



FIBA

We Are Basketball

2024 OFFICIAL BASKETBALL RULES

OBRI – OFFICIAL INTERPRETATIONS

Valid as of **1st October 2024**
Rules adopted by the International Basketball Federation (FIBA)



Official Basketball Rules 2024

Official Interpretations

Valid as of 1st October 2024

The yellow colour demonstrates the updated content from the 25. July 2024 version.

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The interpretations presented in this document are the FIBA Official Interpretations of the FIBA Official Basketball Rules 2024 and are effective as of 1st October 2024. This document supersedes all previously published FIBA Official Interpretations.

Throughout the Official Basketball Rules Interpretations, the text applies equally to all genders and shall be read accordingly.

Introduction

The FIBA Official Basketball Rules are approved by the FIBA Central Board and are periodically revised by the FIBA Technical Commission.

The rules are kept as clear and comprehensive as possible, but they express principles rather than play situations. **They cannot** cover the rich variety of specific cases that could happen during a basketball game.

The aim of this document is to convert the principles and concepts of the FIBA Official Basketball Rules into practical and specific situations as they might arise during a basketball game.

The interpretations of the different situations can stimulate the referees' minds and shall complement a detailed study of the **rules**.

The FIBA Official Basketball Rules shall remain the principal document governing FIBA basketball. However, the referees shall have the full power and authority to make decisions on any point not specifically covered in the FIBA Official Basketball Rules or in these FIBA Official Interpretations.

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

Article 4 Teams

4-1 Statement: All players on the team must have all their arm and leg compression garments, including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour.

4-2 Example: A1 wears a white headband and A2 wears a red headband on the court.

Interpretation: A1 and A2 wearing different colour headbands is not permitted.

4-3 Example: A1 wears a white headband and A2 wears a red wristband on the court.

Interpretation: A1 wearing a white headband and A2 wearing a red wristband is not permitted.

4-4 Statement: Wearing of scarf-style headbands is not permitted.



Diagram 1 Examples of scarf-style headbands

4-5 Example: A1 wears a scarf-style headband of the same solid colour as any other additional permitted equipment of the team-mates.

Interpretation: A1 wearing a scarf-style headband is not permitted. The headband shall not have opening/closing elements around the head and shall not have any parts extruding from its surface.

4-6 Example: A6 requests a substitution. The referees **recognise** that A6 wears a non-compression T-shirt under the shirt.

Interpretation: The substitution shall not be granted. Only compression garments may be worn under the uniform.

4-7 Example: A6 wears a compression garment under the shorts extending to

- (a) above the knees.
- (b) the ankles.

Interpretation: The compression garment (undershorts) is legal and may be worn with any length. All players on the team must have all **their compression** garments, including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour.

4-8 **Example:** A6 wears a compression garment (undershirt) under the playing shirt extending to

- (a) the shoulders.
- (b) the neck.

Interpretation: The compression garment (undershirt) is legal and may be worn

- (a) with any length on and below the shoulders.
- (b) up to the bottom of the neck.

All players on the team must have all **their compression** garments, including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour.

Article 5 Players: Injury and assistance

5-1 Statement: If a player is injured, appears to be injured or in need of assistance and, as a result, any person permitted to sit on the team bench (head coach, first assistant coach, substitutes, excluded players or accompanying delegation members of the same team) enters the court, that player is considered to have received treatment or assistance, whether or not actual treatment or assistance was performed.

5-2 Example: A1 appears to have an injured ankle and the game is stopped. The team A

- doctor enters the court and treats A1's injured ankle.
- doctor enters the court but A1 has already recovered.
- head coach enters the court to look after the injured player.
- first assistant coach, substitute, excluded player or any other accompanying delegation member enters the court but does not treat A1.

Interpretation: In all cases, A1 received a treatment and shall be substituted.

5-3 Example: The team's physiotherapist enters the court and fixes a lose taping on A1.

Interpretation: A1 received an assistance and shall be substituted.

5-4 Example: The team's doctor enters the court to find A1's lost contact lens.

Interpretation: A1 received an assistance and shall be substituted.

5-5 Statement: Any person permitted to sit on the team's bench, while remaining in the team's bench area, may provide an assistance to a player on the own team. If the assistance does not delay the game from being restarted promptly, that player is not considered to have received an assistance and shall not be required to be substituted.

5-6 Example: B1 fouls A1 in the act of shooting, close to the team A bench area. The ball does not enter the basket. While A1 attempts 2 or 3 free throws

- the team A manager or A6 from the team's bench area passes a towel, a water bottle or a headband to any other team A player on the court.
- the team A physiotherapist from the team's bench area fixes a lose taping of any other team A player on the court or sprays the player's leg or massages the player's neck, etc.

Interpretation: In both cases, the team A player has not received an assistance that delays the game from being restarted promptly. The team A player shall not be required to be substituted. A1 shall continue to attempt 2 or 3 free throws.

5-7 Example: B1 fouls A1 in the act of shooting, close to the team A bench area. The ball does not enter the basket. After the foul, A1 falls on the court and into the team's bench area. A6 stands up and helps A1 to the feet. A1 is ready to play immediately, at the latest within approximately 15 seconds.

Interpretation: A1 has not received an assistance that delays the game from being restarted promptly. A1 shall not be required to be substituted. A1 shall attempt 2 or 3 free throws.

5-8 **Example:** A1 is awarded 2 free throws. While the referee communicates the foul at the scorer's table, A1 goes to a place in front of the team's bench area at the far end of the court and asks for a towel or a water bottle. Any person from the team's bench area passes A1 a towel or a water bottle. A1 dries the hands or takes a drink. A1 is ready to play immediately, at the latest within approximately 15 seconds.

Interpretation: A1 has not received an assistance that delays the game from being restarted promptly. A1 shall not be required to be substituted. A1 shall attempt 2 free throws.

5-9 **Example:** A1 scores a goal. Thrower-in B1 indicates to the referee that the ball is wet. The referee stops the game. Any person from the team B bench area comes on to the court and dries the ball or gives a towel to B1 to dry the ball.

Interpretation: In both cases, B1 has not received an assistance that delays the game from being restarted promptly. B1 shall not be required to be substituted. The game shall be resumed with a team B throw-in from any place behind the endline, except from directly behind the backboard. The referee shall hand the ball to a team B player for the throw-in.

5-10 **Example:** A1 has the ball in the hands for a throw-in from the frontcourt. The team A physiotherapist leaves the team bench area in the backcourt, remains outside the court and fixes the taping of A1.

Interpretation: The team A physiotherapist provided an assistance to A1 outside of the team bench area. A1 shall be required to be substituted.

5-11 **Example:** A1 does not yet have the ball in the hands for a throw-in from the frontcourt. The team A physiotherapist remains in the team bench area in the frontcourt and fixes the taping of A1.

Interpretation: The team A physiotherapist provided an assistance to A1 within the team bench area. If the assistance is completed within 15 seconds, A1 shall not be required to be substituted. If the assistance lasts more than 15 seconds, A1 shall be required to be substituted.

5-12 **Statement:** There is no limit to the time required for the removal of a seriously injured player from the court if, according to a doctor's opinion, the removal is dangerous for the player.

5-13 **Example:** A1 **appears to be** seriously injured and the game is stopped for about 15 minutes because the doctor believes that removal from the court could be dangerous for the player.

Interpretation: The doctor's opinion shall determine the appropriate time for the removal of the injured player from the court. After the substitution, the game shall be resumed without any penalty.

5-14 Statement: If a player is injured or bleeding or has an open wound and cannot continue to play immediately (within approximately 15 seconds), or if assisted by any person permitted to sit on that team's bench, the player must be substituted. If a time-out is granted to either team in the same game clock stopped period, and that player recovers or the assistance is completed during the time-out, the player may continue to play only if the timer's signal for the end of the time-out sounds before a referee beckons a substitute to replace the injured or assisted player.

5-15 Example: A1 is injured and the game is stopped. As A1 is not able to continue to play immediately, a referee blows the whistle making the conventional sign for a substitution. Either team requests a time-out

- (a) before a substitute for A1 enters the game.
- (b) after a substitute for A1 enters the game.

At the end of the time-out, A1 **has** recovered and requests to remain in the game.

Interpretation:

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

5-16 Statement: Players designated by their head coach to start the game may be substituted in case of an injury.

Players who receive treatment between free throws must be substituted in case of an injury.

In **both** cases, the opponents are also entitled to substitute the same number of players, if they wish.

5-17 Example: A1 is fouled and is awarded 2 free throws. After the first free throw the referees **recognise** that

- (a) A1 is bleeding and is substituted by A6. Team B requests to substitute 2 players.
- (b) B1 is bleeding and is substituted by B6. Team A requests to substitute 1 player.

Interpretation:

In (a) team B is entitled to substitute only 1 player. A6 shall attempt the second free throw.

In (b) team A is entitled to substitute 1 player. A1 shall attempt the second free throw.

Article 7 Head coach and first assistant coach: Duties and Powers

7-1 Statement: At least 40 minutes before the game is scheduled to start, each team's head coach or the team's representative shall give the scorer a team list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain, the head coach and the first assistant coach.

The head coach is personally responsible to ensure that the numbers in the team list correspond to the numbers on the shirts of the players. At least 10 minutes before the game is scheduled to start, each head coach shall sign the scoresheet confirming that the names and corresponding numbers of the team members are entered on the scoresheet correctly, as well as the names of the captain, the head coach, and the first assistant coach.

7-2 Example: Team A presents in due time the team list to the scorer. The shirt numbers of 2 players are different than their actual shirt numbers or the name of a player is omitted on the scoresheet. This is **recognised**

- (a) before the start of the game.
- (b) after the start of the game.

Interpretation:

- (a) The wrong numbers shall be corrected or the name of the player shall be added on the scoresheet without any penalty.
- (b) The referee stops the game at a convenient time so as not to disadvantage either team. The wrong numbers shall be corrected without any penalty. However, the name of the omitted player cannot be added on the scoresheet.

7-3 Example: Team A head coach wishes to have injured players or players not intended to play to be permitted to sit on the team bench during the game.

Interpretation: The teams are free to decide who of the maximum of 12 team members eligible to play shall be entered on the scoresheet and entitled to sit on the team bench during the game, in addition to a maximum of 8 team accompanying delegation members.

7-4 Statement: At least 10 minutes before the game is scheduled to start, each team's head coach shall confirm the 5 players who are to start the game. Before the game starts the scorer shall check if there is an error regarding these 5 players and if so, the scorer shall notify the nearest referee as soon as possible. If the error is **recognised** before the start of the game, the starting 5 players shall be corrected. If the error is **recognised** after the start of the game, the error shall be disregarded.

7-5 Example: It is **recognised** that one of the players on the court is not one of the confirmed starting 5 players. This occurs

- (a) before the start of the game.
- (b) after the start of the game.

Interpretation:

- (a) The player shall be replaced by one of the 5 players who were to start the game without any penalty.
- (b) The error shall be disregarded. The game shall continue without any penalty.

7-6 **Example:** The head coach requests the scorer to enter the small 'x' on the scoresheet for the 5 players who are to start the game.

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

7-7 **Example:** The team A head coach and the team A first assistant coach are disqualified.

Interpretation: The team A captain shall act as the team A player head coach.

Article 8 Playing time, tied score and overtime

8-1 Statement: An interval of play starts

- 20 minutes before the game is scheduled to start.
- when the game clock signal sounds for the end of the quarter or any overtime, except the last one.

When the backboard is equipped with red lighting around its perimeter, the lighting takes precedence over the game clock signal sound.

8-2 Example: B1 fouls A1 in the

- unsuccessful
- successful

act of shooting before the game clock signal sounds for the end of the quarter.

Interpretation: The referees shall consult each other immediately and determine whether B1's foul occurred before the game clock signal sounded for the end of the quarter.

If they decide that B1's foul occurred before the game clock signal sounded, B1 shall be charged with a personal foul. In

- A1 shall attempt 2 free throws.
- A1's goal shall count. A1 shall attempt 1 free throw.

The game clock shall be reset to the time remaining when the foul occurred. The game shall be resumed as after any last free throw.

If they decide that B1's foul occurred after the game clock signal sounded, the foul shall be disregarded. The goal, if made, shall not count. If B1's foul meets the criteria of an unsportsmanlike foul or a disqualifying foul and there is a quarter or overtime to follow, B1's foul shall not be disregarded and shall be penalised accordingly before the next quarter or overtime starts. The foul shall count towards the team B fouls in the next quarter.

8-3 Example: A1 attempts a shot for a 3-point goal. The ball is in the air when the game clock signal sounds for the end of the game. After the signal, B1 fouls A1 who is still airborne. The ball enters the basket.

Interpretation: A1 shall be awarded 3 points. B1's foul against A1 shall be disregarded as it occurred after the end of playing time, unless B1's foul meets the criteria of an unsportsmanlike foul or a disqualifying foul and there is a quarter or overtime to follow.

Article 9 Start and end of a quarter, overtime or the game

9-1 Statement: A game shall not start unless each team has a minimum of 5 players on the court ready to play.

9-2 Example: At the start of the second half, team A cannot present 5 players on the court because of injuries, disqualifications etc.

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

9-3 Example: Close to the end of the game, A1 is charged with a fifth foul and becomes an excluded player. Team A is reduced to 4 players as they have no more substitutes available. As team B is leading by a large margin, the team B head coach demonstrating fair play wants to remove one of the players to also play with 4 players.

Interpretation: The request by the team B head coach to play with fewer than 5 players shall be denied. If a team has sufficient players available, 5 players shall be on the court.

9-4 Statement: Article 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any quarter or overtime starts with both teams attacking/defending the wrong baskets, the situation shall be corrected as soon as it is recognised, without placing either team at a disadvantage. Any points scored, time used, fouls charged, etc. before the stopping of the game remain valid.

9-5 Example: After the start of the game, the referees recognise that teams are playing in the wrong direction.

Interpretation: The game shall be stopped as soon as possible without placing either team at a disadvantage. Teams shall correct the direction of play. The game shall be resumed from the mirror-opposite place to where the game was stopped.

9-6 Statement: The game shall start with a jump ball at the centre circle.

9-7 Example: At the start of the game jumper B1 is charged with a personal foul against A1

- (a) before
- (b) after

the ball has left the hands of the crew chief on the toss for the opening jump ball.

Interpretation:

- (a) The first quarter has not yet started. Therefore, this is a foul during the interval of play before the start of the game. The game shall start with a jump ball.
- (b) The first quarter has started. Therefore, this is a foul during the first quarter. The game shall be resumed with a team A throw-in from behind the sideline in its frontcourt nearest to the centre line, with 14 seconds on the shot clock.

In both cases, the foul shall be entered on the scoresheet and the foul shall count towards the team B fouls in the first quarter.

9-8 **Example:** During the interval of play before the game, A1 is charged with a technical foul. Before the start of the game, the team B head coach designates B6 to attempt 1 free throw, however B6 is not one of the team B starting 5 players.

Interpretation: Only one of the designated team B starting 5 players shall attempt the free throw with no line-up. A substitution cannot be granted before playing time has started.

The game shall start with a jump ball.

9-9 **Example:** During the interval of play before the game, A1 is charged with an unsportsmanlike foul against B1.

Interpretation: Before the start of the game, B1 shall attempt 2 free throws with no line-up.

If B1 is confirmed as one of the 5 players to start the game, B1 shall remain on the court.

If B1 is not confirmed as one of the 5 players to start the game, B1 shall not remain on the court.

The game shall start with a jump ball and with the 5 team B players confirmed to start the game.

9-10 **Statement:** If during an interval of play before the game a player designated as one of the starting 5 players is no longer able or entitled to start the game, that player shall be replaced by another player. In this case, the opponents are entitled to replace one player of its starting 5 players, if they wish.

9-11 **Example:** A1 is one of the team A starting 5 players. During the interval of play 7 minutes before the game

(a) A1 becomes injured.

(b) A1 is charged with a disqualifying foul.

Interpretation: In both cases, A1 shall be replaced with another team A player. Team B is entitled to replace one of its starting 5 players, if they wish.

Article 10 Status of the ball

10-1 Statement: The ball does not become dead and the goal, if made, shall count when a player is in the act of shooting for a goal and finishes the shot with a continuous motion while **any** player of the defensive team is charged with a foul against any opponent after the continuous motion of the shooter has started. This statement is equally valid **if any** person permitted to sit on the defensive team bench is charged with a technical foul.

10-2 Example: A1 is in the act of shooting for a goal when B2 fouls A2. A1 finishes the shot with a continuous motion.

- (a) This is the third team B foul in the quarter.
- (b) This is the fifth team B foul in the quarter.

Interpretation: In both cases, A1's goal, if made, shall count.

In (a) the game shall be resumed with a team A throw-in from the place nearest to where B*2's foul occurred.

In (b) A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

10-3 Example: A1 is in the act of shooting for a goal when A2 fouls B2. A1 finishes the shot with a continuous motion.

Interpretation: The ball becomes dead when A2 is charged with a team control foul. If A1's shot is successful, the goal shall not count. Regardless of the number of team A fouls in the quarter, the game shall be resumed with a team B throw-in from the free-throw line extended. If A1's shot is unsuccessful, the game shall be resumed with a team B throw-in from the place nearest to where the foul occurred, except from directly behind the backboard.

Article 12 Jump ball and alternating possession

12-1 Statement: The team that does not gain the first team control of a live ball after the opening jump ball at the start of the game shall be awarded the ball for a throw-in from the place nearest to where the next jump ball situation occurs, except from directly behind the backboard.

12-2 Example: Two minutes before the start of the game, A1 is charged with a technical foul.

Interpretation: One of the 5 team B starting players shall attempt the free throw with no line-up. As the game has not yet started, the direction of the alternating possession arrow cannot be placed in favour of any team yet. The game shall start with a jump ball.

12-3 Example: The crew chief tosses the ball for the opening jump ball. Before the ball reaches its highest point, jumper A1 touches the ball.

Interpretation: This is a jump ball violation by A1. Team B shall be awarded a throw-in from its frontcourt, close to the centre line. Team B shall have 14 seconds on the shot clock. As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

12-4 Example: The crew chief tosses the ball for the opening jump ball. Before the ball reaches its highest point, non-jumper A2 enters the centre circle from the

- (a) backcourt.
- (b) frontcourt.

Interpretation: In both cases, this is a jump ball violation by A2. Team B shall be awarded a throw-in close to the centre line, if from its

- (a) frontcourt, with 14 seconds on the shot clock.
- (b) backcourt, with 24 seconds on the shot clock.

As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

12-5 Example: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1

- (a) a held ball between A2 and B2 occurs.
- (b) a double foul between A2 and B2 occurs.

Interpretation: In both cases, as the control of a live ball was not yet established, the referee cannot use the alternating possession procedure. The crew chief shall administer another jump ball in the centre circle and A2 and B2 shall jump. The time consumed on the game clock, after the ball was legally tapped and before the held ball/double foul occurred, shall remain valid.

12-6 Example: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, the ball

- (a) goes directly out-of-bounds.
- (b) is caught by A1 before it touches one of the non-jumpers or the court.

Interpretation: In both cases, team B shall be awarded a throw-in as the result of A1's violation. If the throw-in is administered from its backcourt, team B shall have 24 seconds on the shot clock. If from its frontcourt, team B shall have 14 seconds on the shot clock. As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

12-7 Example: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. As soon as a team A player receives the ball for the free throw, the direction of the alternating possession arrow shall be placed in favour of team B. The game shall be resumed with a team B alternating possession throw-in from the place nearest to where the ball was located when a technical foul occurred. If the throw-in is administered from its backcourt, team B shall have 24 seconds on the shot clock. If from its frontcourt, team B shall have 14 seconds on the shot clock.

12-8 Example: The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, A2 is charged with an unsportsmanlike foul against B2.

Interpretation: B2 shall attempt 2 free throws with no line-up. As soon as B2 receives the ball for the first free throw, the direction of the alternating possession arrow shall be placed in favour of team A. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt (as part of the unsportsmanlike foul penalty). Team B shall have 14 seconds on the shot clock.

12-9 Example: Team B is entitled to a throw-in under the alternating possession procedure. A referee and/or a scorer makes an error and the throw-in is erroneously awarded to team A.

Interpretation: After the ball touches or is legally touched by a player on the court, the error cannot be corrected. As the result of the error, team B shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-10 Example: Simultaneously with the game clock signal sounding for the end of the first quarter, B1 is charged with an unsportsmanlike foul against A1. The referees decide that the game clock signal sounded before B1's foul occurred. Team A is entitled to the alternating possession throw-in to start the second quarter.

Interpretation: The unsportsmanlike foul occurred during an interval of play. Before the start of the second quarter, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-11 Example: Shortly after the game clock signal sounds for the end of the third quarter, B1 is charged with a technical foul. Team A is entitled to the alternating possession throw-in to start the fourth quarter.

Interpretation: Any team A player shall attempt 1 free throw with no line-up before the start of the fourth quarter. The fourth quarter shall start with a team A throw-in from the centre line extended. Team A shall have 24 seconds on the shot clock.

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

Interpretation: This is a jump ball situation.

12-13 **Example:** A1 jumps with the ball in the hands and is legally blocked by B1. A1 then returns to the court having 1 hand or both hands still firmly on the ball, while B1 is no longer touching the ball.

Interpretation: This is a travelling violation by A1.

12-14 **Example:** A1 and B1 in the air have their hands firmly on the ball. After returning to the court, A1 lands with 1 foot on the boundary line.

Interpretation: This is a jump ball situation.

12-15 **Example:** A1 jumps with the ball in the hands from the frontcourt and is legally blocked by B1. Both players then return to the court with both of them having 1 hand or both hands firmly on the ball. A1 lands with 1 foot in the backcourt.

Interpretation: This is a jump ball situation.

12-16 **Statement:** It is a jump ball situation resulting in an alternating possession throw-in whenever a live ball lodges between the ring and the backboard, unless between free throws and unless after the last free throw followed by a possession of the ball as part of the foul penalty. Under the alternating possession procedure, the team shall have 14 seconds on the shot clock if the offensive team is entitled to a throw-in or 24 seconds if the defensive team is entitled to a throw-in.

12-17 **Example:** During A1's shot for a goal, the ball lodges between the ring and the backboard.

