The error may only be corrected as defined in Article 44 (Correctable errors).
- whether one of the correctable errors category 2 has occurred and is still correctable within the limits defined in Article 44 (Correctable errors). If so, the error may only be corrected as defined in Article 44 (Correctable errors).
- after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
- to identify the correct free-throw shooter.
- to identify the involvement of players and persons permitted to sit on the team benches during any act of violence or potential act of violence.
 - The referees are authorised to stop the game immediately to review any act of violence or potential act of violence.
 - The review must take place before the ball becomes live after the referees have stopped the game for the first time for any reason, following the act of violence or potential act of violence.

F.4 Head coach's challenge

F.4.1 In all games where the Instant Replay System (IRS) is used the head coach may request a head coach's challenge (HCC), i.e. ask the nearest referee to verify the decision of referees by using the IRS to review the game situation.

F.4.2 For the HCC, the following procedure shall apply:

- The head coach shall be granted only one HCC in a game, regardless of whether the challenge is successful or not.
- Only the game situations as in the Appendix F.3 may be challenged.
- The time restrictions within Appendix F.3.2 and 3.3 do not apply. The HCC may be requested at any time in the game.
- The head coach requesting a challenge shall establish visual contact with the nearest referee and ask clearly for the HCC. The head coach shall say loudly in English "challenge" and at the same time show the HCC signal (drawing a rectangular with the hands). The request shall be final and irreversible.
- The head coach request for the HCC can be cancelled until the referee grants the request with the HCC signal.
- The head coach must request the HCC and the review must take place at the latest when the referees have stopped the game for the first time after the decision, unless otherwise stated in these rules.
- If the game continued without a stoppage the referees are authorised to stop the game immediately when they identify the HCC unless neither team shall be placed at a disadvantage.
- The head coach shall indicate to the nearest referee the game situation to be reviewed.
- The referee shall notify the scorer, using signal no. 59 that the HCC has been granted.
- During the review the players shall remain on the court.
- If the review provides the challenged decision is in favour of the requesting team, the initial decision shall be overturned.
- If the review provides the challenged decision is not in favour of the requesting team, the initial decision shall remain.
- The referees shall use the same procedure as in the review rule.
- After the referee has reported the final decision of the review, the game shall be resumed as after any review.

2024 OFFICIAL BASKETBALL RULES BASKETBALL EQUIPMENT

7 Player foul markers

NEW RULEBOOK TEXT

7 Player foul and game disqualification (GD) markers

7.1 The 5 player foul markers provided for the timer shall be:

- Of white colour.
- With numbers a minimum of 200 mm in height and 100 mm in width.
- Numbered from 1 to 5 (1 to 4 in black and the number 5 in red) on both sides.

7.2 The game disqualification (GD) marker provided for the timer shall be:

- Of red colour.
- With letters GD in white, with a minimum of 200 mm in height and 100 mm in width, on both sides.

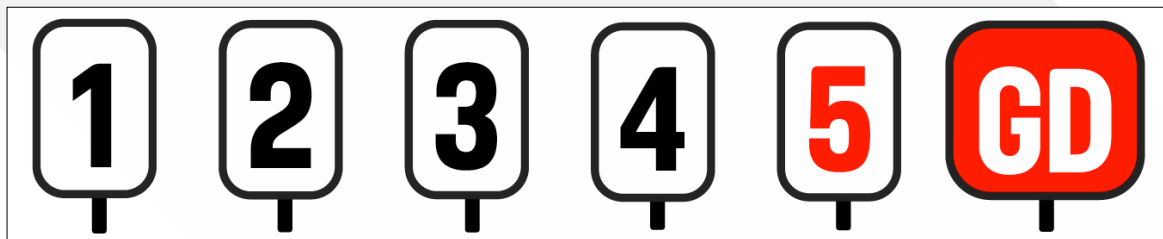


Diagram 11 Player foul and game disqualification markers (example of the layout)

2024 OFFICIAL BASKETBALL RULES OFFICIAL INTERPRETATIONS

OBRI Art 36 Technical Foul / Faking to be fouled

REASON FOR CHANGE

Actions of a player faking to be fouled do not respect the game and create a negative image and atmosphere for the game that cannot be allowed. Today there is no fake warning issued on a play where a foul is called. This has led to player's, when they are fouled, exaggerating the severity of contact by the opponent player.

GENERAL CONCEPT

All faking to be fouled actions shall be addressed with a "fake a foul warning" regardless if there is a foul or violation called in the same play.

A player may be charged with both a foul and a 'fake a foul warning' on any play, or the player who is fouled may also be charged with a 'fake a foul warning'.

When any player of the given team receives another "fake a foul warning", the 2nd warning results a technical foul charged on the player in question.

An excessive fake to be fouled action (without contact) may lead to a technical foul directly on the player in question.

These principles will be included in the OBRI 2024 (valid as of 1 October 2024).

Below are explained four cases with example and interpretation.

Case 1: A player fouls and fakes in the same play:

Example:

B1 defends dribbler A1. A1 pushes B1 and makes a sudden move with the head (head fake) trying to give an impression of being fouled by B1. Referee calls a foul on A1.

Interpretation:

The referee reports the foul on A1 and charges A1 with a fake warning (if the team's first fake warning) or a Technical Foul (if the team's second fake warning).

Case 2: A player fouls and the opponent player who is fouled fakes in the same play:

Example:

B1 defends dribbler A1. B1 pushes A1 and A1 makes a sudden move with the head (head fake) trying to give an impression of being fouled by B1. The referee calls a foul on B1.

Interpretation:

The referee reports the foul on B1 and charges A1 with a fake warning (if the team's first fake warning) or a Technical Foul (if the team's second fake warning).

Case 3: Two fakes by the same player in the same game clock running period:

Example:

B1 defends dribbler A1. A1 makes a sudden move with the head trying to give an impression of being fouled by B1. A1 is shown twice the 'lower the forearm' signal by the referee. Later, within the same game clock running period:

- a. A1 falls on the court trying to give an impression of being pushed by B1.
- b. B2 falls on the court trying to give an impression of being pushed by A2.

Interpretation:

- a. The referee gave a warning to A1 for the first fake with the head, showing twice the 'lower the forearm' signal. A1 shall be charged with a technical foul for the second fake action by falling on the court, even though the game was not stopped to communicate the warning for A1's first fake to either A1 or to the team A head coach.
- b. The referee shall give the first warnings to both A1 and B2 for their fakes by showing them twice the 'lower the forearm' signal. The warnings shall be communicated to A1, B2 and both teams' head coaches, when the game clock shall be stopped.

Case 4: Two players fake in the same play:

Example:

B1 defends dribbler A1. B1 falls down trying to give an impression of being fouled by A1. At the same time A1 makes a sudden move with the head (head fake) trying to give an impression of being fouled by B1.

Interpretation:

The referee charges both A1 and B1 with a fake warning (if the team's first fake warning) or a Technical Foul (if the team's second fake warning).

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