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

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

Interpretation: After the throw-in from behind the endline in team B's backcourt

- (a) team A shall have 14 seconds
- (b) team B shall have 24 seconds

on the shot clock.

12-18 **Example:** A1's shot for a goal is in the air when the shot clock signal sounds, followed by the ball lodging between the ring and the backboard. The alternating possession arrow favours team A.

Interpretation: This is a jump ball situation. After the throw-in from behind the endline in its frontcourt, team A shall have 14 seconds on the shot clock.

12-19 **Example:** B2 is charged with an unsportsmanlike foul against A1 during the act of shooting for a 2-point goal. During the last free throw with no line-up

- (a) the ball lodges between the ring and the backboard.
- (b) A1 steps on the free-throw line while releasing the ball.
- (c) the ball misses the ring.

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

12-20 Example: After A1's throw-in from the centre line extended to start a quarter, the ball lodges between the ring and the backboard in team A's frontcourt.

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

12-21 Example: The alternating possession arrow favours team A. During the interval of play after the first quarter, B1 is charged with an unsportsmanlike foul against A1. A1 shall attempt 2 free throws with no line-up, followed by a team A throw-in from the throw-in line in its frontcourt to start the second quarter. The alternating possession arrow in favour of team A remains unchanged. After the throw-in, the ball lodges between the ring and the backboard in team A's frontcourt.

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

12-22 Statement: 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 of the ball without undue roughness.

12-23 Example: A1 with the ball in the hands is in the continuous motion to the basket to score. At this time, B1 places the hands firmly on the ball and A1 now takes more steps than allowed by the traveling rule.

Interpretation: This is a jump ball situation.

12-24 Statement: A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

12-25 Example: With 4:17 on the game clock in a quarter, during an alternating possession throw-in

- thrower-in A1 steps on the court while having the ball in the hands.
- A2 moves the hands over the boundary line before the ball is thrown-in over the boundary line.
- thrower-in A1 takes more than 5 seconds to release the ball.

Interpretation: In all cases, this is a throw-in violation by A1 or A2. The game shall be resumed with a team B throw-in from the place of the original throw-in. The direction of the alternating possession arrow shall be reversed immediately in favour of team B.

12-26 Statement: Whenever a jump ball situation occurs with no time remaining on the shot clock and the alternating possession arrow favours team A, the alternating possession procedure shall not be applied. This is a shot clock violation. Therefore, the ball shall be awarded to team B for a throw-in.

12-27 Example: A1's shot for a goal is in the air when the shot clock signal sounds. **The ball then**

- (a) enters the basket.
- (b) rebounds from the ring but does not enter the basket.
- (c) misses the ring.

Immediately after (b) and (c), a held ball is called.

Interpretation:

In (a) no shot clock violation has occurred. A1's goal shall count. The game shall be resumed with a team B throw-in from behind its endline.

In (b) if the possession arrow favours team A, team A shall have a throw-in from the place nearest to where the held ball occurred, with 14 seconds on the shot clock. If the possession arrow favours team B, team B shall have a throw-in from the place nearest to where the held ball occurred, with 24 seconds on the shot clock.

In (c) a shot clock violation has occurred. The direction of the possession arrow is not relevant. Team B shall have a throw-in from the place nearest to where the held ball occurred, with 24 seconds on the shot clock.

12-28 Example: A1's shot for a goal is in the air when the shot clock signal sounds. The ball

- (a) enters the basket.
- (b) rebounds from the ring but does not enter the basket.
- (c) misses the ring.

Immediately after, A2 or B2 is charged with a technical foul.

Interpretation:

In all cases, any player of team A (for the B2 technical foul) or any player of team B (for the A2 technical foul) shall attempt 1 free throw with no line-up. Then

In (a) no shot clock violation has occurred. A1's goal shall count. The game shall be resumed with a team B throw-in from behind its endline.

In (b) if the possession arrow favours team A, team A shall have a throw-in from the place nearest to where the ball was located when the technical foul occurred, with 14 seconds on the shot clock. If the possession arrow favours team B, team B shall have a throw-in from the place nearest to where the ball was located when the technical foul occurred, with 24 seconds on the shot clock.

In (c) a shot clock violation has occurred. The direction of the possession arrow is not relevant. Team B shall have a throw-in from the place nearest to where the ball was located when the technical foul occurred, with 24 seconds on the shot clock.

Article 13 How the ball is played

13-1 Statement: During the game, the ball is played with the hands only. It is a violation if a player

- places the ball between the legs to fake a pass or shot.
- deliberately uses the head, fist, legs or feet to play the ball.

13-2 Example: A1 ends a dribble. A1 places the ball between the legs and fakes a pass or shot.

Interpretation: This is a violation by A1 for illegally touching the ball with the leg.

13-3 Example: A1 passes the ball to A2 who runs on a fast break towards the opponents' basket. Before catching the ball, A2 deliberately touches the ball with the head.

Interpretation: This is a violation by A2 for illegally using the head to play the ball.

13-4 Statement: It is not permitted to increase a player's height or reach. It is a violation to lift a team-mate to play the ball.

13-5 Example: A1 embraces and lifts team-mate A2 under the opponents' basket. A3 passes the ball to A2 who dunks the ball into the basket.

Interpretation: This is a violation by team A. A2's goal shall not count. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

Article 14 Control of the ball

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

14-2 Example: **Regardless** of whether the game clock is stopped or not, a player deliberately delays the process of taking the ball for a throw-in or for a free throw.

Interpretation: The ball becomes live and team control of the ball starts when the referee places the ball on the floor nearest to the throw-in place or on the court at the free-throw line.

14-3 Example: Team A is in control of the ball for 15 seconds. A1 passes the ball to A2 and the ball in the air moves over the boundary line. B1 tries to catch the ball and jumps from the court over the boundary line. B1 still airborne

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

Interpretation:

- (a) Team A shall remain in control of the ball. Team A shall have the time remaining on the shot clock.
- (b) B1 gained team B control of the ball. A2 re-gained team A control of the ball. Team A shall have a new 24 seconds on the shot clock.

Article 15 Player in the act of shooting

15-1 Statement: The act of shooting starts when the player **starts to move the ball upwards to the opponents' basket.**

15-2 Example: A1 on a drive to the basket comes to a legal stop with both feet on the court without moving the ball upwards. At this time, B1 fouls A1.

Interpretation: B1's foul did not occur against a player in the act of shooting as A1 has not yet started to move the ball upwards to the basket.

15-3 Statement: The act of shooting on a continuous movement on a drive to the basket starts when the ball has come to rest in the player's hands upon completion of a dribble or a catch in the air and the player **starts the** shooting motion preceding the release of the ball **on a shot for a goal.**

15-4 Example: A1 on a drive to the basket ends a dribble with the ball in the hands and starts the shooting motion. At this time, B1 fouls A1. The ball does not enter the basket.

Interpretation: B1's foul occurred against a player in the act of shooting. A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

15-5 Example: A1 jumps in the air and releases the ball on an attempt for a 3-point goal. B1 fouls A1 before A1 returns with both feet to the court. The ball does not enter the basket.

Interpretation: A1 remains in the act of shooting until returning with both feet to the court. A1 shall attempt 3 free throws. The game shall be resumed as after any last free throw.

15-6 Example: A1 fouls B1 while holding the ball in the frontcourt. This is a team control foul. In a continuous forward motion, A1 throws the ball into the basket.

Interpretation: A1's goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt.

15-7 Example: B1 fouls A1 on a drive to the basket, **with A1's** front foot still on the court. A1 continues the act of shooting and because of B1's foul, the ball momentarily leaves A1's hands. A1 catches the ball with both hands and scores a goal.

Interpretation: B1's foul **against A1 occurred** in the act of shooting. When the ball momentarily leaves A1's hands, A1 still remains in control of the ball and therefore the act of shooting continues. The goal shall count. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

15-8 Statement: When a player is in the act of shooting and, after being fouled passes the ball off, that player is no longer in the act of shooting.

15-9 Example: B1 fouls A1 in the act of shooting. This is the third team B foul in the quarter. After the foul A1 passes the ball to A2.

Interpretation: When A1 passed the ball to A2, the act of shooting ended. The game shall be resumed with a team A throw-in from the place nearest to where the foul occurred.

15-10 Statement: If a player is fouled in the act of shooting, after which that player scores while committing a travelling violation, the goal shall not count and 2 or 3 free throws shall be awarded.

15-11 Example: A1 with the ball in the hands drives to the basket for a 2-point goal attempt. B1 fouls A1, after which A1 commits a travelling violation. The ball enters the basket.

Interpretation: A1's goal shall not count. A1 shall be awarded 2 free throws.

Article 16 Goal: When made and its value

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

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

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

16-3 Example: A1 releases the ball on a shot from the 2-point goal area. The ball on its upward flight is legally touched by B1 who jumped from the team A 3-point goal area. The ball enters the basket.

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

16-4 Example: At the start of a quarter, team A is defending its own basket when B1 erroneously dribbles to the own basket and scores a goal.

Interpretation: The team A captain on the court shall be awarded 2 points.

16-5 Statement: If the ball enters the opponents' basket, the value of the goal is defined by the place on the court where the ball was released from. The ball may enter the basket directly or indirectly when during a pass the ball touches any player or touches the court before entering the basket.

16-6 Example: A1 passes the ball from the 3-point goal area.

- (a) The ball enters the basket directly.
- (b) The ball touches any player or the court in the team A 2-point or 3-point goal area and then enters the basket.

Interpretation: In both cases, A1 shall be awarded 3 points as the pass was released from the 3-point goal area.

16-7 Example: A1 attempts a shot for a 3-point goal. After the ball has left A1's hands, it touches the court in the team A 2-point goal area. The ball enters the basket.

Interpretation: A1's goal shall count for 3 points, as it was released from the 3-point goal area. The game shall be resumed as after any successful goal.

16-8 Example: B1 fouls A1 in the act of shooting for a 3-point goal. The ball touches the court and then enters the basket.

Interpretation: A1's goal shall not count. A shot for a goal **shall end** when the ball touches the court. After a referee blows the whistle and as the ball is no longer a shot, the ball becomes dead immediately. A1 shall attempt 3 free throws.

16-9 Example: A1 attempts a shot for a 3-point goal. After the ball has left A1's hands, the game clock signal sounds for the end of the quarter. The ball touches the court and then enters the basket.

Interpretation: A1's goal shall not count. A shot for a goal **shall end** when the ball touches the court. As the ball is no longer a shot, it becomes dead when the game clock signal sounds for the end of the quarter.

16-10 Example: Thrower-in A1 in the frontcourt passes the ball. The ball is then legally touched by any player in team A's frontcourt in the 3-point goal area and then enters the basket.

Interpretation: The goal shall count 2 points as the ball was released from a throw-in. The touch is legal. The value of the goal can only be 3 points when the ball is released from the court on a shot or a pass from behind the 3-point line.

16-11 Statement: In a throw-in situation or on a rebound after the last free throw, there is always a time period from the time the inbounds player touches the ball until that player releases the ball on a shot. This is particularly important to take into consideration close to the end of a quarter or overtime. There must be a minimum amount of time available for such a shot before time expires. If 0.3 of a second or more is shown on the game clock or on the shot clock, it is the duty of the referee(s) to determine whether the shooter released the ball before the game clock or shot clock signal sounded for the end of a quarter or overtime. If 0.2 or 0.1 of a second is shown on the game clock or on the shot clock, the only type of a valid goal that can be scored by a player is by tapping or directly dunking the ball, provided that the hands of the player are no longer touching the ball when the game clock or the shot clock shows 0.0.

16-12 Example: Team A is awarded a throw-in with

- (a) 0.3
- (b) 0.2 or 0.1

of a second shown on the game clock or on the shot clock.

Interpretation:

The referees shall ensure that the correct playing time remaining is shown on the clocks.

- (a) If during a shot for a goal the game clock or the shot clock signal sounds for the end of the quarter or overtime, it is the responsibility of the referees to determine whether the ball was released before the game clock or the shot clock signal sounded for the end of the quarter or overtime.
- (b) A goal can only be scored if the ball, while in the air on the throw-in pass, is tapped or directly dunked into the basket.

16-13 Example: At the end of a quarter A1 is directly dunking the ball into the basket. The ball is still touching A1's hands when the game clock shows 0.0 seconds.

Interpretation: A1's goal shall not count. The ball was touching A1's hands when the game clock signal sounded for the end of a quarter.

16-14 Statement: A goal is scored when a live ball enters the basket from above and remains within or passes through the basket entirely. When

(a) a defensive team requests a time-out at any time during the game and a goal is then scored, or

(b) the game clock shows 2:00 or less in the fourth quarter or overtime

the game clock shall be stopped when the ball remains within or has entirely passed through the basket as shown in Diagram 2.

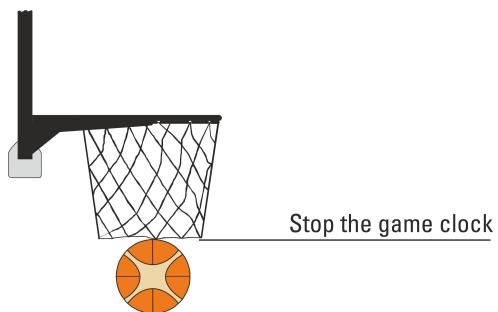


Diagram 2 A goal is scored

16-15 Example: With 2:02 on the game clock in the fourth quarter, A1 scores a goal when the ball passes through the basket. With 2:00 on the game clock B1 is ready for the throw-in from the endline.

Interpretation: The goal was scored with more than 2:00 on the game clock. Therefore, the game clock shall not be stopped.

Article 17 Throw-in

17-1 Statement: During the throw-in players, other than the thrower-in, shall not have any part of their bodies over the boundary line.

Before the thrower-in releases the ball, it is possible that the throwing-in motion could cause that player's hands with the ball to move over the boundary line separating the inbounds area from the out-of-bounds area. In such situations, it continues to be the responsibility of the defensive player to avoid interfering with the throw-in by contacting the ball while it is still in the hands of the thrower-in.

17-2 Example: In the third quarter, team A is awarded a throw-in from its backcourt. While holding the ball

- (a) thrower-in A1 moves the hands over the boundary line so that the ball is above the inbounds area. B1 grabs the ball from A1's hands or taps the ball out of A1's hands without any physical contact against A1.
- (b) B1 moves the hands over the boundary line towards thrower-in A1 to stop a pass to A2 on the court.

Interpretation: In both cases, B1 interfered with the throw-in and therefore delayed the game. The referee calls a delay of the game violation. In addition, a verbal warning shall be given to B1 and also communicated to the team B head coach. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul. The team A throw-in shall be repeated. Team A shall have 24 seconds on the shot clock.

17-3 Example: In the third quarter, team A is awarded a throw-in from its frontcourt. Thrower-in A1 is holding the ball when B1 moves the hands over the boundary line, with

- (a) 7 seconds
- (b) 17 seconds

on the shot clock.

Interpretation: This is a throw-in violation by B1. In addition, a verbal warning shall be given to B1 and also communicated to the team B head coach. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul. The team A throw-in shall be repeated. Team A shall have

- (a) 14 seconds
- (b) 17 seconds

on the shot clock.

17-4 Statement: When the game clock shows 2:00 or less in the fourth quarter and in each overtime, the player of the defensive team shall not move any part of the body over the boundary line to interfere with the throw-in.

17-5 Example: With 54 seconds on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the referee shows to B1 the warning with an 'illegal boundary line crossing' signal. B1 then moves the body towards A1 over the boundary line before the ball was thrown-in over the boundary line.

Interpretation: B1 shall be charged with a technical foul.

17-6 Example: With 51 seconds on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the referee does not show the warning 'illegal boundary line crossing' signal. B1 then moves the body towards A1 over the boundary line before the ball was thrown-in over the boundary line.

Interpretation: As the referee did not show the warning 'illegal boundary line crossing' signal before handing the ball to A1, the referee shall blow the whistle and B1 shall now be given a warning. This warning shall also be communicated to the team B head coach. The warning shall apply to all team B players for the remainder of the game. Any repetition of similar action by any team B player may result in a technical foul. The throw-in shall be repeated, and the referee shall show the 'illegal boundary line crossing' signal.

17-7 Statement: The thrower-in must pass the ball (not hand the ball) to a team-mate on the court.

17-8 Example: Thrower-in A1 hands the ball to A2 on the court.

Interpretation: This is a throw-in violation by A1. The ball must leave A1's hands on the throw-in. Team B shall be awarded a throw-in from the place of the original throw-in.

17-9 Statement: During a throw-in, other player(s) shall not have any part of their bodies over the boundary line before the ball is passed on to the court.

17-10 Example: After an infraction, thrower-in A1 receives the ball from the referee and A1

- (a) places the ball on the floor after which the ball is taken by A2.
- (b) hands the ball to A2 in the out-of-bounds area.

Interpretation: In both cases, this is a violation by A2 for moving the body over the boundary line before A1 passes the ball over the boundary line.

17-11 Example: After a team A successful goal or a successful last free throw, team B is granted a time-out. After the time-out, thrower-in B1 behind the endline receives the ball from the referee. B1 then

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

Interpretation: In both cases, this is a legal play by B2. After a successful goal or a successful last free throw, the only restriction for team B is that its players must pass the ball on to the court within 5 seconds.

17-12 Statement: If a time-out is granted to a team that is entitled to possession of the ball from its backcourt when the game clock shows 2:00 or less in the fourth quarter and in each overtime, the head coach, after the time-out, has the right to decide whether the throw-in shall be administered from a throw-in line in the team's frontcourt or from the team's backcourt.

After a successful goal or a successful last free throw, the head coach, after the time-out, shall decide whether the throw-in shall take place from the throw-in line on the table side or on the opposite side.

After a foul, violation (including out-of-bounds) or a jump ball situation, the throw-in shall take place from the throw-in line at the same side of the court (table side or opposite side) as the original throw-in.

After a time-out following an unsportsmanlike foul or disqualifying foul or fight the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt, **opposite the scorer's table**.

After the head coach has **decided, the decision** is final and irreversible. Further requests of both head coaches to change the throw-in place, after additional time-outs during the same game clock stopped period, shall not lead to a change of the original decision.

17-13 Example: With 35 seconds on the game clock in the fourth quarter, A1 dribbles in the backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. Team A is granted a time-out.

Interpretation: After the time-out at the latest, the crew chief shall request the team A head coach's decision as to where the throw-in shall be administered from. The team A head coach shall say loudly in English 'frontcourt' or 'backcourt' and at the same time show with the arm the place (frontcourt or backcourt), where the throw-in shall be administered from. The team A head coach's decision shall be final and irreversible. The crew chief shall inform the team B head coach of the team A head coach's decision.

If the throw-in is from the frontcourt it shall be from the frontcourt throw-in line on the same side of the court where the ball was tapped out-of-bounds.

The game shall be resumed with a team A throw-in only when the positions of the players of both teams on the court show their understanding of where the game shall be resumed from.

17-14 Example: With 44 seconds on the game clock in the fourth quarter and with 17 seconds on the shot clock, A1 dribbles in the backcourt when a team B player taps the ball out-of-bounds **in team A's backcourt at the throw-in line on the table side or the opposite side**. A time-out is then granted

- to team B.
- to team A.
- first to team B and immediately after to team A (or vice-versa).

Interpretation:

- The game shall be resumed with a team A throw-in from the throw-in line in its backcourt, where the ball went out-of-bounds. Team A shall have 17 seconds on the shot clock.
- and (c) If the team A head coach decides on a throw-in from the frontcourt, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt **on the table side or on the opposite side** to match the side the ball went out-of-bounds. Team A shall have 14 seconds on the shot clock. **If from the backcourt, team A shall have 17 seconds on the shot clock.**

17-15 Example: With 57 seconds on the game clock in the fourth quarter, A1 attempts 2 free throws. During the second free throw A1 steps on the free-throw line and a violation is called. Team B is granted a time-out.

Interpretation: After the time-out, if the team B head coach decides on a throw-in from

- (a) the frontcourt, the throw-in shall be held from the throw-in line on the opposite side. Team B shall have 14 seconds on the shot clock.
- (b) the backcourt, the throw-in shall be held from the free-throw line extended on the opposite side. Team B shall have 24 seconds on the shot clock.

17-16 Example: With 26 seconds on the game clock in the fourth quarter, A1 dribbles for 6 seconds in the backcourt, when

- (a) B1 taps the ball out-of-bounds.
- (b) B1 is charged with the third team B foul in the quarter.

Team A is granted a time-out.

Interpretation: After the time-out:

In both cases, if the team A head coach decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock.

If the throw-in is from the frontcourt it shall be from the frontcourt throw-in line on the same side of the court where the ball was when the game was stopped.

If the throw-in is from the backcourt, team A shall have

- (a) 18 seconds
- (b) 24 seconds

on the shot clock.

17-17 Example: With 1:24 on the game clock in the fourth quarter, A1 dribbles in the frontcourt when B1 taps the ball to the team A backcourt where any team A player starts to dribble again. B2 now taps the ball out-of-bounds on the table side in the team A backcourt with

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

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

Interpretation: After the time-out:

If the team A head coach decides on a throw-in from the throw-in line in the frontcourt, it shall be held at the table side. Team A shall have

- (a) 6 seconds
- (b) 14 seconds

on the shot clock.

If from the backcourt, it shall be held at the original place where the ball went out-of-bounds.

Team A shall have

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

on the shot clock.

17-18 **Example:** With 48 seconds on the game clock in the fourth quarter, A1 dribbles in the frontcourt when B1 taps the ball to the team A backcourt where A2 starts to dribble again. B2 now fouls **A2 close to the table side. This** is the third team B foul in the quarter with

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

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

Interpretation: In both cases, if after the time-out the team A head coach decides on a throw-in from the throw-in line in the frontcourt, **it shall be held on the table side. Team A** shall have 14 seconds on the shot clock. If from the backcourt, team A shall have 24 seconds on the shot clock.

17-19 **Example:** With 1:32 on the game clock in the fourth quarter, team A is in control of the ball for 5 seconds when A1 and B1 are disqualified for punching each other in the team A backcourt. Team A is granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other. The game shall be resumed with a team A throw-in from its backcourt. However, if after the time-out the team A head coach decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock. If from the backcourt, team A shall have 19 seconds on the shot clock.

17-20 **Example:** With 1:29 on the game clock in the fourth quarter and with 19 seconds on the shot clock, team A is in control of the ball in its frontcourt when A6 and B6 are disqualified for entering the court during a fight. Team A is granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other. After the time-out, the game shall be resumed with a team A throw-in in its frontcourt, from the place nearest to where the ball was located when the fight has started. Team A shall have 19 seconds on the shot clock.

17-21 **Example:** With 1:18 on the game clock in the fourth quarter, team A is awarded a throw-in from its backcourt. Team A is granted a time-out. After the time-out, the team A head coach decides on a throw-in from the throw-in line in the frontcourt. Before the throw-in is administered, the team B head coach requests a time-out.

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

17-22 Statement: At the start of all quarters other than the first quarter and at the start of each overtime, a throw-in shall be administered at the centre line extended, opposite the scorer's table. The thrower-in shall have one foot on either side of the centre line extended. If the thrower-in commits a throw-in violation, the ball shall be awarded to the opponents for a throw-in from the centre line extended.

However, if an infraction occurred on the court directly on the centre line, the throw-in shall be administered from the frontcourt at the place nearest to the centre line.

17-23 Example: At the start of a quarter thrower-in A1 commits a violation at the centre line extended.

Interpretation: The game shall be resumed with a team B throw-in from the place of the original throw-in at the centre line extended, with 10:00 on the game clock and 24 seconds on the shot clock. The thrower-in shall be entitled to pass the ball to any place on the court. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-24 Example: At the start of a quarter thrower-in A1 at the centre line extended passes the ball to A2 who touches it before it goes out-of-bounds in the team A

- (a) frontcourt.
- (b) backcourt.

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

- (a) backcourt with 24 seconds
- (b) frontcourt with 14 seconds

on the shot clock.

The team A throw-in ends when A2 touched the ball. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-25 Example: The following infractions may occur at the centre line on the court:

- (a) A1 causes the ball to go out-of-bounds.
- (b) A1 is charged with a team control foul.
- (c) A1 commits a travelling violation.

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

17-26 Statement: A throw-in resulting from an unsportsmanlike foul or disqualifying foul shall always be administered from the throw-in line in the team's frontcourt.

17-27 Example: A1 is charged with an unsportsmanlike foul against B1 during the interval of play between the first and second quarter.

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

17-28 Statement: During a throw-in, the following situations may occur:

- The ball is passed over the basket and a player of either team touches it by reaching through the basket from below. This is an interference violation.
- The ball lodges between the ring and the backboard. This is a jump ball situation.

17-29 Example: Thrower-in A1 passes the ball over the basket when a player of either team touches it by reaching through the basket from below.

Interpretation: This is an interference violation. The game shall be resumed with a throw-in by the opponents from the free-throw line extended. If a defensive team commits the violation, no points shall be credited to the offensive team as the ball was released from out-of-bounds.

17-30 Example: Thrower-in A1 passes the ball towards the team B basket and it lodges between the ring and the backboard.

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

- If team A is entitled to the throw-in, the game shall be resumed with the team A throw-in from behind the endline in its frontcourt, nearest to but not directly behind the backboard. Team A shall have 14 seconds on the shot clock.
- If team B is entitled to the throw-in, the game shall be resumed with the team B throw-in from behind the endline in its backcourt, nearest to but not directly behind the backboard. Team B shall have 24 seconds on the shot clock.

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

17-32 Example: Thrower-in A1 bounces the ball which touches

- the inbounds area
- the out-of-bounds area

and A1 then catches it again.

Interpretation:

- This is a throw-in violation by A1. After the ball leaves A1's hands and the ball touches the inbounds area, A1 shall not touch the ball before it touches or was touched by another player on the court.
- If A1 did not move more than a total of 1 meter between bouncing the ball and catching it again, A1's action is legal. The 5-second restriction to release the ball shall continue.

17-33 Statement: The thrower-in shall not cause the ball to touch the out-of-bounds area, after it was released on the throw-in.

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

- frontcourt
- backcourt

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

Interpretation: This is a throw-in violation by A1. The game shall be resumed with a team B throw-in from the place of the original throw-in, if from the

- (a) backcourt with 24 seconds
- (b) frontcourt with 14 seconds

on the shot clock.

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

Interpretation: This is an out-of-bounds violation by A2. The game shall be resumed with a team B throw-in from the place nearest to where A2 touched the boundary line.

17-36 Example: Thrower-in A1 from behind the sideline,

- (a) in the backcourt close to the centre line is entitled to pass the ball to any place on the court.
- (b) in the frontcourt close to the centre line is entitled to pass the ball only to a team-mate in the frontcourt.
- (c) at the centre line extended at the start of a quarter or each overtime is entitled to pass the ball to any place on the court.

With the ball in the hands A1 takes one normal lateral step, therefore changing the position regarding the frontcourt or backcourt.

Interpretation: In all cases, this is a legal play by A1. A1 shall keep the initial throw-in position with the right to pass the ball either to the frontcourt or to the backcourt according to the initial status.

17-37 Statement: After a successful goal or successful last free throw, the thrower-in behind the endline may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the throw-in period shall not exceed 5 seconds. This is also valid after a time-out is taken by either team or when an illegal interference with the throw-in violation by the defensive team during the throw-in is called and therefore the throw-in shall be repeated.

17-38 Example: After an opponents' successful goal or last free throw in the second quarter, A1 has the ball in the hands for a throw-in from behind the endline.

- (a) B2 moves the hands over the boundary line before the ball is thrown-in on the court.
- (b) A1 passes the ball to A2 who is also behind the endline. B2 moves the hands over the boundary line and touches the ball on this pass.

Interpretation: B2 shall be given a warning for delaying the game. B2's warning shall also be communicated to the team B head coach and shall apply to all team B members for the remainder of the game. Any repetition of a similar action may result in a technical foul. Any team A player shall keep the right to move along the endline before releasing the ball or passing it to a team-mate.

17-39 **Example:** After an opponents' successful goal, A1 has the ball in the hands for the throw-in from behind the endline. After the ball is thrown-in on to the court, B2 kicks the ball close to the endline.

Interpretation: This is a kick ball violation by B2. The game shall be resumed with a team A throw-in from behind its endline, except from directly behind the backboard. As B2's kick ball violation occurred after the throw-in, team A thrower-in shall not have the right to move along the endline from the designated throw-in place before releasing the ball on to the court.

17-40 **Example:** After an opponents' successful goal, A1 has the ball in the hands for a throw-in from behind the endline. A2 jumps from out-of-bounds behind the endline and while airborne catches the ball from A1's throw-in. After that

- A2 passes the ball back to A1 who is still out-of-bounds behind the endline.
- A2 passes the ball to A3 who is on the court.
- A2 returns to out-of-bounds behind the endline.
- A2 lands on the court.
- A2 lands on the court and passes the ball back to A1 who is still out-of-bounds behind the endline.

Interpretation:

(a), (b) and (c) This is a legal play by team A.
 (d) and (e) This is a throw-in violation by A2.

17-41 **Statement:** After the free throw resulting from a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul occurred, unless there is a jump ball situation or before the start of the first quarter.

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

- If 14 seconds or more are shown on the shot clock, it shall continue with the time remaining on the shot clock.
- If 13 seconds or less are shown on the shot clock, it shall show 14 seconds.

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

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

After a free throw(s) resulting from an unsportsmanlike foul or a disqualifying foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt. The team shall have 14 seconds on the shot clock.

17-42 Example: A2 dribbles in the

- (a) backcourt
- (b) frontcourt

when A1 is charged with a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. In both cases, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have the time remaining on the shot clock.

17-43 Example: A2 dribbles in the

- (a) backcourt
- (b) frontcourt

when B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. If in its

- (a) backcourt, with 24 seconds on the shot clock.
- (b) frontcourt, with the time remaining on the shot clock, if 14 seconds or more are shown on the shot clock and with 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.

17-44 Example: With 1:47 on the game clock in the fourth quarter, A1 dribbles in the frontcourt and is charged with a technical foul. Team A is granted a time-out.

Interpretation: After the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have the time remaining on the shot clock.

17-45 Statement: When the game clock shows 2:00 or less in the fourth quarter and in each overtime, if a technical foul is called against the offensive team and that team is granted a time-out, the offensive team shall have the time remaining on the shot clock, if the throw-in shall be administered from its backcourt. If from the throw-in line in its frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock, it shall show 14 seconds.
- If 13 seconds or less are shown on the shot clock, it shall continue with the time remaining on the shot clock.

17-46 Example: With 1:45 on the game clock in the fourth quarter, A1 dribbles in the backcourt and is charged with a technical foul. Team A is granted a time-out.

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

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

If from the backcourt, team A shall have the time remaining on the shot clock.

17-47 Example: With 1:43 on the game clock in the fourth quarter, A1 dribbles in the backcourt and is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. Team A is granted a time-out.

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

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

If from the backcourt, team A shall have the time remaining on the shot clock.

17-48 Example: With 1:41 on the game clock in the fourth quarter, A1 dribbles in the backcourt when B1 taps the ball out-of-bounds. Team A is granted a time-out. Immediately after, A1 is charged with a technical foul.

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

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

If from the backcourt, team A shall have the time remaining on the shot clock.

17-49 Example: With 58 seconds on the game clock in the fourth quarter, in A1's backcourt

- (a) B1 deliberately kicks the ball.
- (b) B1 fouls A1. This is the third team B foul in the quarter.
- (c) B1 taps the ball out-of-bounds.

With 19 seconds on the shot clock, team A is granted a time-out.

Interpretation: The team A head coach shall decide whether the game shall be resumed with a throw-in from the throw-in line in the frontcourt or from the backcourt.

In all cases, if from the throw-in line in its frontcourt, team A shall have 14 seconds on the shot clock.

- (a) and (b) If from its backcourt, team A shall have 24 seconds on the shot clock.
- (c) If from its backcourt, team A shall have 19 seconds on the shot clock.

17-50 Statement: Whenever the ball enters the basket, but the goal or the last free throw is not valid, the game shall be resumed with a throw-in from the free-throw line extended.

If after a last free throw that is not valid due to a violation by the free-throw shooter, the throw-in shall be from the free-throw line extended opposite the table side.

If after a goal that is not valid the throw-in shall be from the free-throw line extended on the same side of the floor, where the action to cancel the goal occurred.

17-51 Example: A1 in the act of shooting commits a travelling violation and then the ball enters the basket.

Interpretation: A1's goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt, on the same side of the court where the travelling violation occurred. Team B shall have 24 seconds on the shot clock.

17-52 Example: A1 attempts a shot for a goal. While the ball is on its downward flight, A2 touches the ball which then enters the basket.

Interpretation: A1's goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt, on the same side of the court where A2 illegally touched the ball. Team B shall have 24 seconds on the shot clock.

Article 18/19 Time-out / Substitution

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

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

18/19-2 Example: After the ball has left the hands of the crew chief on the opening jump ball but before the ball is legally tapped, jumper A2 commits a violation. Team B is awarded a throw-in. At this time, either team requests a time-out or a substitution.

Interpretation: Despite the fact that the game has started, the time-out or substitution shall not be granted because the game clock has not yet started.

18/19-3 Statement: If the shot clock signal sounds while the ball is in the air during a shot for a goal, it is not a violation and the game clock shall not stop. If the shot is successful then it is, under certain conditions, a time-out and substitution opportunity for both teams.

18/19-4 Example: The ball is in the air on a shot for a goal when the shot clock signal sounds. The ball enters the basket. Either or both teams request

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

Interpretation:

(a) This is a time-out opportunity only for the non-scoring team.

If the non-scoring team is granted a time-out, the opponents may also be granted a time-out and both teams are also granted a substitution, if they request it.

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

18/19-5 Statement: Articles 18 and 19 clarify when a time-out or substitution opportunity starts and ends. If the request for a time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the first free throw, the time-out or substitution shall be only granted for both teams if

- (a) the last free throw is successful, or
- (b) the last free throw is followed by a throw-in, or
- (c) for any valid reason, the ball remains dead after the last free throw.

After the ball is at the disposal of the free-throw shooter for the first of 2 or 3 consecutive free throws for the same foul penalty, no time-out or substitution shall be granted before the ball becomes dead following the last free throw.

When a technical foul occurs between such free throws, the free throw with no line-up shall be administered immediately. A time-out or substitution for either team shall not be granted before and/or after the free throw, unless the substitute shall become the player to attempt the free throw for the technical foul penalty. In this case, the opponents are also entitled to substitute 1 player, if they wish.

18/19-6 Example: A1 is awarded 2 free throws. Either team requests a time-out or substitution

- (a) before the ball is at the disposal of the free-throw shooter A1.
- (b) after the first free-throw attempt.
- (c) after the successful second free throw but before the ball is at the disposal of any team B thrower-in.
- (d) after the successful second free throw and after the ball is at the disposal of any team B thrower-in.

Interpretation:

- (a) The time-out or substitution shall be granted immediately, before the first free-throw attempt.
- (b) The time-out or substitution shall not be granted after the first free throw, even if successful.
- (c) The time-out or substitution shall be granted immediately, before the throw-in.
- (d) The time-out or substitution shall not be granted.

18/19-7 Example: A1 is awarded 2 free throws. After the first free-throw attempt, either team requests a time-out or substitution. During the last free-throw attempt

- (a) the ball rebounds from the ring and the game continues.
- (b) the free throw is successful.
- (c) the ball misses the ring.
- (d) A1 steps on the free-throw line while shooting and the violation is called.
- (e) B1 steps on the restricted area before the ball has left A1's hands. B1's violation is called and A1's free throw is not successful.

Interpretation:

- (a) The time-out or substitution shall not be granted.
- (b), (c) and (d) The time-out or substitution shall be granted immediately.
- (e) A1 shall attempt a substitute free throw and, if made, the time-out or substitution shall be granted immediately.

18/19-8 Example: A substitution opportunity has just ended when substitute A6 runs to the scorer's table, loudly requesting a substitution. The timer reacts and erroneously sounds the signal. The referee blows the whistle.

Interpretation: The ball is dead and the game clock is stopped which normally shall be a substitution opportunity. However, because A6's request was made too late, the substitution shall not be granted. The game shall be resumed immediately.

18/19-9 Example: A goaltending or an interference violation occurs during the game. A time-out has been requested by either coach or a substitution has been requested by a substitute of either team.

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

18/19-10 Example: B1 fouls A1 on an unsuccessful attempt for a 2-point goal. After A1's first of 2 free throws, A2 is charged with a technical foul. Either team now requests a time-out or substitution.

Interpretation: Any team B player may attempt 1 free throw with no line-up. If a team B substitute has become a player to attempt the free throw, team A shall also be entitled to substitute 1 player, if they wish. If the free throw is attempted by a team B substitute, who has become a player or if team A also substituted 1 player, they cannot be substituted until the next game clock running period has ended. After the team B player's free throw for A2's technical foul, A1 shall attempt the second free throw. The game shall be resumed as after any last free throw. If successful and if requested, the time-out or further substitution shall be granted for both teams.

18/19-11 Example: B1 fouls A1 on an unsuccessful attempt for a 2-point goal. After A1's first of 2 free throws, A2 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. Either team now requests a time-out or substitution.

Interpretation: **At this time, no** time-out or substitution shall be granted. A1 shall attempt the second free throw. The game shall be resumed as after any last free throw. If successful and if requested, the time-out or further substitution shall be granted for both teams.

18/19-12 Example: B1 fouls A1 on an unsuccessful attempt for a 2-point goal. After A1's first of 2 free throws, A2 is charged with a technical foul. This is A2's fifth foul. Either team now requests a time-out or substitution.

Interpretation: A2 shall be substituted immediately. Any team B player may attempt 1 free throw with no line-up. If a team B substitute has become a player to attempt the free throw, team A is also entitled to substitute 1 player, if they wish. If the free throw is attempted by a team B substitute, who has become a player or if team A also substituted 1 player, they cannot be substituted until the next game clock running period has ended. After the team B player's free throw for A2's technical foul, A1 shall attempt the second free throw. The game shall be resumed as after any last free throw. If successful and if requested, the time-out or further substitution shall be granted for both teams.

18/19-13 Example: Dribbler A1 is charged with a technical foul. B6 requests to become a player to attempt the free throw.

Interpretation: This is a substitution opportunity for both teams. After becoming a player, B6 may attempt 1 free throw with no line-up but B6 may not become a substitute until the next game clock running period has ended.

18/19-14 Statement: A substitute who has become a player can leave the game only after the end of the next game clock running period of the game.

18/19-15 Example: B1 is substituted by B6. Before the game clock has started, B6 is charged with a personal foul. This is B6's

- (a) third
- (b) fifth

foul.

Interpretation: In

- (a) B6 cannot be substituted until the end of the game clock running period of the game.
- (b) B6 shall be substituted.

18/19-16 Statement: If, following a request for a time-out a foul is called against either team, the time-out shall not start until the referee has completed all communication related to that foul with the scorer's table. In the case of a player's fifth foul, this communication includes the necessary substitution procedure. After all communication is completed, the time-out period shall start when a referee blows the whistle and shows the time-out signal.

18/19-17 Example: During the game, the team A head coach requests a time-out after which

- (a) B1 is charged with a fifth foul.
- (b) a player of either team is charged with a foul.

Interpretation:

In (a) the time-out period shall not start until all communication with the scorer's table is completed and a substitute for B1 becomes a player.

In both cases, the players shall be permitted to go to their benches even though the time-out period has not formally started.

18/19-18 Statement: Each time-out shall last 1 minute. Teams must return promptly to the court after the referee blows the whistle and beckons the teams on to the court. If a team extends the time-out beyond 1 minute, it is gaining an advantage by extending the time-out and causing a delay of the game. A warning to the head coach of that team shall be given by a referee. If that head coach does not respond to the warning, an additional time-out shall be charged against that team. If the team has no time-outs remaining, a technical foul for delaying the game may be charged against the head coach, entered on the scoresheet as a 'B₁'. If a team does not return to the court promptly after the half-time interval of play, a time-out shall be charged against that team. Such a charged time-out shall not last 1 minute. The game shall be resumed immediately.

18/19-19 Example: The time-out ends and the referee beckons team A on to the court. The team A head coach continues to instruct the team which remains in the team bench area. The referee re-beckons team A on to the court and

- (a) team A finally returns to the court.
- (b) team A continues to remain in the team bench area.

Interpretation:

- (a) After team A starts to return to the court, the referee shall give a warning to the team A head coach that if the same behaviour is repeated, an additional time-out shall be charged against team A.
- (b) A time-out, without warning shall be charged against team A. This time-out shall last 1 minute. If team A has no time-outs remaining, a technical foul for delaying the game shall be charged against the team A head coach, entered as a 'B₁'.

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

Interpretation: After team A finally enters the court a time-out, without warning shall be charged against team A. This time-out shall not last 1 minute. The game shall be resumed immediately.

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

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

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

18/19-23 Example: With 2:09 on the game clock in the fourth quarter, the team A head coach requests the first time-out in the second half while the game clock is running. With 1:58 on the game clock, the ball goes out-of-bounds and the game clock is stopped. Team A is granted a time-out.

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

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

18/19-25 Example: The team B head coach requests a time-out. A1 is charged with an unsportsmanlike foul against B1, followed by a technical foul against A2.

Interpretation: **The team B time-out shall be granted.** After the time-out, any team B player shall attempt 1 free throw with no line-up. B1 shall then attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

18/19-26 Example: The team B head coach requests a time-out. A1 is charged with an unsportsmanlike foul against B1. Team B is granted a time-out. During the time-out, A2 is charged with a technical foul.

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

Article 23 Player out-of-bounds and ball out-of-bounds

23-1 Statement: If the ball is 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 Example: Close to the sideline, A1 with the ball in the hands is closely guarded by B1. A1 touches B1 with the body. B1 has 1 foot out-of-bounds.

Interpretation: This is a legal play by A1. A player is out-of-bounds when any part of the body is in contact with something other than a player. The game shall continue.

23-3 Example: Close to the sideline, A1 with the ball in the hands is closely guarded by B1 and B2. A1 touches with the ball B1 who has 1 foot out-of-bounds.

Interpretation: This is an out-of-bounds violation by B1. The ball is out-of-bounds when it touches a player who is out-of-bounds. The game shall be resumed with a team A throw-in from the place nearest to where the ball went out-of-bounds. Team A shall have the time remaining on the shot clock.

23-4 Example: A1 dribbles close to the sideline in front of the scorer's table. The ball rebounds high from the court and touches B6's knee sitting on the substitution chair. The ball returns to A1 on the court.

Interpretation: The ball is out-of-bounds when it touches B6 who is out-of-bounds. The ball is caused to go out-of-bounds by A1 who touched the ball before it goes out-of-bounds. The game shall be resumed with a team B throw-in from the place nearest to where the ball went out-of-bounds.

Article 24 Dribbling

24-1 Statement: It is not a dribble if a player deliberately throws the ball against either the opponents' or the team's own backboard.

24-2 Example: A1 has not yet dribbled and is standing still when A1 deliberately throws the ball against a backboard and catches or touches the ball again before it touches another player.

Interpretation: This is a legal play by A1. After catching the ball, A1 may shoot, pass the ball or start a dribble.

24-3 Example: After ending a dribble either in a continuous motion or standing still, A1 deliberately throws the ball against the backboard. A1 catches or touches the ball again
 (a) after it bounced on the court and starts a dribble.
 (b) before it touches any other player.

Interpretation:

In (a) this is a double dribble violation by A1. A1 shall not dribble for a second time after the first dribble has ended.

In (b) this is a legal play by A1. After catching or touching the ball, A1 may shoot or pass but shall not start a new dribble.

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

Interpretation: This is a legal play by A1. After catching the ball, A1 may shoot, pass or start a dribble.

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

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

Interpretation: In both cases, this is a legal play by A1. A1 did not move the pivot foot.

24-6 Example: A1 starts a dribble by throwing the ball

- (a) over the opponent.
- (b) a few meters away from an opponent.

The ball touches the court after which A1 continues to dribble.

Interpretation: In both cases, this is a legal play by A1. The ball touched the court before A1 touched the ball again on a dribble.

24-7 Example: A1 ends a dribble and deliberately throws the ball on to B1's leg. A1 catches the ball and starts to dribble again.

Interpretation: This is a double dribble violation by A1. A1's dribble ended as the ball was not touched by B1. It was the ball which touched B1. A1 may not dribble again.

24-8 **Example:** A1 ends a dribble and passes the ball to A2. The ball accidentally touches the body of B2. After that, the ball touches the floor, A1 catches it and starts to dribble again.

Interpretation: This is a legal play. A1 may dribble again as after the first dribble the ball has touched another player.

Article 25 Travelling

25-1 Statement: It is legal if a player who is lying on the court gains control of the ball. It is legal if a player who is holding the ball falls on the court. It is also legal if a player, after falling on the court with the ball, slides because of momentum. However, if the player then rolls or attempts to stand up while holding the ball, it is a violation.

25-2 Example: A1 holds the ball, then

- (a) loses balance and falls on the court.
- (b) after falling on the court A1's momentum causes that player to slide.

Interpretation: In both cases, this is a legal play by A1. Falling on the court is not a travelling violation. However, if A1 now rolls to avoid the defence or attempts to stand up while holding the ball, a travelling violation occurs.

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

- (a) passes the ball to A2.
- (b) starts a dribble while still lying on the court.
- (c) attempts to stand up while dribbling the ball.
- (d) attempts to stand up while still holding the ball.

Interpretation:

- (a), (b) and (c) This is a legal play by A1.
- (d) This is a travelling violation by A1.

25-4 Statement: A player may not touch the court consecutively with the same foot or both feet after ending a dribble or gaining control of the ball.

25-5 Example: A1 ends a dribble with the ball in the hands. In a continuous motion, A1 jumps off the left foot, lands on the left foot, then on the right foot and attempts a shot for a goal.

Interpretation: This is a travelling violation by A1. After ending a dribble, a player may not touch the court consecutively with the same foot.

Article 26 3 seconds

26-1 Statement: It is a violation when a player leaves the court at the endline to avoid a 3-second violation and then re-enters the restricted area.

26-2 Example: A1 in the restricted area for less than 3 seconds moves out-of-bounds at the endline to avoid a 3-second violation. A1 then re-enters the restricted area.

Interpretation: This is a 3-second violation by A1.

26-3 Statement: A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while the player's team is in control of a live ball in the frontcourt and the game clock is running.

26-4 Example: A1 in the restricted area for 2.5 seconds releases the ball on a shot for a goal. The ball misses the backboard and the ring and A1 rebounds it.

Interpretation: This is a legal play by A1. Team A has ended its control of a ball when A1 released it on a shot. With A1's rebound, team A gained a new control of the ball.

26-5 Example: While the thrower-in A1 has the ball in the hands in the frontcourt, A2 remains in the opponents' restricted area for more than 3 seconds.

Interpretation: This is a legal play by A2. Team A has the control of the ball, however, the game clock has not yet started.

Article 27 Closely guarded player

27-1 Statement: A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

27-2 Example: A1 is closely guarded for 4 seconds by B1. Then A1 fumbles the ball and catches it again.

Interpretation: This is a 5-second violation by A1, as A1 within 5 seconds did not pass, shoot or dribble the ball. The fumbling the ball at the start or at the end of the dribble is not a dribble.

Article 28 8 seconds

28-1 Statement: The shot clock is stopped because of a jump ball situation. If the resulting alternating possession throw-in is awarded to the team that was in control of the ball in its backcourt, the 8-second period shall continue.

28-2 Example: A1 dribbles in the backcourt for 5 seconds when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

Interpretation: Team A shall have only 3 seconds to move the ball into its frontcourt.

28-3 Statement: During a dribble from the backcourt to the frontcourt, the ball goes into a team's frontcourt when both feet of the dribbler and the ball are completely in contact with the frontcourt.

28-4 Example: A1 is straddling the centre line and receives the ball from A2 who is in the backcourt. A1 passes the ball back to A2 who is

- (a) still in the backcourt.
- (b) straddling the centre line.
- (c) straddling the centre line. A2 starts to dribble in the backcourt.

Interpretation: In all cases, this is a legal play by team A. A1 does not have both feet completely in contact with the frontcourt and therefore A1 is entitled to pass the ball into the backcourt. The 8-second period shall continue.

28-5 Example: A1 dribbles from the backcourt and stops the forward motion while still dribbling

- (a) straddling the centre line.
- (b) with both feet in the frontcourt, while the ball is dribbled in the backcourt.
- (c) with both feet in the frontcourt while the ball is dribbled in the backcourt, after which A1 returns with both feet to the backcourt.
- (d) both feet are in the backcourt, while the ball is dribbled in the frontcourt.

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

28-6 Statement: Each time when the 8-second period continues with the time remaining and the same team that previously had control of the ball is awarded a throw-in from its backcourt, the referee handing the ball to the thrower-in shall inform the thrower-in on the time remaining in the 8-second period.

28-7 Example: A1 dribbles in the backcourt for 6 seconds when a double foul occurs in the

- (a) backcourt.
- (b) frontcourt.

Interpretation:

- (a) The game shall be resumed with a team A throw-in in its backcourt from the place nearest to where the double foul occurred. The referee shall inform the team A thrower-in that the team has 2 seconds to move the ball into its frontcourt.
- (b) The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the double foul occurred.

28-8 Example: A1 dribbles in the backcourt for 4 seconds when B1 taps the ball out-of-bounds in the team A backcourt.

Interpretation: The game shall be resumed with a team A throw-in in its backcourt from the place nearest to where the ball went out-of-bounds. The referee shall inform the team A thrower-in that the team has 4 seconds to move the ball into its frontcourt.

28-9 Statement: If the game is stopped by a referee for any valid reason not connected with either team **and the** opponents would be placed at a disadvantage, the 8-second period shall continue.

28-10 Example: With 25 seconds on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball. A1 dribbles in the backcourt for 5 seconds when the game is stopped by the referees because of

- (a) the game clock or the shot clock failing to run or to start.
- (b) a bottle being thrown on to the court.
- (c) the shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in from its backcourt, with 3 seconds remaining in the 8-second period. Team B would be placed at a disadvantage if the game were resumed with a new 8-second period.

28-11 Statement: Following an 8-second violation, the throw-in place is determined by the location of the ball when the violation occurred.

28-12 Example: The 8-second period for team A ends and the violation occurs when

- (a) team A controls the ball in its backcourt.
- (b) the ball is in the air on A1's pass from the backcourt towards the frontcourt.

Interpretation: The team B throw-in shall be administered in its frontcourt, from the place nearest to the

- (a) location of the ball when the 8-second violation occurred, except from directly behind the backboard.
- (b) centre line.

Team B shall have 14 seconds on the shot clock.

28-13 Statement: Team control ends when the ball has left the player's hands on a shot for a goal.

28-14 Example: Just before the end of the 8-second period the ball has left A1's hands from the backcourt on a shot for a goal. The ball enters the basket.

Interpretation: This is a legal play by team A. The control of the ball has ended when A1 has released the ball on a shot. A1's 3 points goal shall count.

Article 29/50 Shot clock

29/50-1 Statement: A shot for a goal is attempted close to the end of the shot clock period and the shot clock signal sounds while the ball is in the air.

- If the ball enters the basket, the goal shall count.
- If the ball touches the ring and rebounds from it, the game shall continue with 24 seconds on the shot clock, if the opponents' team gains control and with 14 seconds on the shot clock, if the same team that was in control of the ball before the ball touched the ring regains control of the ball.
- If the ball misses the ring, the referees shall wait to see whether the opponents gain an immediate and clear control of the ball.
 - If yes, the shot clock signal shall be disregarded.
 - If not, this is a shot clock violation. The ball shall be awarded to the opponents for the throw-in from the place nearest to where the game was stopped, except from directly behind the backboard.

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

Interpretation: This is a shot clock violation by team A. A1's shot missed the ring and team B did not gain an immediate and clear control of the ball.

29/50-3 Example: During A1's shot for a goal the ball touches the backboard but misses the ring. The ball is then touched but not controlled by B1, after which A2 gains control of the ball. The shot clock signal sounds.

Interpretation: This is a shot clock violation by team A.

29/50-4 Example: A1's shot for a goal at the end of a shot clock period is legally blocked by B1. The shot clock signal sounds. B1 fouls A1.

Interpretation: This is a shot clock violation by team A. B1's foul against A1 shall be disregarded unless it is an unsportsmanlike foul or a disqualifying foul.

29/50-5 Example: A1's shot for a goal is in the air when the shot clock signal sounds. The ball misses the ring, after which

- a) a held ball between A2 and B2 occurs.
- b) B1 taps it out-of-bounds.

Interpretation: In both cases, this is a shot clock violation by team A. Team B did not gain an immediate and clear control of the ball.

29/50-6 Example: B1 fouls A1 in the act of shooting for a goal when at approximately the same time the shot clock expired. The ball enters the basket.

Interpretation: If the ball was

- a) still in A1's hands and B1's foul occurred before the shot clock expired, or
- b) already in the air on A1's shot for a goal and B1's foul occurred before the shot clock expired, or

c) already in the air on A1's shot for a goal and B1's foul occurred after the shot clock expired,

it is not a shot clock violation. A1's goal shall count. A1 shall attempt 1 additional free throw. The game shall be resumed as after any last free throw.

d) still in A1's hands and B1's foul occurred after the shot clock expired,

it is a shot clock violation. A1's goal shall not count. B1's foul shall be disregarded unless it is an unsportsmanlike foul or a disqualifying foul. The game shall be resumed with a team B throw-in from the free-throw line extended.

29/50-7 Example: With 25.2 seconds on the game clock, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a goal. While the ball is in the air, the shot clock signal sounds. The ball misses the ring and

- after another 1.2 seconds, the game clock signal sounds for the end of the quarter.
- A2 catches the ball on a rebound. The referee calls the violation with the game clock showing 0.8 of a second.

Interpretation:

In (a) this is not a shot clock violation by team A. The referee was waiting to see if team B gained immediate and clear control of the ball and therefore did not call a violation. The quarter has ended.

In (b) this is a shot clock violation by team A. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with the game clock showing 0.8 of a second.

29/50-8 Example: With 25.2 seconds on the game clock, team A gains control of the ball. With 1.2 seconds on the game clock and with A1 having the ball in the hands, the shot clock signal sounds. The referee calls a violation with the game clock showing 0.8 of a second.

Interpretation: This is a shot clock violation by team A. As the violation occurred with 1.2 seconds on the game clock, the referees shall correct the game clock. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with the game clock showing 1.2 seconds.

29/50-9 Statement: If the shot clock signal sounds and the opponents gain an immediate and clear control of the ball, the shot clock signal shall be disregarded. The game shall continue.

29/50-10 Example: Close to the end of the shot clock period, A1's pass is missed by A2 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B1 gains control of the ball with a free path to the basket, the shot clock signal sounds.

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

29/50-11 Example: After a goal scored by the opponents and with 25.3 seconds on the game clock, team A has the ball for a throw-in from behind its endline. Close to the end of the shot-clock period, A1's pass to A2 is deflected by B1 and the shot clock signal sounds. The referee calls a shot clock violation with the game clock showing 0.8 of a second.

Interpretation: This is a shot clock violation by team A which occurred with the game clock showing 0.8 of a second. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with the game clock showing 0.8 of a second.

29/50-12 Statement: If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only the time remaining on the shot clock when the jump ball situation occurred.

29/50-13 Example: Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when a jump ball situation occurs. An alternating possession throw-in is awarded to

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

Interpretation:

- (a) Team A shall have 10 seconds on the shot clock.
- (b) Team B shall have 24 seconds on the shot clock.

29/50-14 Statement: If the game is stopped by a referee for a foul or violation (excluding for the ball having gone out-of-bounds) called against the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in its frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock when the game was stopped, the shot clock shall continue with the time remaining the shot clock.
- If 13 seconds or less are shown on the shot clock when the game was stopped, the team shall have 14 seconds on the shot clock.

29/50-15 Example: With 8 seconds on the shot clock, A1 dribbles in the frontcourt when

- (a) B1 taps the ball out-of-bounds in the team A frontcourt.
- (b) B1 fouls A1. This is the second team B foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in in the frontcourt with

- (a) 8 seconds
- (b) 14 seconds

on the shot clock.

29/50-16 Example: With 4 seconds on the shot clock, team A is in control of the ball in its frontcourt when

- (a) A1
- (b) B1

is injured. The referee stops the game.

Interpretation: Team A shall have

- (a) 4 seconds
- (b) 14 seconds

on the shot clock.

29/50-17 Example: With 6 seconds on the shot clock, A1's shot for a goal is in the air when a double foul **between** A2 and B2 occurs. The alternating possession arrow favours team A.

- (a) The ball misses the ring.
- (b) The ball touches the ring.

Interpretation: Team A shall have

- (a) 6 seconds
- (b) 14 seconds

on the shot clock.

29/50-18 Example: With 5 seconds on the shot clock, A1 dribbles when B1 is charged with a technical foul, after which the team A head coach is charged with a technical foul.

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

29/50-19 Example: With

- (a) 16 seconds
- (b) 12 seconds

on the shot clock, A1 passes the ball to A2, both in the frontcourt, when B1 in the backcourt deliberately kicks or strikes the ball with the fist.

Interpretation: In both cases, this is a violation by B1 for kicking the ball or striking it with the fist. The game shall be resumed with a team A throw-in from its frontcourt with

- (a) 16 seconds
- (b) 14 seconds

on the shot clock.

29/50-20 Example: With 6 seconds on the shot clock, A1 dribbles in the frontcourt when B2 is charged with an unsportsmanlike foul against A2.

Interpretation: After A2's 2 free throws with no line-up, regardless of whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

29/50-21 Statement: If the game is stopped by a referee for any valid reason not connected with either team and **if the** opponents would be placed at a disadvantage, the shot clock shall continue with the time remaining.

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

- (a) the game clock or the shot clock failing to run or to start.
- (b) a bottle being thrown on to the court.
- (c) the shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the game was stopped. Team A shall have 4 seconds on the shot clock.

Team B would be placed at a disadvantage if the game were resumed with no time remaining on the shot clock.

29/50-23 Example: A1's shot for a goal touches the ring. A2 rebounds the ball and 9 seconds later the shot clock signal sounds in error. The referees stop the game.

Interpretation: This is an error in the shot clock operation of not resetting the shot clock. After consulting the commissioner, if present, and the shot clock operator, the game shall be resumed with a team A throw-in. Team A shall have 5 seconds on the shot clock.

29/50-24 Example: With 4 seconds on the shot clock, A1 attempts a shot for a goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 rebounds the ball and after a certain time, A3 scores a goal. At this time, the referees recognise the error.

Interpretation: The referees, after consulting the commissioner, if present, shall confirm that the ball missed the ring during A1's shot. If so, they shall then decide if the ball had left A3's hands before the shot clock would have sounded if the reset had not taken place. If so, A3's goal shall count. If not, a shot clock violation occurred and A3's goal shall not count.

29/50-25 Statement: A shot for a goal is released and a foul is then called against a defensive player in the defensive team's backcourt. If the game is resumed with a throw-in, the shot clock shall be reset as follows:

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

29/50-26 Example: A1 attempts a shot for a goal. The ball enters the basket. B2 in the backcourt fouls A2. This is the third team B foul in the quarter.

Interpretation: A1's goal shall count. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-27 Example: With 17 seconds on the shot clock, A1's shot for a goal is in the air when B2 in the backcourt fouls A2. This is the second team B foul in the quarter. The ball

- (a) rebounds from the ring but does not enter the basket.
- (b) misses the ring.

Interpretation:

In both cases, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 17 seconds on the shot clock.

29/50-28 Example: With 10 seconds on the shot clock, A1's shot for a goal is in the air when B2 in the backcourt fouls A2. This is the second team B foul in the quarter. The ball

- (a) enters the basket.
- (b) rebounds from the ring but does not enter the basket.
- (c) misses the ring.

Interpretation:

In (a) A1's goal shall count.

In all cases, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-29 Example: A1's shot for a goal is in the air when the shot clock signal sounds. B2 in the backcourt fouls A2. This is the second team B foul in the quarter. The ball

- (a) enters the basket.
- (b) rebounds from the ring but does not enter the basket.
- (c) misses the ring.

Interpretation:

In (a) A1's goal shall count.

In all cases, this is not a shot clock violation by team A. The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-30 Example: With 10 seconds on the shot clock, A1's shot for a goal is in the air when B2 in the backcourt fouls A2. This is the fifth team B foul in the quarter. The ball

- (a) enters the basket.
- (b) rebounds from the ring but does not enter the basket.
- (c) misses the ring.

Interpretation:

In (a) A1's goal shall count.

In all cases, A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

29/50-31 Example: A1's shot for a goal is in the air when the shot clock signal sounds and B2 fouls A2 before the ball

- (a) enters the basket.
- (b) rebounds from the ring but does not enter the basket.
- (c) misses the ring.

B2's foul is the fifth team B in the quarter.

Interpretation:

In (a) A1's goal shall count.

In all cases, this is not a shot clock violation by team A. A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

29/50-32 Statement: A throw-in resulting from an unsportsmanlike foul or a disqualifying foul penalty shall always be administered from the throw-in line in the team's frontcourt. The team shall have 14 seconds on the shot clock.

29/50-33 Example: With 1:12 on the game clock and with 6 seconds on the shot clock in the fourth quarter, A1 dribbles in the frontcourt when B1 is charged with an unsportsmanlike foul against A1. After A1's first free throw, the team A head coach or the team B head coach requests a time-out.

Interpretation: A1 shall attempt the second free throw with no line-up. The time-out shall then be granted. After the time-out, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

29/50-34 Example: With 19 seconds on the shot clock, A1 dribbles in the frontcourt when B2 is charged with an unsportsmanlike foul against A2.

Interpretation: After A2's 2 free throws with no line-up, regardless of whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

29/50-35 Statement: After the ball touches the ring of the opponents' basket for any reason, the team shall have 14 seconds on the shot clock, if the team which gains control of the ball is the same team that was in control of the ball before the ball touched the ring.

29/50-36 Example: During A1's pass to A2, the ball touches B2 after which the ball touches the ring. A3 gains control of the ball.

Interpretation: Team A shall have 14 seconds on the shot clock when A3 gains control of the ball anywhere on the court.

29/50-37 Example: A1 attempts a shot for a goal with

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

on the shot clock. The ball touches the ring, rebounds from it and A2 gains control of the ball.

Interpretation: In both cases, team A shall have 14 seconds on the shot clock when A2 gains control of the ball anywhere on the court.

29/50-38 Example: A1 attempts a shot for a goal. The ball touches the ring.

- (a) B1 touches the ball.
- (b) A2 taps the ball.

and A3 then gains control of the ball.

Interpretation: In both cases, team A shall have 14 seconds on the shot clock when A3 gains control of the ball anywhere on the court.

29/50-39 Example: A1 attempts a shot for a goal. The ball touches the ring. B1 then touches the ball before it goes out-of-bounds.

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

29/50-40 Example: With 4 seconds on the shot clock, A1 throws the ball towards the ring to reset the shot clock. The ball touches the ring. B1 then touches the ball before it goes out-of-bounds in the team A backcourt.

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

29/50-41 Example: With 6 seconds on the shot clock, A1 attempts a shot for a goal. The ball touches the ring and A2 gains control of the ball. B2 then fouls A2 during the rebound. This is the third team B foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

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

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

29/50-43 Example: A1 attempts a shot for a goal with

- (a) 8 seconds
- (b) 17 seconds

on the shot clock. The ball lodges between the ring and the backboard. The alternating possession arrow favours team A.

Interpretation: In both cases, the game shall be resumed with a team A throw-in from behind the endline in its frontcourt nearest to the backboard. Team A shall have 14 seconds on the shot clock.

29/50-44 Example: A1 in the frontcourt passes the ball for an alley-oop to A2 who does not catch the ball. The ball touches the ring, after which A3 gains control of the ball in team A's

- (a) frontcourt.
- (b) backcourt.

Interpretation:

- (a) Team A shall have 14 seconds on the shot clock.
- (b) This is a team A backcourt violation as team A did not lose the control of the ball.

29/50-45 Example: A1's shot for a goal touches the ring. B1 rebounds the ball and **B1 lands on** the court. A2 taps the ball out of B1's hands. A3 now catches the ball.

Interpretation: Team B (B1) has gained clear control of the ball during the rebound, after which team A (A3) gained a new control. Team A shall have 24 seconds on the shot clock.

29/50-46 Example: With 5 seconds on the shot clock, thrower-in A1 passes the ball towards the team B basket. The ball touches the ring and is then touched but not controlled by A2 **or** B2.

Interpretation: The game clock and the shot clock shall be started simultaneously when the ball touches or is touched by either player on the court.

If team A then gains control of the ball on the court, it shall have 14 seconds on the shot clock.

If team B then gains control of the ball on the court, it shall have 24 seconds on the shot clock.

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

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

- backcourt.
- frontcourt.

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

29/50-49 Example: After a team B throw-in, A1 gains an immediate and clear new possession of the ball on the court in its

- backcourt.
- frontcourt.

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

29/50-50 Statement: The game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) called against the team in control of the ball. If the ball is awarded to the opponents with a throw-in from its frontcourt, that team shall have 14 seconds on the shot clock.

29/50-51 Example: Within the backcourt A1 passes the ball to A2. A2 touches but does not catch the ball before it goes out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team B throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds. Team B shall have 14 seconds on the shot clock.

29/50-52 Statement: Whenever a team gains or regains control of a live ball anywhere on the court with less than 24 seconds on the game clock, the shot clock shall have no display visible.

After the ball has touched the ring of the opponents' basket and the offensive team regains the control of a live ball anywhere on the court with less than 24 seconds and more than 14 seconds on the game clock, the team shall have 14 seconds on the shot clock. If there are 14 seconds or less on the game clock, the shot clock shall have no display visible.

29/50-53 Example: With 12 seconds on the game clock, thrower-in A1 gains a new control of the ball.

Interpretation: The shot clock shall have no display visible.

29/50-54 Example: With 23 seconds on the game clock, A1 gains a new control of the ball on the court. With 18 seconds on the game clock, B1 in the backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B1 kicked the ball. The game clock shows 18 seconds. The shot clock shall have no display visible.

29/50-55 Example: With 23 seconds on the game clock, A1 gains a new control of the ball on the court. The shot clock has no display visible. With 19 seconds on the game clock, A1 attempts a shot for a goal. The ball touches the ring. Team A regains the control of the ball by A2 rebounding it, with 16 seconds on the game clock.

Interpretation: The game shall continue with 16 seconds on the game clock. The shot clock shall be switched on. Team A shall have 14 seconds on the shot clock as there were more than 14 seconds on the game clock when team A regained the control of the ball.

29/50-56 Example: With 23 seconds on the game clock, A1 gains a new control of the ball on the court. The shot clock has no display visible. With 15 seconds on the game clock, A1 attempts a shot for a goal. The ball touches the ring and B1 taps it out-of-bounds in team B's backcourt, with 12 seconds on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds, with 12 seconds on the game clock. The shot clock shall continue to have no display visible as there were less than 14 seconds on the game clock when team A regained the control of the ball.

29/50-57 Example: With 22 seconds on the game clock, A1 gains a new control of the ball on the court. The shot clock has no display visible. With 18 seconds on the game clock, A1 attempts a shot for a goal. The ball misses the ring and B1 taps it out-of-bounds in team B's backcourt, with
(a) 15.5 seconds
(b) 12 seconds
on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds, with the time remaining on the game clock. The shot clock shall continue to have no display visible, as team A had gained a new control of the ball with less than 24 seconds on the game clock.

Article 30 Ball returned to the backcourt

30-1 Statement: An airborne player retains the same status relative to the court as where the player has last touched the court before being airborne.

When a player jumps from the frontcourt and gains a new team control of the ball while still airborne, the player may then land with the ball anywhere on the court. The player may not pass the ball to a team-mate in the backcourt before landing.

30-2 Example: A1 in the backcourt passes the ball to A2 in the frontcourt. B1 jumps from the frontcourt, catches the ball while airborne and lands

- (a) with both feet in the backcourt.
- (b) straddling the centre line.
- (c) straddling the centre line and then dribbles or passes the ball to the backcourt.

Interpretation: This is not a backcourt violation by team B. B1 established a new team B control of the ball while airborne and may land anywhere on the court. In all cases, B1 is legally in the backcourt.

30-3 Example: During the opening jump ball between A1 and B1, the ball is legally tapped. A2 jumps from the frontcourt, catches the ball while airborne and lands

- (a) with both feet in the backcourt.
- (b) straddling the centre line.
- (c) straddling the centre line and then dribbles or passes the ball to the backcourt.

Interpretation: This is not a backcourt violation by A2. A2 established the first team A control of the ball while airborne and may land anywhere on the court. In all cases, A2 is legally in the backcourt.

30-4 Example: Thrower-in A1 in the frontcourt passes the ball to A2. A2 jumps from the frontcourt, catches the ball while airborne and lands

- (a) with both feet in the backcourt.
- (b) straddling the centre line.
- (c) straddling the centre line and then dribbles or passes the ball to the backcourt.

Interpretation: This is a backcourt violation by team A. Thrower-in A1 established team A control of the ball in the frontcourt before A2 caught the ball while airborne and landed in the backcourt.

30-5 Example: Thrower-in A1 in the backcourt passes the ball to A2. B1 jumps from the frontcourt and catches the ball while airborne. Before landing in the backcourt, B1 passes the ball to B2 in the backcourt.

Interpretation: This is a backcourt violation by team B. When B1 jumps from the frontcourt and gains a new team control while airborne B1 may land anywhere on the court. However, B1 may not pass the ball to a team-mate in the backcourt.

30-6 **Example:** During the opening jump ball between A1 and B1, the ball is legally tapped to A2 in the frontcourt. A2 jumps, catches the ball while airborne and before landing passes the ball to A1 in the backcourt.

Interpretation: This is a backcourt violation by team A. While airborne, A2 may land with the ball in the hands in the backcourt but A2 may not pass the ball to a team-mate in the backcourt.

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

30-8 **Example:** A1 and A2 are both standing with both feet in their frontcourt close to the centre line. A1 bounce-passes the ball to A2. During the pass, the ball touches the team A backcourt, after which the ball touches A2 in the frontcourt.

Interpretation: This is a backcourt violation by team A.

30-9 **Example:** A1 standing with both feet in the backcourt close to the centre line bounce-passes the ball to A2 who is also standing with both feet in the backcourt close to the centre line. During the pass, the ball touches the team A frontcourt before A2 touches it.

Interpretation: This is not a backcourt violation by team A as no team A player with the ball was in the frontcourt. However, the 8-second period shall be stopped when the ball touched the team A frontcourt. A new 8-second period shall start as soon as A2 touches the ball in the backcourt.

30-10 **Example:** A1 in the backcourt passes the ball towards the frontcourt. The ball touches a referee standing on the court straddling the centre line. A2 still in the backcourt touches the ball.

Interpretation: This is not a backcourt violation by team A as no team A player had control of the ball in the frontcourt. However, the 8-second period shall be stopped when the ball touched the referee straddling the centre line. A new 8-second period shall start as soon as A2 touches the ball in the backcourt.

30-11 **Example:** Team A is in control of the ball in its frontcourt when the ball is simultaneously touched by A1 and B1. The ball then goes into the team A backcourt where A2 is the first to touch it.

Interpretation: This is a backcourt violation by team A.

30-12 **Example:** A1 dribbles from the backcourt to the frontcourt. A1 with both feet in the frontcourt still dribbles in the backcourt. The ball then touches A1's leg and bounces into the backcourt where A2 starts a dribble.

Interpretation: This is a legal play by team A. A1 has not yet established control of the ball in the frontcourt.

30-13 **Example:** A1 in the backcourt passes the ball to A2 in the frontcourt. A2 touches but does not control the ball, which returns to A1 still in the backcourt.

Interpretation: This is a legal play by team A. A2 has not yet established control of the ball in the frontcourt.

30-14 Example: Thrower-in A1 in the frontcourt passes the ball to A2. A2 jumps from the frontcourt, catches the ball while airborne and lands on the court with the left foot in the frontcourt and with the right foot still in the air. A2 then puts the right foot into the backcourt.

Interpretation: This is a backcourt violation by team A. Thrower-in A1 had already established team A control in the frontcourt.

30-15 Example: A1 dribbles in the frontcourt close to the centre line when B1 taps the ball into the team A backcourt. A1 with both feet still in the frontcourt continues to dribble in the backcourt.

Interpretation: This is a legal play by team A. A1 was not the last player touching the ball in the frontcourt. A1 could even continue to dribble completely into the backcourt with a new 8-second period.

30-16 Example: A1 in the backcourt passes the ball to A2. A2 jumps from the frontcourt, catches the ball while airborne and lands

- (a) with both feet in the backcourt.
- (b) touching the centre line.
- (c) straddling the centre line.

Interpretation: In all cases, this is a backcourt violation by team A. A2 established team A control in its frontcourt while airborne.

Article 31 Goaltending and Interference

31-1 Statement: When the ball is above the ring during a shot for a goal or a free-throw attempt, it is interference if a player reaches through the basket from below and touches the ball.

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

- (a) before the ball touches the ring,
- (b) after the ball touches the ring and still has the chance to enter the basket,

B1 reaches through the basket from below and touches the ball.

Interpretation: In both cases, this is an interference violation by B1. A1 shall be awarded 1 point.

- (a) B1 shall be charged with a technical foul.
- (b) B1 shall not be charged with a technical foul.

31-3 Statement: When the ball is above the ring during a pass or after it touches the ring, it is an interference if a player reaches through the basket from below and touches the ball.

31-4 Example: A1 on the court passes the ball above the ring when B1 reaches through the basket from below and touches the ball.

Interpretation: This is an interference violation by B1. A1 shall be awarded 2 or 3 points.

31-5 Statement: The ball touches the ring on a last unsuccessful free throw. If the ball is then legally touched by any player before it enters the basket, the free-throw becomes a 2-point goal.

31-6 Example: After A1's last free throw, the ball rebounds from the ring. B1 tries to tap the ball away but the ball enters the basket.

Interpretation: This is a legal play by B1 tapping the ball in the own basket. The team A captain on the court shall be awarded 2 points.

31-7 Statement: After the ball touches the ring

- on a goal attempt,
- on a last unsuccessful free throw,
- after the game clock signal sounds for the end of the quarter or overtime

and the ball still has the chance to enter the basket, a foul is called. It is a violation if any player then touches the ball.

31-8 Example: After A1's last free throw, the ball rebounds from the ring. During the rebound, B2 fouls A2. This is the third team B foul in the quarter. The ball still has the chance to enter the basket and is touched by

- (a) A3.
- (b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3.

- (a) No point shall be awarded. Both throw-in penalties shall cancel each other. The game shall be resumed with an alternating possession throw-in from behind the endline nearest to where the foul occurred, except from directly behind the backboard.
- (b) A1 shall be awarded 1 point. As a result of B2's foul, the game shall be resumed with a team A throw-in from behind team B's endline nearest to where the foul occurred, except from directly behind the backboard.

31-9 Example: After A1's last free throw, the ball rebounds from the ring. During the rebound, B2 fouls A2. This is the fifth team B foul in the quarter. The ball still has the chance to enter the basket and is touched by

- (a) A3.
- (b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3.

- (a) No point shall be awarded.
- (b) A1 shall be awarded 1 point.

In both cases, as a result of B2's foul, A2 shall attempt 2 free throws. The game shall continue as after any last free throw.

31-10 Example: After A1's last free throw, the ball rebounds from the ring. During the rebound, A2 fouls B2. This is the fifth team A foul in the quarter. The ball still has the chance to enter the basket and is touched by

- (a) A3.
- (b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3.

- (a) No point shall be awarded.
- (b) A1 shall be awarded 1 point.

In both cases, as a result of A2's foul, B2 shall attempt 2 free throws. The game shall continue as after any last free throw.

31-11 Example: After A1's last free throw, the ball rebounds from the ring. During the rebound, a double foul **between B2 and A2 occurs**. The ball still has the chance to enter the basket and is touched by

- (a) A3.
- (b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3. The foul shall be entered on the scoresheet against each offender.

- (a) No point shall be awarded. The game shall be resumed with an alternating possession throw-in from behind the endline nearest to where the double foul occurred, except from directly behind the backboard.
- (b) A1 shall be awarded 1 point. The game shall be resumed with a team B throw-in from any place behind its endline as after any successful last free throw.

31-12 Example: A1 attempts a shot for a goal. The ball rebounds from the ring and still has the chance to enter the basket when the game clock signal sounds for the end of the third quarter. The ball is then touched by

- (a) A2. The ball enters the basket.
- (b) B2. The ball enters the basket.
- (c) A2. The ball does not enter the basket.
- (d) B2. The ball does not enter the basket.

Interpretation: In all cases, this is an interference violation by A2 or B2. After the game clock signal sounds for the end of the quarter, no player shall touch the ball after it touches the ring and still has a chance to enter the basket.

- (a) A1's goal shall not count.
- (b) A1's goal shall count for 2 or 3 points.
- (c) The quarter has ended.
- (d) A1's goal shall count for 2 or 3 points.

In all cases, the third quarter has ended. The game shall be resumed with an alternating possession throw-in from the centre line extended.

31-13 Statement: If during a shot for a goal a player touches the ball on its flight to the basket, all restrictions related to goaltending and interference shall apply.

31-14 Example: A1 attempts a shot for a 2-point goal. The ball on its upward flight is touched by A2 or B2. On its downward flight to the basket the ball is touched by

- (a) A3.
- (b) B3.

Interpretation: This is a legal play when A2 or B2 touch the ball on its upward flight. It is a goaltending violation when A3 or B3 touch the ball on its downward flight.

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

31-15 Example: The ball is in the air on A1's shot for a goal when B1 fouls A1. Then B2 legally touches the ball on its upward flight. The ball enters the basket.

Interpretation: The goal shall not count. After a referee blows the whistle, with B2's touch the ball becomes dead immediately.

31-16 Example: A1 attempts a shot for a goal. The ball is touched by A2 or B2 at its highest point, above the level of the ring.

Interpretation: This is a legal play by A2 or B2. The ball is illegally touched only after it has reached its highest point and started its downward flight.

31-17 Statement: It is an interference violation when a player causes the basket to vibrate or grasps the basket (ring and/or net) in such a way that it 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.

31-18 Example: A1 attempts a shot for a 3-point goal close to the end of the game. The ball is in the air when the game clock signal sounds for the end of the game. After the signal

- (a) B1 causes the basket to vibrate in such a way that it causes the ball to take an unnatural bounce or to change direction, thus the ball is prevented from entering the basket.
- (b) A2 causes the basket to vibrate in such a way that it causes the ball to change direction, thus the ball is caused to enter the basket.

Interpretation: Even after the game clock signal sounds for the end of the game, the ball remains live. This is an interference violation by

- (a) B1. A1 shall be awarded 3 points.
- (b) A2. A1's goal shall not count.

31-19 Statement: It is an interference violation if a defensive or offensive player, during a shot for a goal, touches the basket (ring or net) or the backboard while the ball is in contact with the ring and still has a chance to enter the basket.



Diagram 3 Ball is in contact with the ring

31-20 Example: After A1's shot for a goal, the ball rebounds from the ring and then lands on the ring. B1 touches the basket or backboard while the ball is on the ring.

Interpretation: This is an interference violation by B1. The interference restrictions apply when the ball has still the chance to enter the basket.

31-21 Example: A1's shot for a goal is on its downward flight and completely above the level of the ring when the ball is simultaneously touched by A2 and B2. The ball then

- (a) enters the basket.
- (b) does not enter the basket.

Interpretation: This is a goaltending violation by A2 and B2. In both cases, no points shall be awarded. The game shall be resumed with an alternating possession throw-in.

31-22 Statement: It is an interference violation when a player grasps the basket (ring or net) to play the ball.

31-23 Example: A1 attempts a shot for a goal. The ball rebounds from the ring when

- A2 grasps the ring and taps the ball into the basket.
- A2 grasps the ring when the ball has the chance to enter the basket. The ball enters the basket.
- B2 grasps the ring and taps the ball away from the basket.
- B2 grasps the ring when the ball has still the chance to enter the basket. The ball does not enter the basket.

Interpretation: In all cases, this is an interference violation by A2 or B2.

- and (b) No points shall be awarded. The game shall be resumed with a team B throw-in from the free-throw line extended.
- and (d) A1 shall be awarded 2 or 3 points. The game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

31-24 Statement: It is an interference violation if a defensive player touches the ball while the ball is within the basket.



Diagram 4 Ball is within the basket

31-25 Example: A1 attempts a shot for a 2-point goal. The ball turns around the ring with its slightest part within the basket when

- B1 touches the ball.
- A2 touches the ball.

Interpretation: The ball is within the basket when the slightest part of the ball is within and below the level of the ring.

- This is an interference violation by B1. A1 shall be awarded 2 points.
- This is a legal play by A2. An offensive player may touch the ball.

31-26 Example: A1 attempts a shot for a 2-point goal. The game clock signal sounds **for the end of** the quarter while the ball turns around the ring with its slightest part within the basket. After the game clock sounds

- (a) A2
- (b) B2

touches the ball.

Interpretation: This is an interference violation by

- (a) A2. The goal, if made, shall not count.
- (b) B2. A1 shall be awarded 2 points.

After the game clock signal sounds for the end of the quarter the ball becomes dead immediately when it is touched by a player from either team.

31-27 Example: A1 attempts a last free throw. The ball rebounds from the ring, touches the backboard and then turns around the ring with its slightest part within the basket. Then

- (a) B2
- (b) A2

touches the ball while still on the ring.

Interpretation:

- (a) This is an interference violation by B2.
- (b) This is a legal play by A2.

In both cases, A1 shall be awarded 1 point.

Article 33 Contact: General principles

33-1 Statement: The cylinder principle applies to all players, regardless of whether they are defensive or offensive players.

33-2 Example: A1 is in the air on the shot for a 3-point goal. A1 extends the leg which contacts the defensive player B1.

Interpretation: This is a foul by A1 for moving the leg outside the boundaries of the cylinder and contacting the defensive player B1.

33-3 Statement: The purpose of the no-charge semi-circle rule (Article 33.10) is to not reward a defensive player who takes a position under the own basket in an attempt to draw a charging foul against an offensive player who is in control of the ball and drives to the basket.

For the no-charge semi-circle rule the following criteria shall apply:

- (a) The defensive player shall have one foot or both feet in contact with the semi-circle area (Diagram 5). The semi-circle line is part of the semi-circle area.
- (b) The offensive player shall drive to the basket over the semi-circle line and attempt a shot for a goal or a pass while airborne.

The no-charge semi-circle rule criteria shall not apply and any contact shall be judged according to the rules, e. g. cylinder principle, charge/block principle:

- (a) For all play situations outside the no-charge semi-circle area or for plays developing from the area between the semi-circle area and the endline.
- (b) For all rebounding play situations when, after a shot, the ball rebounds and illegal contact occurs.
- (c) For any illegal use of the hands, arms, legs or body by either the offensive or defensive player.

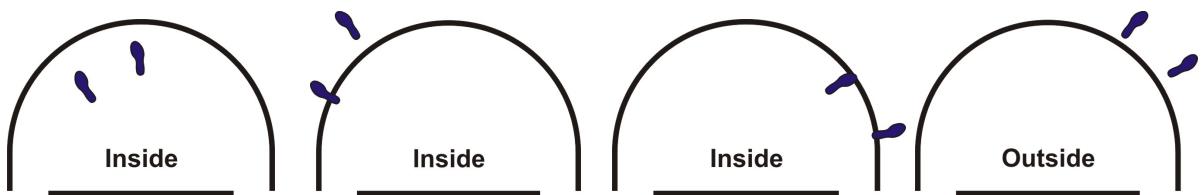


Diagram 5 Position of a player inside/outside the no-charge semi-circle area

33-4 Example: A1 attempts a jump shot that starts from outside the semi-circle area. A1 charges into B1 who is in contact with the semi-circle area.

Interpretation: This is a legal play by A1. The no-charge semi-circle rule shall apply.

33-5 Example: A1 dribbles along the endline and, after reaching the area behind the backboard, jumps on the court towards the free-throw line. A1 charges into B1 who is in a legal guarding position in contact with the semi-circle area.

Interpretation: This is a team control foul by A1. The no-charge semi-circle rule shall not apply. A1 entered the no-charge semi-circle area from the court directly behind the backboard and its extended imaginary line.

33-6 **Example:** A1's shot for a goal rebounds from the ring. A2 jumps, catches the ball and then charges into B1 who is in a legal guarding position in contact with the semi-circle area.

Interpretation: This is a team control foul by A2. The no-charge semi-circle rule shall not apply.

33-7 **Example:** A1 drives to the basket in the act of shooting. Instead of ending the drive with a shot for a goal, A1 passes the ball to A2 who is directly following A1. A1 then charges into B1 who is in contact with the no-charge semi-circle area. At approximately the same time, A2 with the ball in the hands is on a direct drive to the basket in an attempt to score.

Interpretation: This is a team control foul by A1. The no-charge semi-circle rule shall not apply. A1 illegally uses the body to clear the way for A2 to the basket.

33-8 **Example:** A1 drives to the basket in the act of shooting. While A1 is airborne, instead of ending the drive with a shot for a goal, A1 passes the ball to A2 who is standing in the corner of the court. A1 then charges into B1 who is in contact with the no-charge semi-circle area.

Interpretation: This is a legal play by A1. The no-charge semi-circle rule shall apply.

33-9 **Example:** A1 drives to the basket in the act of shooting. A1 uses the arm to push away B1 who is in contact with the no-charge semi-circle area, before releasing the ball for a shot for goal.

Interpretation: This is a team control foul by A1. The no-charge semi-circle rule shall not apply as A1 illegally uses the arm.

33-10 **Example:** A1 attempts a jump shot that starts from outside the no-charge semi-circle area and contacts B1 who is in the air after jumping vertically from the semi-circle area.

Interpretation: This is a legal play by B1. The no-charge semi-circle rule shall not apply as B1 does not have one foot or both feet in contact with the semi-circle area when the contact with A1 occurs. Any contact shall be judged according to the rules.

33-11 **Statement:** A personal foul is a player's illegal contact with an opponent. The player causing the illegal contact with the opponent shall be penalised accordingly.

33-12 **Example:** A1 attempts a shot for a goal. B1 pushes team-mate B2 who then causes an illegal contact with A1 in the act of shooting. The ball enters the basket.

Interpretation: A1 shall be awarded 2 or 3 points. B2 has contacted A1 and shall be charged with the foul. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

33-13 **Example:** A1 attempts a shot for a goal. B2 pushes A2 who then causes an unnecessary contact with team-mate A1. The ball enters the basket. This is the third team B foul in the quarter.

Interpretation: A1 shall be awarded 2 or 3 points. Team A shall be awarded a throw-in from the place nearest to where B2's personal foul occurred.

Article 34 Personal foul

34-1 Statement: The game clock shows 2:00 or less in the fourth quarter or in each overtime and the ball is in the hands of the referee or at the disposal of the thrower-in. If at this time a defensive player illegally contacts an offensive player on the court, this is a throw-in foul unless the contact meets the criteria of an unsportsmanlike foul. The player who was fouled shall attempt 1 free throw with no line-up, regardless of the number of the team fouls in the fourth quarter. The game shall be resumed with a throw-in by the non-offending team from the place nearest to the infraction.

34-2 Example: With 1:31 on the game clock in the fourth quarter, before thrower-in A1 releases the ball, B2 illegally contacts A2 on the court. A throw-in foul is called against B2.

Interpretation: Regardless of the number of team B fouls in the fourth quarter, A2 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. If in the

- (a) backcourt, team A shall have 24 seconds on the shot clock.
- (b) frontcourt, team A shall have the time remaining if 14 seconds or more are shown on the shot clock and 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.

34-3 Example: With 1:24 on the game clock in the fourth quarter, after B1's successful goal or free throw, thrower-in A1 has the ball in the hands behind the endline. Before A1 releases the ball, B2 illegally contacts A2 on the court. This is the fifth team B foul.

Interpretation: Unless B2's contact against A2 meets the criteria of an unsportsmanlike foul, it is a throw-in foul. Regardless of the number of team B fouls in the fourth quarter, A2 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred except from directly behind the backboard. The team A thrower-in shall not have the right to move along the endline from the designated throw-in place or to pass the ball to a team-mate behind the endline before releasing the ball on to the court, as after a successful basket or last free throw.

34-4 Example: With 58 seconds on the game clock in the fourth quarter, before thrower-in A1 releases the ball, B2 illegally contacts A2 on the court.

Interpretation: Unless B2's contact against A2 meets the criteria of an unsportsmanlike foul, it is a throw-in foul. A2 shall be awarded 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred.

34-5 Example: With 55 seconds on the game clock in the fourth quarter, before thrower-in A1 releases the ball, B2 contacts A2 on the court in a manner which meets the criteria of an unsportsmanlike foul. An unsportsmanlike foul is called against B2.

Interpretation: A2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

34-6 **Example:** With 54 seconds on the game clock in the fourth quarter, before thrower-in A1 releases the ball, B2 illegally contacts A2 on the court. A throw-in foul is called against B2. A2 is then charged with a technical foul.

Interpretation: The game shall be resumed with 1 free throw for any team B player, followed by 1 free throw for A2 and a team A throw-in from the place nearest to where B2's foul occurred. If in the backcourt, team A shall have 24 seconds on the shot clock. If in the frontcourt, team A shall have 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock and the time remaining if 14 seconds or more are shown on the shot clock.

34-7 **Example:** With 53 seconds on the game clock in the fourth quarter, before thrower-in A1 releases the ball, A2 contacts B2 on the court. A team control foul is called against A2.

Interpretation: Team A did not gain an advantage by A2's team control foul. A2 shall be charged with a personal foul unless there is a contact which meets the criteria of an unsportsmanlike foul or a disqualifying foul. The game shall be resumed with a team B throw-in from the place nearest to where A2's foul occurred.

34-8 **Example:** With 51 seconds on the game clock in the fourth quarter and with the score A 83 – B 80, thrower-in A1 has the ball in the hands when B2 contacts A2 in a different area of the court from where the throw-in is administered. B2 is charged with a foul against A2.

Interpretation: Unless B2's contact against A2 meets the criteria of an unsportsmanlike foul, it is a throw-in foul. A2 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred.

34-9 **Example:** With 48 seconds on the game clock in the fourth quarter and with the score A 83 – B 80, the ball has left thrower-in A1's hands when B2 contacts A2 in a different area of the court to where the throw-in is administered. B2 is charged with a foul on A2.

Interpretation: This is not a throw-in foul as the ball has already left the hands of the thrower-in A1. Unless B2's contact against A2 meets the criteria of an unsportsmanlike foul or a disqualifying foul, it is a personal foul and shall be penalised accordingly.

Article 35 Double foul

35-1 Statement: A foul may be a personal foul, an unsportsmanlike foul, a disqualifying foul or a technical foul. To be considered as a double foul, both fouls must be player's fouls between the same 2 opponents and must be in the same category, either both are personal fouls or both are any combination of the unsportsmanlike fouls and disqualifying fouls. No free throw shall be awarded irrespective of the team fouls of the teams. The double foul must involve physical contact, therefore the technical fouls are not a part of a double foul as they are non-contact fouls.

If both fouls, occurred at approximately the same time, are not of the same category (personal or unsportsmanlike/disqualifying), it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first and the unsportsmanlike/disqualifying fouls as having occurred second.

35-2 Example: A1 dribbles when A2 and B2 are charged with technical fouls.

Interpretation: Technical fouls are not part of a double foul. The penalties shall cancel each other. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the first technical foul occurred. Team A shall have the time remaining on the shot clock.

35-3 Example: Dribbler A1 and B1 foul each other at approximately the same time. This is the second team A foul and the fifth team B foul in the quarter.

Interpretation: Both fouls are of the same category (personal fouls), therefore it is a double foul. The different number of team fouls in the quarter is not relevant. The game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

35-4 Example: A1, with the ball still in the hands in the act of shooting, and B1 foul each other (both personal fouls) at approximately the same time.

Interpretation: Both fouls are of the same category therefore it is a double foul.

If A1's shot is successful, the goal shall not count. The game shall be resumed with a team A throw-in from the free-throw line extended.

If A1's shot is unsuccessful, the game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred.

In both cases, team A shall have the time remaining on the shot clock.

35-5 Example: A1's shot for a goal is in the air when A1 and B1 foul each other (both personal fouls) at approximately the same time.

Interpretation: Both fouls are of the same category therefore it is a double foul.

If A1's shot is successful, the goal shall count. The game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

If A1's shot is unsuccessful, this is a jump ball situation. The game shall be resumed with an alternating possession throw-in.

35-6 **Example:** Team A has 2 team fouls and team B has 3 team fouls in the quarter. Then

- while A2 dribbles, A1 and B1 are pushing each other at the post position.
- during a rebound, A1 and B1 are pushing each other.
- while A1 is receiving a pass from A2, A1 and B1 are pushing each other.

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

- and (c) a team A throw-in from the place nearest to where the double foul occurred.
- an alternating possession throw-in.

35-7 **Example:** B1 is charged with a personal foul for pushing dribbler A1. This is the third team B foul in the quarter. At approximately the same time, A1 is charged with an unsportsmanlike foul for hitting B1 with an elbow.

Interpretation: The two fouls are not of the same category (personal foul and unsportsmanlike foul), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. The throw-in penalty for team A shall be cancelled as there is a further foul penalty to be administered. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

35-8 **Example:** B1 is charged with a personal foul for pushing dribbler A1. This is the fifth team B foul in the quarter. At approximately the same time, A1 is charged with an unsportsmanlike foul for hitting B1 with an elbow.

Interpretation: The 2 fouls are not of the same category (personal foul and unsportsmanlike foul), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. A1 shall attempt 2 free throws with no line-up. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

35-9 **Example:** Dribbler A1 is charged with a team control personal foul against B1. This is the fifth team A foul in the quarter. At approximately the same time, B1 is charged with an unsportsmanlike foul for hitting A1 with an elbow.

Interpretation: The 2 fouls are not of the same category (personal foul and unsportsmanlike foul), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. The throw-in penalty for a team B possession shall be cancelled as there is a further foul penalty to be administered. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

35-10 **Example:** A1 dribbles when at approximately the same time A1 and B1 foul each other.

- Both fouls are personal fouls.
- Both fouls are unsportsmanlike fouls.
- A1's foul is an unsportsmanlike foul and B1's foul is a disqualifying foul.
- A1's foul is a disqualifying foul and B1's foul is an unsportsmanlike foul.

Interpretation: In all cases, the 2 fouls are of the same category (personal fouls or unsportsmanlike/disqualifying fouls), therefore it is a double foul. The game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

Article 36 Technical foul

36-1 Statement: A warning is given to a player for an action or behaviour which, if repeated, may lead to a technical foul. That warning shall also be communicated to the head coach of that team and shall apply to any member of that team for any similar actions for the remainder of the game. A warning shall be given only when the ball becomes dead and the game clock is stopped.

36-2 Example: A1 is given a warning for interfering with a throw-in or for any other action which, if repeated, may lead to a technical foul.

Interpretation: A1's warning shall also be communicated to the team A head coach and shall apply to all team A members for similar actions, for the remainder of the game.

36-3 Statement: While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as placing hands close to the shooter's eyes, shouting loudly, stamping feet heavily or clapping hands close to the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning may be given if the shooter is not disadvantaged.

36-4 Example: A1 is in the act of shooting for a goal with the ball still in the hands when B1 waves the hands in front of A1's eyes or distracts A1 by shouting loudly or stamping the feet heavily on the court. A1's shot for a goal is then

- (a) successful.
- (b) unsuccessful.

Interpretation:

(a) A1's goal shall count. B1 shall be given a warning, which shall also be communicated to the team B head coach. The game shall be resumed with a team B throw-in from behind its endline.

If any team B member had already been given a warning for similar behaviour, B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up.

(b) B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's technical foul occurred.

36-5 Statement: When the referees **recognise** that more than 5 players of the same team are on the court simultaneously while the game clock is running, at least 1 player must have re-entered or remained on the court illegally.

The error must be corrected immediately without placing the opponents at a disadvantage.

Whatever occurred during the period between the illegal participation and the game being stopped when the illegal participation is **recognised** shall remain valid.

At least 1 player shall be removed from the game and a technical foul shall be charged against the head coach of that team, entered as a 'B₁'. The head coach is responsible for ensuring that all the substitutions are applied correctly.

36-6 **Example:** With the game clock running, team A has 6 players on the court. When it is recognised

- (a) team B (with 5 players)
- (b) team A (with more than 5 players)

has control of the ball.

Interpretation:

The game shall be stopped immediately, unless team B is placed at a disadvantage. One team A player, as indicated by the head coach, shall be removed from the game. The team A head coach shall be charged with a technical foul, entered as a 'B₁'.

36-7 **Example:** With the game clock running, team A has 6 players on the court. This is recognised after

- (a) A1 is charged with a team control foul.
- (b) A1 scores a goal.
- (c) B1 fouls A1 during an unsuccessful shot for a goal.
- (d) team A's sixth player has left the court.

Interpretation:

In all cases, the team A head coach shall be charged with a technical foul, entered as a 'B₁'.

In (a), (b) and (c) one team A player, as indicated by the head coach, shall be removed from the game. Any team B player shall attempt 1 free throw with no line-up.

The game shall be resumed

- (a) with a team B throw-in from the place nearest to A1's foul.
- (b) with a team B throw-in from behind its endline as after any successful goal.
- (c) with A1 attempting 2 or 3 free throws.
- (d) from the place nearest to where the game was stopped. If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurred.

36-8 **Statement:** After being charged with a fifth personal foul or technical foul or unsportsmanlike foul, a player becomes an excluded player and may sit on the team bench.

When the referees recognise that an excluded player is on the court while the game clock is running, that player must have remained or re-entered on the court illegally.

The error must be corrected immediately without placing the opponents at a disadvantage.

Whatever occurred during the period between the illegal participation and the game being stopped when the illegal participation is recognised shall remain valid.

The excluded player shall be removed from the game and a technical foul shall be charged against the head coach of that team, entered as a 'B₁'. The head coach is responsible for ensuring that only eligible players are on the court during the game clock running periods of the game.

36-9 Example: With the game clock running, excluded player B1 is on the court. B1's illegal participation is **recognised** when **the ball is**

- (a) live again while team A is in control of the ball.
- (b) live again while team B is in control of the ball.
- (c) dead again with B1 still being in the game.

Interpretation:

The game shall be stopped immediately, unless team A is placed in disadvantage. B1 shall be removed from the game. The team B head coach shall be charged with a technical foul, entered as a 'B₁'.

36-10 Example: With the game clock running, excluded player A1 is on the court. A1's illegal participation is **recognised** after

- (a) A1 scores a goal.
- (b) A1 fouls B1.
- (c) B1 fouls dribbler A1. This is the fifth team B foul in the quarter.

Interpretation:

The game shall be stopped immediately. A1 shall be removed from the game. The team A head coach shall be charged with a technical foul, entered as a 'B₁'.

- (a) A1's goal shall count.
- (b) A1's foul is a player foul. It shall be entered on the scoresheet in the space after the fifth foul.
- (c) A1's substitute shall attempt 2 free throws.

36-11 Example: With 7 seconds on the game clock in the fourth quarter and with the score A 70 – B 70, A1 is charged with a fifth personal foul and **becomes** an excluded player. After the following time-out, team A **gains** control of the ball and A1 scores a goal. A1's illegal participation is **now recognised with 1 second remaining on the game clock**.

Interpretation: A1's goal shall count. The team A head coach shall be charged with a technical foul, entered as a 'B₁'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from behind its endline with 1 second remaining on the game clock.

36-12 Statement: Whenever a player fakes being fouled, the following procedure shall apply:

- Without stopping the game, the referee signals the fake by showing twice the “lower-the-forearm” signal.
- When the game is stopped the next time for any reason, a warning shall be communicated to the player and the head coach of the team. Each team is entitled to 1 ‘fake being fouled’ warning.
- When the next time any player of that team fakes being fouled, a technical foul shall be called. This also applies when the game was not stopped to communicate the earlier warning to any player or head coach of that team.
- When an excessive fake without any contact occurs, a technical foul may be called immediately without a warning being given.
- All faking to be fouled situations shall be addressed, regardless of whether fouls or violations are called or not in the same situation.
- 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’.

36-13 Example: B1 defends dribbler A1. A1 pushes B1 and A1 makes a sudden move with the head trying to give an impression of being fouled by B1. The referee calls an offensive foul against A1.

Interpretation: In addition to the offensive foul against A1, the referee shall charge A1 with a fake warning (if the team’s first fake warning) or a technical foul (if the team’s second fake warning).

36-14 Example: B1 defends dribbler A1. B1 pushes A1 and A1 makes a sudden move with the head trying to give an impression of being fouled by B1. The referee calls a defensive foul against B1.

Interpretation: In addition to the defensive foul against B1, the referee shall charge A1 with a fake warning (if the team’s first fake warning) or a technical foul (if the team’s second fake warning).

36-15 Example: B1 defends dribbler A1. A1 makes a sudden move with the head trying to give an impression of being fouled by B1. The referee shows twice the ‘lower-the-forearm’ signal. Later in the game, 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 already gave a warning to A1 for the first fake with the head, showing A1 twice the ‘lower-the-forearm’ signal. A1 shall be charged with a technical foul for the second fake 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 charge B2 with the first fake warning by showing B2 twice the ‘lower-the-forearm’ signal. The warning shall be communicated to B2 and the team B head coach, when the game clock shall be stopped the next time for any reason. As this is the first stoppage of the game after A1’s fake, that warning shall also be communicated to the team A head coach.

36-16 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 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).

36-17 Statement: Serious injury may occur by excessive swinging of elbows, especially in the rebounding and closely guarded player situations. If such actions result in contact, then a personal foul, an unsportsmanlike foul or even a disqualifying foul may be called. If the actions do not result in contact, a technical foul may be called.

36-18 Example: A1 rebounds the ball and is immediately closely guarded by B1. Without contacting B1, A1 excessively swings the elbows to intimidate B1 or to clear enough space to pivot, pass or dribble.

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

36-19 Statement: A player who has committed 2 technical fouls or 2 unsportsmanlike fouls or 1 unsportsmanlike foul and 1 technical foul shall be game disqualified automatically.

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 game disqualified automatically.

When any persons are game disqualified, they shall 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.

36-20 Example: In the first half, A1 is charged with a first technical foul for hanging on the ring. In the second half, A1 is charged with a second technical foul for an unsportsmanlike behaviour.

Interpretation: A1 shall be game disqualified automatically. Only A1's second technical foul is to be penalised and no additional penalty for the disqualification shall be administered. The timer must notify a referee immediately when A1 is charged with 2 technical fouls and that A1 should be game disqualified automatically.

36-21 Statement: After being charged with a fifth personal foul, technical foul or unsportsmanlike foul, a player becomes an excluded player. After a fifth foul, any further technical fouls against the player shall be charged against that player's head coach, entered as a 'B₁'.

The excluded player is not a disqualified player and may stay in the team bench area.

36-22 Example: In the first quarter, B1 is charged with

- a technical foul.
- an unsportsmanlike foul.

In the fourth quarter, B1 is charged with a fifth foul. This is the second team B foul in the quarter. While going to the team bench, B1 is assessed a technical foul.

Interpretation: In both cases, B1 shall not be disqualified. With the fifth foul B1 becomes an excluded player. Any further technical fouls by B1 shall be charged against B1's head coach, entered as a 'B₁'. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's last technical foul occurred.

36-23 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the second team B foul in the quarter. While going to the team bench, B1 is assessed a disqualifying foul.

Interpretation: B1 is disqualified and shall go to the dressing room or if B1 so wishes, B1 shall leave the building. B1's disqualifying foul shall be entered on the scoresheet against B1 as a 'D' in the space after B1's fifth foul and against the team B head coach as a 'B₂'. Any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-24 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the fifth team B foul in the quarter. While going to the team bench, B1 is assessed a disqualifying foul.

Interpretation: B1 is disqualified and shall go to the dressing room or if B1 so wishes, B1 shall leave the building. B1's disqualifying foul shall be entered on the scoresheet against B1 as a 'D' and against the team B head coach as a 'B₂'. A1 shall attempt 2 free throws with no line-up. Any team A player then shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-25 **Example:** In the first half, A1 is charged with a technical foul for delaying the game. In the second half, A1 is charged with a foul against B1 for a contact which meets the criteria of an unsportsmanlike foul.

Interpretation: The timer must notify a referee immediately when a player is charged with 1 technical foul and 1 unsportsmanlike foul and that A1 shall be game disqualified automatically. Only A1's unsportsmanlike foul is to be penalised and no additional penalty for A1's disqualification shall be administered. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

36-26 **Example:** In the first half, A1 is charged with an unsportsmanlike foul for an unnecessary contact in stopping the progress of the offensive team in transition. In the second half, A2 dribbles in the backcourt when A1 is charged with a technical foul for faking being fouled away from the ball.

Interpretation: The timer must notify a referee immediately when a player is charged with 1 unsportsmanlike foul and 1 technical foul and that A1 shall be game disqualified automatically. Only A1's technical foul is to be penalised and no additional penalty for A1's disqualification shall be administered. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A1's technical foul was called. Team A shall have the time remaining on the shot clock.

36-27

Statement: A player head coach shall be **game disqualified automatically** when charged with the following fouls:

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

Whenever a player head coach is **game disqualified automatically** a "GD" shall be entered in the scoresheet behind the foul which led to the automatic disqualification. The player designated as the new captain shall become the new player head coach.

36-28

Example: In the first quarter, player head coach A1 is charged with a technical foul for faking a foul as a player. In the fourth quarter, A2 dribbles when player head coach A1 is charged with a technical foul for A1's personal unsportsmanlike behaviour as a head coach, entered as a 'C₁'.

Interpretation: Player head coach A1 shall be **game disqualified automatically**. Only A1's second technical foul is to be penalised and no additional penalty for A1's disqualification shall be administered. The **timer** must notify a referee immediately when player head coach A1 is charged with 1 technical foul as a player and then with 1 personal technical foul as a head coach and that A1 should be **game disqualified automatically**. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A1's technical foul occurred. Team A shall have the time remaining on the shot clock.

36-29

Example: In the second quarter, player head coach A1 is charged with an unsportsmanlike foul against B1 as a player. In the third quarter, player head coach A1 is charged with a technical foul for an unsportsmanlike behaviour of the team's physiotherapist, entered as a 'B₁'. In the fourth quarter, A2 dribbles when A6 is charged with a technical foul. A6's technical foul shall be entered on player head coach A1 as a 'B₁'.

Interpretation: Player head coach A1 shall be **game disqualified automatically**. Only A1's second technical foul (for A6's technical foul) is to be penalised and no additional penalty for A1's disqualification shall be administered. The **timer** must notify a referee immediately when player head coach A1 is charged with 1 unsportsmanlike foul as a player and then charged with 2 technical fouls as head coach as a result of the behaviour of the team bench personnel. A1 shall be **game disqualified automatically**. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A6's technical foul occurred. Team A shall have the time remaining on the shot clock.

36-30 **Example:** In the second quarter, player head coach A1 is charged with a technical foul for A1's personal unsportsmanlike behaviour as a head coach, entered as a 'C₁'. In the fourth quarter, player head coach A1 is charged with an unsportsmanlike foul against B1 as a player.

Interpretation: Player head coach A1 shall be **game disqualified automatically**. Only A1's unsportsmanlike foul is to be penalised and no additional penalty for A1's disqualification shall be administered. The **timer** must notify a referee immediately when player head coach A1 is charged with 1 personal technical foul as a head coach and then with 1 unsportsmanlike foul as a player and that A1 should be **game disqualified automatically**. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

36-31 **Example:** Player head coach A1 is a player when substitute A6 is charged with a technical foul.

Interpretation: The technical foul as a result of the unsportsmanlike behaviour of **the persons** permitted to sit on the team bench **shall be** charged against the player head coach, even if there is a first assistant coach entered on the scoresheet.

36-32 **Example:** During an interval of play

- (a) substitute A6
- (b) player head coach A1
- (c) team A doctor

is charged with a technical foul.

Interpretation: The technical foul is charged against

- (a) A6 as a player,
- (b) A1 as a player,
- (c) A1 as a player head coach,

even if there is a first assistant coach entered on the scoresheet.

36-33 **Example:** Player head coach A1 has committed 4 fouls as a player and 1 technical foul as a head coach.

Interpretation: Player head coach A1 shall not continue as a player as A1 has committed a **total of 5 fouls as a player and as a head coach**. A1 may continue as a head coach.

36-34 **Example:** Player head coach A1 has committed 1 technical foul as a player and 1 technical foul as a head coach.

Interpretation: Player head coach shall be **game disqualified automatically (GD)** for committing 2 personal technical fouls ('C').

36-35 Statement: With the game clock shows 2:00 or less in the fourth quarter and in each overtime, when the referee is required to place the ball at the disposal of the thrower-in and with a player defending the thrower-in, the following procedure shall apply:

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

36-36 Example: With 1:08 on the game clock in the fourth quarter, A1 has the ball in the hands for a throw-in from behind the sideline in its

- (a) frontcourt.
- (b) backcourt.

The referee shows to B1 the 'illegal boundary line crossing' warning signal. B1 moves the hands over the boundary line to block A1's throw-in.

Interpretation: As the referee showed a warning signal to B1 before handing the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's technical foul occurred. Team A shall have on the shot clock

- (a) 14 seconds, if 13 seconds or less are shown on the shot clock and the time remaining if 14 seconds or more are shown on the shot clock.
- (b) 24 seconds.

36-37 Statement: During the first 3 quarters and when the game clock shows more than 2:00 in the fourth quarter and in each overtime, a throw-in situation occurs. If a defensive player moves any part of the body over the boundary line to interfere with the throw-in, the following procedure shall apply:

- The referee shall interrupt the game immediately and use a verbal warning to the defensive player and that team's head coach. This warning shall apply to all players of that team for the **remainder** of the game.
- If a defensive player then again moves any part of the body over the boundary line to interfere with the throw-in, a technical foul shall be called without further warning.

36-38 Example: With 4:27 on the game clock in the second quarter, after B1's goal A1 has the ball in the hands for a throw-in from behind the endline. B1 moves the hands over the endline to block A1's throw-in.

Interpretation:

- (a) If a team B player has interfered with a throw-in for the first time in the game, the referees shall interrupt the game immediately and shall use a verbal warning to B1 and the team B head coach. This warning shall apply to all team B players for the **remainder** of the game.
- (b) If the referee has already given a verbal **warning** to any team B player for interfering with a throw-in, B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from behind its endline. Team A shall have 24 seconds on the shot clock.

36-39

Statement: When a technical foul is called, the 1 free-throw penalty with no line-up shall be administered immediately. After the free throw the game shall be resumed from the place nearest to where the ball was located when the technical foul occurred.

36-40

Example: With 21 seconds on the shot clock, A1 dribbles in the backcourt when B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's technical foul occurred. Team A shall have a new 8-second period and 24 seconds on the shot clock.

36-41

Example: With 21 seconds on the shot clock, A1 dribbles in the backcourt when A2 is charged with a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A2's technical foul occurred. Team A shall have 5 seconds to move the ball to the frontcourt. Team A shall have 21 seconds on the shot clock.

36-42

Example: B1 fouls A1 on an attempt for a 2-point goal. The ball does not enter the basket.

- (a) Before A1's first of 2 free throws, A2 is charged with a technical foul.
- (b) After A1's first of 2 free throws, A2 is charged with a technical foul.

Interpretation:

- (a) Any team B player or substitute shall attempt 1 free throw with no line-up. A1 shall then attempt 2 free throws.
- (b) Any team B player shall attempt 1 free throw with no line-up. A1 shall then attempt the second free throw.

In both cases, the game shall be resumed as after any last free throw.

36-43

Example: During a time-out, A2 is charged with a technical foul.

Interpretation: The time-out shall be completed. After the time-out, any team B player or substitute shall attempt 1 free throw with no line-up. The game shall be resumed from the place nearest to where the game was stopped before the time-out.

36-44

Example: A1's shot for a goal is in the air when a technical foul is called against

- (a) B1 or team B doctor.
- (b) A2 or team A doctor.

Interpretation:

- (a) Any team A player shall attempt 1 free throw.
- (b) Any team B player shall attempt 1 free throw.

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

If A1's shot did not enter the basket, the game shall be resumed with an alternating possession throw-in from the place nearest to where the ball was located when the technical foul occurred.

36-45 **Example:** A1 has the ball in the hands during an act of shooting when a technical foul is called against

- (a) B1 or team B doctor.
- (b) A2 or team A doctor.

Interpretation:

(a) Any team A player shall attempt 1 free throw. If A1's shot had entered the basket, the goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.

(b) Any team B player shall attempt 1 free throw. If A1's shot had entered the basket, the goal shall not count. The game shall be resumed with a team A throw-in from the free-throw line extended.

In both cases, if A1's shot did not enter the basket, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred.

Article 37 Unsportsmanlike foul

37-1 Statement: Any illegal contact by the player from behind or laterally against an opponent, who is progressing towards the opponents' basket and with no opponent players between the progressing player and the basket, shall be called as an unsportsmanlike foul until the offensive player starts the act of shooting. However, any contact not legitimately attempting to directly play the ball or an excessive, hard contact meeting the criteria of an unsportsmanlike foul may be called as an unsportsmanlike foul at any time of the game.

37-2 Example: A1 dribbles **towards** the basket on a fast break and there is no opponent player between A1 and the opponents' basket. B1 contacts A1 illegally from behind and a foul against B1 is called.

Interpretation: This is an unsportsmanlike foul by B1.

37-3 Example: Finishing a fast break and before A1 has the ball in the hands to start an act of shooting, B1 contacts A1's arm from behind

- (a) trying to steal the ball.
- (b) with a contact meeting the criteria of an unsportsmanlike foul.

Interpretation: In both cases, this is an unsportsmanlike foul by B1.

37-4 Example: Finishing a fast break, A1 has the ball in the hands in an act of shooting when B1 contacts A1's arm from behind

- (a) trying to block the ball.
- (b) with a contact meeting the criteria of an unsportsmanlike foul.

Interpretation:

- (a) This is a personal foul by B1.
- (b) This is an unsportsmanlike foul by B1.

37-5 Example: A1 passes the ball from the backcourt to A2 who is in the frontcourt progressing towards the opponents' basket with no team B player between A2 and the basket. A2 jumps in the air and before catching the ball, **B1 fouls A2 from behind**. A foul against B1 is called.

Interpretation: This is an unsportsmanlike foul by B1 for an illegal contact on a progressing player from **behind with** no team B player between A2 and the basket after the ball has been released on a pass to A2.

37-6 Example: A1 has the ball in the hands in the backcourt. A2 **in the frontcourt is** progressing towards the opponents' basket with no team B player between A2 and the basket. Before A1 releases the ball for a pass to A2, B1 fouls A2 from behind.

Interpretation: This is not an unsportsmanlike foul by **B1 as** A1 had not yet released the pass to A2.

37-7 **Example:** B1 in the backcourt taps the ball away from dribbler A1. B1 then attempts to gain control of the ball. With no team A player between B1 and the basket, A2 contacts B1 from behind or laterally.

Interpretation: This is an unsportsmanlike foul by A2 when B1 attempted to gain control of the ball, with no team A player between B1 and the basket.

37-8 **Statement:** After a player is charged with a fifth personal foul, that player becomes an excluded player. Any further technical foul or disqualifying foul or an unsportsmanlike behaviour foul by this player shall be charged and entered on the scoresheet against the head coach as a 'B' and penalised accordingly.

37-9 **Example:** B1 fouls dribbler A1. This is B1's fifth foul and the second team B foul in the quarter. While going to the team bench, B1 pushes A2.

Interpretation: With the fifth foul, B1 becomes an excluded player. B1's unsportsmanlike behaviour shall be charged as a technical foul against the team B head coach, entered as a 'B1'. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where B1's unsportsmanlike behaviour occurred.

37-10 **Example:** Dribbler A1 fouls B1. This is A1's fifth foul in the quarter. While going to the team bench, A1 is assessed a technical foul for verbally abusing a referee.

Interpretation: With the fifth foul, A1 becomes an excluded player. A1's technical foul shall be charged against the team A head coach, entered as a 'B1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where A1's team control foul occurred.

37-11 **Example:** A1 fouls B1. This is A1's fifth foul and the second team A foul in the quarter. While going to the team bench, A1 pushes B1. B1 now pushes A1. B1 is charged with an unsportsmanlike foul.

Interpretation: With the fifth foul, A1 becomes an excluded player. A1's unsportsmanlike behaviour shall be charged as a technical foul against the team A head coach, entered as a 'B1'. B1's unsportsmanlike foul shall be charged against B1, entered as an 'U2'. Any team B player shall attempt 1 free throw with no line-up. The substitute for A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

Article 38 Disqualifying foul

38-1 Statement: Any disqualified person is no longer a person permitted to sit on the team bench. Therefore, that person may no longer be penalised for any unsportsmanlike behaviour.

38-2 Example: A1 is disqualified for a flagrant unsportsmanlike behaviour. A1 leaves the court and verbally abuses a referee.

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

38-3 Statement: When a player is disqualified for a flagrant unsportsmanlike behaviour, the penalty shall be the same as for any other disqualifying non-contact foul.

38-4 Example: A1 commits a travelling violation. Frustrated, A1 verbally abuses a referee. A1 is charged with a disqualifying foul.

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

38-5 Statement: When the head coach is charged with a disqualifying foul, it shall be entered as a 'D₂'.

When any other person permitted to sit on the team bench is disqualified, the head coach shall be charged with a technical foul, entered as a 'B₂'. The penalty shall be the same as for any other disqualifying non-contact foul.

38-6 Example: A1 is charged with a fifth personal foul. This is the second team A foul in the quarter. While going to the team bench,

- (a) A1 verbally abuses a referee.
- (b) A1 punches B2 in the face.

In both cases, A1 is assessed a disqualifying foul.

Interpretation: With the fifth personal foul, A1 becomes an excluded player. A1 becomes a disqualified excluded player for verbally abusing a referee or for punching B2. A1's disqualifying foul shall be entered on the scoresheet against A1 as a 'D' and against the team A head coach, as a 'B₂'. In

- (a) any team B player shall attempt 2 free throws with no line-up.
- (b) B2 shall attempt 2 free throws with no line-up.

In both cases, the game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

38-7 **Statement:** Any flagrant unsportsmanlike action by a player or a person permitted to sit on the team bench is a disqualifying foul. The disqualifying foul can be a result of their actions

- directed towards a person from the opposing team, referees, table officials, commissioner or spectators.
- directed against any member of the own team.
- for intentionally damaging game equipment.

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

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

Interpretation:

- (a) and (b) A1 shall be disqualified. A1's disqualifying foul shall be charged against A1, entered as a 'D₂'.
- (c) and (d) A6 shall be disqualified. A6's disqualifying foul shall be assessed against A6 entered as a 'D' and charged against A6's head coach, entered as a 'B₂'.

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

38-9 **Statement:** If a player is disqualified and on the way to the dressing room acts in a manner that is consistent with an unsportsmanlike foul or a disqualifying foul, these additional actions shall not be penalised and shall only be reported to the governing body of the competition.

38-10 **Example:** A1 is charged with a disqualifying foul for verbally abusing a referee. On the way to the dressing room

- (a) A1 pushes B1 in a manner that is consistent with an unsportsmanlike foul.
- (b) A1 punches B1 in a manner that is consistent with a disqualifying foul.

Interpretation: After A1 is disqualified, A1's additional foul cannot be charged and penalised. A1's action shall be reported by the crew chief or commissioner, if present, to the governing body of the competition.

In both cases, team B shall be awarded 2 free throws with no line-up for A1's disqualifying foul. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

Article 39 Fighting

39-1 Statement: If after a fight all penalties have cancelled each other, the team which was in the control of the ball or was entitled to the ball when the fight started shall be awarded a throw-in from the place nearest to where the ball was located when the fight started. The team shall have the time remaining on the shot **clock when** the game was stopped.

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

- (a) 20 seconds
- (b) 5 seconds

when a situation which may lead to a fight on the court occurs. The referees disqualify 2 substitutes of each team for leaving their team bench areas.

Interpretation: The game shall be resumed with a team A **throw-in**, which controlled the ball before the fight situation **started, from** the place nearest to where the ball was located when the fight situation started with

- (a) 4 seconds
- (b) 19 seconds

on the shot clock.

39-3 Statement: A team's head coach shall be charged with a single technical foul for a disqualification of the head coach, the first assistant coach (if one or both do not assist the referees to maintain or to restore order), any substitute, any excluded player or any accompanying delegation member for leaving the team bench area during a fight. If the technical foul includes the disqualification of the head coach, it shall be entered on the scoresheet against that head coach as a 'D₂'. If the technical foul includes only the disqualification(s) of other persons permitted to sit on the team bench, it shall be entered against the head coach as a 'B₂'. The penalty shall be 2 free throws with no line-up and possession of the ball for the opponents.

For each additional disqualifying foul, the penalty shall be 2 free throws with no line-up and possession of the ball for the opponents.

All penalties shall be administered unless there are equal penalties against both teams to be cancelled. In this case, the game shall be resumed from the throw-in line in the team's frontcourt as for any other disqualifying foul. The opposing team shall have 14 seconds on the shot clock.

39-4 Example: During a fight A6 enters the court. A6 shall be disqualified.

Interpretation: A6's disqualification shall be entered against A6 as a 'D' and the remaining foul spaces shall be entered as an 'F'. The team A head coach shall be charged with a technical foul, entered against that head coach as a 'B₂'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on shot clock.

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

Interpretation: A1 and B1 shall be disqualified, entered against them as a 'D_c'. A7 shall be disqualified, entered against A7 as a 'D₂'. A7's remaining foul spaces on the scoresheet shall be entered as an 'F'. A6 and B6 shall be disqualified for entering the court during a fight, entered against them as a 'D'. A6's and B6's remaining foul spaces on the scoresheet shall be entered as an 'F'. The team A head coach and the team B head coach shall be charged with technical fouls, entered against them as a 'B_c'. The penalties for both disqualifying fouls (A1, B1) and both technical fouls (A6, B6) shall cancel each other. A7's disqualifying foul penalty for an active involvement in the fight, entered against A7 as a 'D₂', shall be administered. The substitute for B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

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

Interpretation: A1 and B1 shall be disqualified, entered against them as a 'D_c'. The penalties for both disqualifying fouls (A1, B1) shall cancel each other. The team A head coach shall be charged with a technical foul, entered against that head coach as a 'B₂' for A6 and the team A manager leaving the team bench area. A6 shall be disqualified for an active involvement in the fight, entered against A6 as a 'D₂'. A6's remaining foul spaces shall be entered on the scoresheet as an 'F'. The team A manager's disqualifying foul for an active involvement in the fight shall be charged **and entered** against the team head coach, entered against the team head coach as a circled 'B₂' and shall not count towards the head coach's possible **automatic** disqualification.

Any team B player(s) shall attempt 6 free throws with no line-up (2 free throws for the team A head coach technical foul for A6 and the team A manager leaving their team bench area; 2 free throws for A6's disqualification for an active involvement in the fight; and 2 free throws for the team A head coach's technical foul for the team A manager's disqualification for an active involvement in the fight).

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

39-7 Example: The team A head coach leaves the team bench area and gets actively involved in a fight on the court by strongly pushing B1.

Interpretation: The team A head coach shall be charged with a disqualifying foul for leaving the team bench area and not assisting the referees to restore order, entered on the scoresheet against the team A head coach as a 'D₂'. The team A head coach shall not be charged with another disqualifying foul for an active involvement in the fight. The team A head coach's remaining foul spaces shall be entered on the scoresheet as an 'F'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

39-8 **Example:** During a time-out some substitutes or accompanying delegation members of either team enter the court and remain within the vicinity of their team bench area. At that time a situation which may lead to the fight occurs on the court and

- (a) all persons already on the court because of the time-out remain in their positions within the vicinity of their team bench area.
- (b) some of the persons already on the court because of the time-out leave their positions within the vicinity of their team bench area and some players get actively involved in the situation which may lead to a fight.

Interpretation:

- (a) No person already on the court because of the time-out shall be disqualified.
- (b) All persons already on the court because of the time-out leaving their positions within the vicinity of their team bench area and all players getting actively involved in the situation which may lead to a fight shall be disqualified.

Article 42 Special situations

42-1 Statement: In special game situations with a number of potential penalties to be administered during the same game clock stopped period, referees must pay particular attention to the order in which the violation or fouls occurred in determining which penalties shall be administered and which penalties shall be cancelled.

42-2 Example: B1 is charged with an unsportsmanlike foul against shooter A1. The ball is in the air when the shot clock signal sounds. The ball

- misses the ring.
- touches the ring but does not enter the basket.
- enters the basket.

Interpretation: In all cases, B1's unsportsmanlike foul shall not be disregarded.

- The team A shot clock violation (the ball missed the ring) shall be disregarded as it occurred after B1's unsportsmanlike foul. A1 shall attempt 2 or 3 free throws with no line-up.
- This is not a shot clock violation by team A. A1 shall attempt 2 or 3 free throws with no line-up.
- A1 shall be awarded 2 or 3 points and 1 additional free throw with no line-up.

In all cases, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-3 Example: B1 fouls A1 in the act of shooting for a goal. After the foul, with A1 still in the act of shooting, B2 fouls A1.

Interpretation: B2's foul shall be disregarded unless it is an unsportsmanlike foul or a disqualifying foul.

42-4 Example: B1 is charged with an unsportsmanlike foul against dribbler A1. After the foul, the team A head coach and the team B head coach are charged with technical fouls.

Interpretation: The equal penalties for the 2 head coaches' technical fouls shall be cancelled. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-5 Example: B1 fouls A1 on a shot for a successful goal. A1 is then charged with a technical foul.

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

42-6 Example: B1 fouls A1 on a shot for a successful goal. A1 is then charged with a technical foul, followed by a team B head coach technical foul.

Interpretation: A1's goal shall count. The penalties for all fouls are equal and shall be cancelled in the order in which they occurred. The penalties for B1's personal foul and A1's technical foul shall cancel each other. For the team B head coach technical foul, any team A player shall attempt 1 free throw with no line-up. The game shall be resumed as after any successful goal.

42-7 Example: B1 is charged with an unsportsmanlike foul against A1 on a shot for a successful goal. A1 is then charged with a technical foul.

Interpretation: A1's goal shall count. The penalties for both fouls are not equal and shall not cancel each other. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-8 Example: B1 fouls dribbler A1 in the frontcourt.

- (a) This is the third team B foul in the quarter.
- (b) This is the fifth team B foul in the quarter.

A1 then throws the ball against B1's body (hands, legs, torso etc).

Interpretation: B1 shall be charged with a personal foul. A1 shall be charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up.

- (a) The game shall be resumed with a team A throw-in from its frontcourt nearest to the place where B1's foul occurred. Team A shall have the time remaining on the shot clock, if 14 seconds or more are shown on the shot clock. Team A shall have 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.
- (b) A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

42-9 Example: B1 fouls dribbler A1.

- (a) This is the third team B foul in the quarter.
- (b) This is the fifth team B foul in the quarter.

A1 then throws the ball from a short distance directly to B1's face (head).

Interpretation: B1 shall be charged with a personal foul. A1 shall be charged with a disqualifying non-contact foul.

- (a) The team A possession of the ball shall be cancelled as there is a further penalty to be administered.
- (b) The substitute for A1 shall attempt 2 free throws with no line-up.

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

42-10 Example: With 8 seconds on the shot clock, B1 in the backcourt fouls A1. B2 is then charged with a technical foul.

- (a) B1's foul is the fourth team B foul and B2's technical foul is the fifth team B foul in the quarter.
- (b) B1's foul is the fifth team B foul and B2's technical foul is the sixth team B foul in the quarter.
- (c) A1 was fouled in the act of shooting and the ball does not enter the basket.
- (d) A1 was fouled in the act of shooting and the ball enters the basket.

Interpretation: In all cases, for B2's technical foul any team A player shall attempt 1 free throw with no line-up. After the free throw

- (a) the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the foul against A1 occurred. Team A shall have 14 seconds on the shot clock.
- (b) A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.
- (c) A1 shall attempt 2 or 3 free throws. The game shall be resumed as after any last free throw.
- (d) A1's goal shall count. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

42-11 Example: With 8 seconds on the shot clock, B1 is charged with an unsportsmanlike foul against A1.

- (a) A2
- (b) B2

is then charged with a technical foul.

Interpretation:

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

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

42-12 Statement: If double fouls or fouls with equal penalties are charged during free-throw activity, the fouls shall be entered on the scoresheet, however the penalties shall not be administered.

42-13 Example: A1 is awarded 2 free throws.

- (a) After the first free throw,
- (b) After the successful second free throw, but before team B has the ball as its disposal for the throw-in from behind its endline,
- (c) After the unsuccessful second free throw, but before either team gains control of the ball,
- (d) After the unsuccessful second free throw, but after either team gains control of the ball, A2 and B2 are charged with a double foul or with technical fouls.

Interpretation: A2's and B2's foul penalties shall be cancelled.

- (a) A1 shall attempt the second free throw and the game shall continue as after any last free throw.
- (b) Team B shall have a throw-in from its endline.
- (c) This is a jump ball situation.
- (d) The team which has gained control of the ball shall be awarded a throw-in.

42-14 Statement: If a technical foul is called, the free throw penalty shall be administered immediately with no line-up. This is not valid for a technical foul charged against the head coach for the disqualification of any other person permitted to sit on the team bench. The penalty for such a technical foul (2 free throws and a throw-in from the throw-in line in the team's frontcourt) shall be administered in the order in which all violations and fouls have occurred unless they were cancelled.

42-15 Example: B1 fouls A1. This is the fifth team B foul in the quarter. A situation which may lead to a fight then occurs on the court. A6 enters the court but does not get actively involved in the fight.

Interpretation: A6 shall be disqualified for entering the court during a fight. The team A head coach shall be charged with a technical foul, entered against the team A head coach as a 'B₂'. A1 shall attempt 2 free throws with no line-up. Any team B player shall attempt 2 free throws with no line-up for the team A head coach technical foul. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

42-16 Statement: In the case of double fouls and after cancellation of equal penalties against both teams, if there are no other penalties remaining for administration, the game shall be resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball nor was entitled to the ball before the first infraction, this is a jump ball situation. The game shall be resumed with an alternating possession throw-in.

42-17 Example: During the interval of play between the first and second quarter, A1 and B1 are charged with disqualifying fouls or the team A head coach and the team B head coach are charged with technical fouls.

The alternating possession arrow favours

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

Interpretation: The equal penalties against both teams shall be cancelled.

In both cases, the game shall be resumed with a throw-in from the centre line extended by the team entitled to the next alternating possession. When the ball touches or is legally touched by a player on the court, the direction of the arrow shall be reversed in favour of the opponent's team.

42-18 Example: A team control foul or a double dribble violation is called against dribbler A1. When the game is resumed with a team B throw-in, B2 fouls A2

- (a) before
- (b) after

the ball is at team B disposal for the throw-in. This is the third team B foul in the quarter.

Interpretation:

Both infractions occurred in the same game clock stopped period and

- (a) before the ball became live for team B's throw-in. Therefore, the equal penalties shall be cancelled.

As team A was in control of the ball before the first infraction, the game shall be resumed with a team A throw-in from the place nearest to where A1's foul or violation occurred. Team A shall have the time remaining on the shot clock.

- (b) after the ball became live for team B's throw-in. The penalty for the first infraction can no longer be used for cancelling.

The throw-in penalty for B2's foul cancels the prior right to possession of the ball for A1's infraction. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. If from the backcourt, team A shall have 24 seconds. If from the frontcourt, team A shall have 14 seconds on the shot clock.

Article 43 Free throws

43-1 Statement: The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces. The players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the 3-point goal line until the free throw ends.

43-2 Example: A1 attempts a last free throw. None of the team B players occupy the free-throw rebound places to which they are entitled to.

Interpretation: During the free-throws the players may occupy only the rebound places to which they are entitled to. If they decide not to occupy their rebound places, they shall remain behind the free-throw line extended and behind the 3-point line until the free throw ends.

43-3 Statement: It is a jump ball situation, if during the last free throw players of both teams commit a free throw violation.

43-4 Example: B2 enters the restricted area before the ball has left A1's hands on a last free throw. A1's free throw misses the ring.

Interpretation: This is a free throw violation by B2 and A1. A jump ball situation occurs.

Article 44 Correctable errors

44-1 Statement: Referees may correct category 1 errors only if a rule is incorrectly applied in the following situations:

- 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 on the wrong player, coach or team.
- Scorekeeping errors, including:
 - failing to record or erroneously recording points.
 - failing to record or recording a foul on the wrong player, coach or team.
 - failing to record or recording a time-out on the wrong team.
- Game clock errors, including malfunctions, or errors in starting or stopping the game clock correctly or in setting the correct time on the game clock.

Referees may correct category 2 errors only if a rule is incorrectly applied in the following situations:

- Shot clock errors, including malfunctions, or errors in starting or stopping the shot clock or in setting the correct time on the shot clock.

44-2 Statement: To be correctable, category 1 errors must be recognised and corrected 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 recognised and 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 recognised and 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 recognised and corrected before the ball becomes live after the first time the referees have stopped the game for any reason following the error.

44-3 Example: With 3:37 on the game clock in the second quarter, B1 fouls A1. This is the fourth team B foul in the quarter. A1 is erroneously awarded 2 free throws. The error is recognised

- (a) with 4:48 on the game clock in the fourth quarter.
- (b) with 0:39 on the game clock in the fourth quarter.

Interpretation:

In (a), the error is correctable.

In (b), the opportunity to correct the error expired. The error is no longer correctable and shall be disregarded.

44-4 **Example:** With 2:13 on the game clock in the fourth quarter, B1 fouls A1. This is the sixth team B foul in the fourth quarter. A1 is awarded 2 free throws. Instead of A1, the referee directs A2 to attempt the free throws. The error is recognised

- (a) when the game is stopped with 1:49 on the game clock in the fourth quarter (this being the first game stoppage after the free throws).
- (b) when the game is stopped with 1:23 on the game clock in the fourth quarter (this being the third game stoppage after the free throws).

Interpretation:

In (a), the error is correctable.

In (b), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-5 **Example:** With 1:14 on the game clock in the fourth quarter, B1 fouls A1 in the act of shooting for a 2-point goal. The ball does not enter the basket. The referee erroneously awards A1 2 points and 1 additional free throw. The error is recognised

- (a) before the game is resumed after the free throw.
- (b) the first time the game is stopped after the game continues following the free throw with 0:59 on the game clock in the fourth quarter.
- (c) during the interval of play between the fourth quarter and the first overtime.
- (d) with 3:59 on the game clock in the overtime.

Interpretation:

In (a), and (b), the error is correctable.

In (c) and (d), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-6 **Statement:** If the error constitutes the referee erroneously awarding an unmerited free throw(s), and the error is recognised within the time limits in the rules, the error shall be corrected as follows:

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.

44-7 **Example:** With 3:37 on the game clock in the second quarter, B1 fouls A1. This is the fourth team B foul in the quarter. The referee erroneously awards A1 2 free throws. The error is recognised

- (a) after the ball is at A1's disposal for the first free throw.
- (b) after A1 completes both free throws, but before the game clock starts following the second free throw.
- (c) with 4:48 on the game clock in the fourth quarter.

Interpretation:

In all cases, the error is correctable. The free throws, whether made or missed, shall be cancelled.

In (a), and (b), the game shall be resumed with a team A throw-in at the free-throw line extended, opposite the scorer's table, with 14 seconds on the shot clock.

In (c), after the correction of the error the game shall be resumed from the place nearest to where it was stopped to correct the error.

44-8	<p>Statement: If the error constitutes the referee erroneously failing to award a merited free throw(s), and the error is recognised within the time limits in the rules, the error shall be corrected as follows:</p> <ul style="list-style-type: none"> • 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.
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44-9	<p>Example: B1 fouls A1 in the second quarter. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in. Immediately after A2 dribbles</p> <ul style="list-style-type: none"> (a) in the frontcourt (b) in the frontcourt when B2 taps the ball out-of-bounds (c) and scores <p>when the error of not awarding A1 2 free throws is recognised.</p>
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Interpretation:

In (a) and (b), the error is correctable. A1 shall attempt 2 free throws and the game shall continue after the second free throw as after any last free throw.

In (c), team A has scored a goal following the error. The error is no longer correctable and shall be disregarded.

44-10	<p>Example: B1 fouls A1 in the second quarter. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in. A2 scores a goal after having been erroneously awarded a throw-in. The error is recognised</p> <ul style="list-style-type: none"> (a) when the ball is at the disposal of B1 for an endline throw-in after A2's goal. (b) when the referees stop the game after an additional 3 minutes of play. (c) during the half-time. (d) with 2:54 on the game clock in the fourth quarter.
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Interpretation:

In all cases, the error shall be disregarded as team A scored a goal after having been erroneously awarded a throw-in.

44-11 Example: B1 fouls A1 in the act of shooting in the second quarter. After that, the team B head coach is charged with a technical foul. Team A is erroneously awarded only 2 free throws for the B1 foul. A1 attempts 2 free throws, the second free throw is successful.

The error is recognised

- (a) when the ball is at the disposal of B2 for an endline throw-in after A1's second free throw.
- (b) when the referees stop the game after 3 minutes playing time.
- (c) during the half-time.
- (d) with 1:54 on the game clock in the fourth quarter.

Interpretation:

In (a), (b) and (c), the error is correctable.

A1 shall attempt the free throw with no line-up. The game shall be resumed from the place nearest to where it was stopped to correct the error.

In (d), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-12 Example: B1 fouls dribbler A1 in the third quarter. This is the fifth team B foul in the quarter. A1 is awarded 2 free throws. After the first unsuccessful free throw, B1 rebounds the ball and the game erroneously continues. The error is recognised

- (a) when B2 dribbles on the court.
- (b) with 2:54 on the game clock in the fourth quarter.
- (c) with 0:39 on the game clock in the fourth quarter.
- (d) with 4:32 on the game clock in the overtime.

Interpretation:

In (a) and (b), the error is correctable. A1 shall attempt the second merited free throw. If A1 is on the team bench eligible to play, A1 must re-enter the game to attempt the free throw. If A1 has been excluded or disqualified, the team A head coach shall designate the free-throw shooter.

The free throw shall be attempted with no line-up. The game shall be resumed from the place nearest to where it was stopped to correct the error.

In (c) and (d), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-13 Statement: If the error constitutes permitting the wrong player attempting a free throw(s), the free throw(s), whether made or missed, shall be cancelled. If the game has not yet been resumed, the ball shall be awarded to the opponents for a throw-in from the free-throw line extended opposite the scorer's table.

If the game has been resumed, it shall be stopped to correct the error. After the correction of the error the game shall be resumed from the place nearest to where it was stopped.

If the referees recognise, before the ball has left the hands of the free-throw shooter for the first free throw, that a wrong player has the intention to attempt the next free throw(s), the wrong player shall be immediately replaced by the correct free-throw shooter without any penalty.

44-14 Example: B1 fouls dribbler A1 when the game clock signal sounds for the end of the third quarter. This is the sixth team B foul in the quarter. The referees decide that B1's foul occurred with 0.3 of a second on the game clock. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The error is recognised after the ball has left A2's hands for the first free throw.

Interpretation: A2's 2 free throws shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended opposite the scorer's table in its backcourt, with 0.3 of a second on the game clock.

44-15 Example: With 3 seconds on the game clock in the third quarter, B1 fouls A1 in the act of shooting. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The third quarter ends. The error is recognised

- (a) during the interval of play between the third and fourth quarter.
- (b) after the ball is live to start the fourth quarter, with more than 2:00 minutes on the game clock in the fourth quarter.
- (c) with 2:00 minutes or less on the game clock in the fourth quarter.

Interpretation:

In (a) and (b), the error is correctable. A2's 2 free throws shall be cancelled.

In (a), the fourth quarter shall start with an alternating possession throw-in from the centre line extended.

In (b), the game shall be resumed from the place nearest to where it was stopped to correct the error.

In (c), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded. The game shall continue.

44-16 Statement: If the error constitutes the referee directing the wrong player to attempt a free throw(s), the free throws, whether made or missed, 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 it was stopped to correct the error.

44-17 Example: B1 fouls dribbler A1 when the game clock signal sounds for the end of the third quarter. This is the sixth team B foul in the quarter. The referees decide that B1's foul occurred with 0.3 of a second on the game clock. A1 is awarded 2 free throws. Instead of A1, the referees direct A2 to attempt the 2 free throws. The error is recognised after the ball has left A2's hands for the first free throw.

Interpretation: A2's free throw shall be cancelled. A1 shall attempt 2 free throws. The game shall continue as after any last free throw.

44-18 Example: B1 fouls A1 in the act of shooting. A1 is awarded 2 free throws. Instead of A1, the referee directs A2 to attempt 2 free throws. During the second free throw the ball touches the ring, A3 rebounds it and scores 2 points. The error is recognised before the ball is at the disposal of team B for the throw-in from behind its endline.

Interpretation: The 2 free throws attempted by A2, whether made or missed, shall be cancelled. A3's goal shall remain valid. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped to correct the error, in this case from behind its endline.

44-19 Statement: If the error constitutes the referee erroneously awarding or cancelling points, and the error is recognised within the time limits in the rules, the error shall be corrected on the scoresheet as follows:

- The points shall be cancelled or awarded as applicable.
- If a free throw(s) was erroneously awarded, the free throw(s) attempted, if made, shall be cancelled as a result of an error correction.
- If a free throw(s) was erroneously not awarded, the free throws shall be attempted by the player entitled to these free throws as a result of an error correction.

44-20 Example: With 0:57 on the game clock in the fourth quarter, A1 has released the ball on a shot for a goal when A2 commits a foul away from the ball. The ball legally enters the basket, but the referees erroneously cancel the goal. The error is recognised

- (a) with 0:43 seconds on the game clock in the fourth quarter, when the game is stopped by the referees for the first time following the error.
- (b) after the ball is live after the game was stopped with 0:43 on the game clock in the fourth quarter.

Interpretation:

In (a), the error is correctable. The scoresheet shall be corrected by adding 2 points to the team A. The game shall be resumed from the place it was stopped to correct the error.

In (b), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-21 Example: With 3:32 on the game clock in the second quarter, B1 fouls A1 in the act of shooting for a 2-point goal. The ball does not enter the basket. The referee erroneously awards A1 2 points and 1 additional free throw. The error is recognised when the game is stopped with

- (a) 5:21 on the game clock in the third quarter.
- (b) 1:02 in the fourth quarter or any time in the overtime.

Interpretation: The error of erroneously awarding a 2-point goal in the second quarter is correctable at any time before 2:00 minutes or less are on the game clock in the fourth quarter.

In (a), the error is correctable. The scorer, after consulting the crew chief, shall cancel the erroneously awarded goal. A1 shall attempt 1 free throw regardless of whether the first free throw in the second quarter was made or missed.

A1 must enter the game to attempt 1 free throw unless A1 has been excluded or disqualified. If A1 has been excluded or disqualified, any team A player or substitute designated by the team A head coach shall attempt the free throw.

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

In (b), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-22 Statement: If the error constitutes the referee reporting a foul on the wrong player, coach or team, and the error is recognised within the time limits in the rules, the error shall be corrected as follows:

The scoresheet shall be corrected, and any player or coach inadvertently excluded or disqualified as a result of the wrongly reported foul shall be reinstated, and any player or coach who become excluded or disqualified due to the correction shall be excluded or disqualified. No penalty shall be applied.

44-23 Example: With 5:47 on the game clock in the first quarter, B1 fouls A1. The referee reports the foul on B2. The error is recognised

- during the half-time.
- when the game is stopped with 2:21 on the game clock in the fourth quarter.
- when the game is stopped with 2:00 on the game clock in the fourth quarter or any time in the overtime.

Interpretation: The error of reporting the foul on the wrong player is correctable at any time before 2:00 minutes or less are on the game clock in the fourth quarter.

In (a) and (b), the error is correctable. The scorer, after consulting the crew chief, shall correct the scoresheet by removing the foul charged on B2 in error and correctly adding a foul to B1. If B2 had been excluded in error, B2 shall be reinstated. If B1 should have been excluded earlier, B1 shall now be excluded. No additional penalty shall be applied.

In (c), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

44-24 Statement: If a scorekeeping error, including failing to record or

- erroneously recording points or
- recording a foul on the wrong player, coach or team or
- recording a time-out on the wrong team

is recognised within the time limits in the rules, then the scoresheet shall be corrected. Any player or coach inadvertently excluded or disqualified as a result of the wrongly reported foul

shall be reinstated and any player or coach who become excluded or disqualified due to the correction shall be excluded or disqualified. No penalty shall be applied.

44-25 Example: With 3:45 on the game clock in the fourth quarter, team A requests a second time-out in the second half. The scorer erroneously records the time-out as the second team B time-out in the second half. The ball goes out-of-bounds and the referees stop the game

- with 2:02 on the game clock in the fourth quarter, and team B is awarded a time-out.
- with 1:45 on the game clock in the fourth quarter, and team B is awarded a time-out.

Team B is told this is the third time-out in the second half, therefore team B has no more time-outs remaining. The team B head coach insists that an error has occurred. The scorer consults the crew chief and the error is recognised.

Interpretation:

In (a), the error is correctable. The scorer, after consulting the crew chief, shall correct the scoresheet by removing the time-out recorded against the team B and recording the time-out against team A.

In (b), the error of recording the time-out on the wrong team is no longer correctable as the error must be recognised before 2:00 minutes or less are on the game clock in the fourth quarter.

If the time-out has started, team B is using its last time-out entitled to in the second half. If the time-out has not started, the team B head coach may withdraw the time-out request.

44-26 Example: With 3:34 on the game clock in the first quarter, the team A head coach is charged with a technical foul. The scorer erroneously records the technical foul against the team B head coach. The error is recognised

- during the half-time.
- when the game is stopped with 3:31 on the game clock in the fourth quarter.
- when the game is stopped with 1:02 on the game clock in the fourth quarter or any time in the overtime.

Interpretation: The error of recording the technical foul on the wrong team is correctable before 2:00 minutes or less are on the game clock in the fourth quarter.

In (a) and (b), the error is correctable. The scorer, after consulting the crew chief, shall correct the scoresheet by removing the technical foul recorded against the team B head coach and correctly recording it against the team A head coach. No penalty shall be applied.

In (c), the opportunity to correct the error has expired. The error is no longer correctable and shall be disregarded.

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

44-27 Statement: If the error constitutes game clock errors, including malfunctions, or errors in starting or stopping the game clock correctly or in setting the correct time on the game clock, the error shall be corrected as follows:

If the error is recognised within the time limits in the rules, the game clock shall be corrected, with time added or subtracted as necessary to correct the error.

44-28 Example: With 2:44 on the game clock in the first quarter, the game clock is stopped for an out-of-bounds violation. After the throw-in, with 24 seconds on the shot clock, due to a game clock malfunction, it has no visible display. The referees stop the game, with 15 seconds on the shot clock.

Interpretation: The error of the game clock failing to run is correctable. The game shall be resumed from the place it was stopped with 2:35 on the game clock, with 15 seconds on the shot clock.

44-29 Example: With 2:43 on the game clock in the first quarter, the game clock is stopped for an out-of-bounds violation. Before the throw-in, the visible display on the game clock disappears. The timer resets the system. When the system is again working, the game clock is erroneously set to 1:43. The error is recognised

- (a) when the game is stopped with 0:27 on the game clock in the first quarter.
- (b) during the half-time.
- (c) during the interval between the third and fourth quarters.
- (d) when the game is stopped with 2:21 on the game clock in the fourth quarter.
- (e) when the game is stopped with 1:15 on the game clock in the fourth quarter or any time in the overtime.

Interpretation: In (a), (b), (c) and (d), the error of the game clock being set incorrectly is correctable.

In (a), 1 minute shall be added to the game clock. The game shall be resumed from the place it was stopped, with 1:27 on the game clock.

In (b) after the half-time interval, the teams shall play 1 minute in the same direction they played the first half, with team fouls and time-outs continuing from the time when the game was stopped for half-time. The 1:00 shall start with an alternating possession throw-in for the team entitled to the alternating possession throw-in. After the 1:00 of play, the third quarter shall start with an alternating possession throw-in for the team entitled to the next alternating possession throw-in.

In (c), the fourth quarter shall be played with 11 minutes duration.

In (d), 1 minute shall be added to the game clock. The game shall be resumed from the place it was stopped, with 3:21 on the game clock.

In (e), the opportunity to correct the error has expired. The error is no longer correctable.

44-30 Statement: To be correctable, the shot clock category 2 error must be recognised by the referees, commissioner, if present, or table officials and corrected

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

The shot clock shall be corrected to the correct time.

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.

44-31 Example: With 20 seconds on the shot clock, A1 dribbles in the frontcourt when the shot clock is suddenly reset to 24 seconds. The error is recognised 4 seconds later

- when the referees stop the game.
- when the game is stopped as a result of B3 tapping the ball out-of-bounds.

Interpretation: In both cases, team A shall be awarded a throw-in from the place nearest to where the game was stopped. The shot clock shall be reset to 16 seconds.

44-32 Example: Team A is awarded a frontcourt throw-in. The shot clock should be set to 14 seconds but it is incorrectly set to 24 seconds. A1 catches the ball on the court and dribbles in the frontcourt for 10 seconds. The error is recognised

- when the referees stop the game.
- when the game is stopped as a result of B3 tapping the ball out-of-bounds.

Interpretation: In both cases, team A shall be awarded a throw-in from the place nearest to where the game was stopped. The shot clock shall be reset to 4 seconds.

44-33 Example: Team A is awarded a backcourt throw-in. The shot clock should be set to 24 seconds but it is incorrectly set to 14 seconds. A1 catches the ball on the court and dribbles into the frontcourt. The error is recognised 8 seconds later

- when the referees stop the game.
- when the game is stopped as a result of B1 tapping the ball out-of-bounds.

Interpretation: In both cases, team A shall be awarded a throw-in from the place nearest to where the game was stopped. The shot clock shall be reset to 16 seconds.

44-34 Example: Team A is awarded a backcourt throw-in. The shot clock should be set to 24 seconds but it is incorrectly set to 14 seconds. A1 catches the ball on the court, dribbles into the frontcourt and attempts a shot for a goal. The shot clock signal sounds while the ball is in the air. The ball

- misses the ring and is immediately rebounded by A2. The referees stop the game for a shot clock violation.
- misses the ring and is immediately rebounded by B2. The referees stop the game for a shot clock violation.

The table officials recognise the error of incorrectly setting the shot clock.

Interpretation:

In both cases, the shot clock violation shall be disregarded.

In (a), team A shall be awarded a throw-in from the place nearest to where the game was stopped, with 10 seconds on the shot clock.

In (b), as team B gained the new possession of the ball, team B shall be awarded a throw-in from the place nearest to where the game was stopped, with 24 seconds on the shot clock.

44-35 Example: Team A is awarded a backcourt throw-in. The shot clock should be set to 24 seconds but it is incorrectly set to 14 seconds. A1 catches the ball on the court, dribbles into the frontcourt and attempts a shot for a goal.

- (a) A1's shot is unsuccessful after which B2 gains control of the ball and starts a dribbling.
- (b) A1's shot is successful.

The referees recognise the error and stop the game to correct the shot clock.

Interpretation: In both cases, the error is no longer correctable, because after the error

- (a) there has been a change of possession.
- (b) the same team scored a goal.

Appendix B The scoresheet – Disqualifying fouls

B-1 Examples for disqualifying fouls of various persons:

For leaving the team bench area and not assisting or attempting to assist the referees

1. Only the **head coach** is disqualified

Head coach	D2	F	F
First assistant coach			
Penalty: 2 free throws + possession			

For the active involvement in the fight

Head coach	D2	F	F
First assistant coach			
Penalty: 2 free throws + possession			

2. Only the **first assistant coach** is disqualified

Head coach	B2		
First assistant coach	D	F	F
Penalty: 2 free throws + possession			

Head coach	B2		
First assistant coach	D2	F	F
Penalty: 4 free throws + possession			

3. Both the **head coach** and the **first assistant coach** are disqualified

Head coach	D2	F	F
First assistant coach	D	F	F
Penalty: 2 free throws + possession			

Head coach	D2	F	F
First assistant coach	D2	F	F
Penalty: 4 free throws + possession			

4. A **substitute** is disqualified

Head coach	B2		
First assistant coach			
Player 7	P2	P2	D
Player 7	P2	P2	D2

Head coach	B2		
First assistant coach			
Player 7	P2	P2	D2
Player 7	P2	P2	D2

5. Two **substitutes** and an **excluded player** are disqualified

Head coach	B2		
First assistant coach			
Player 7	P2	P2	D
Player 7	P2	P2	D2
Player 10	P2	T1	P
Player 10	P2	T1	P
Player 11	P3	T1	P
Player 11	P3	T1	P
Penalty: 2 free throws + possession			

Head coach	B2		
First assistant coach			
Player 7	P2	P2	D2
Player 7	P2	P2	D2
Player 10	P2	T1	P
Player 10	P2	T1	P
Player 11	P3	T1	P
Player 11	P3	T1	P
Penalty: 8 free throws + possession			

6. An **accompanying delegation member** is disqualified

Head coach	B2	B	
First assistant coach			
Penalty: 2 free throws + possession			

Head coach	B2	B2	
First assistant coach			
Penalty: 4 free throws + possession			

7. Two **accompanying delegation members** are disqualified

Head coach	B2	B	B
First assistant coach			
Penalty: 2 free throws + possession			

Head coach	B2	B2	B2
First assistant coach			
Penalty: 6 free throws + possession			

B-2 Examples of the technical fouls against the head coach for the personal unsportsmanlike behaviour or for any other reason, combined with the disqualification of an accompanying delegation member for leaving the team bench area during a fight:

1. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**. In the third quarter, a technical foul is called against the **head coach** for the personal unsportsmanlike behaviour.

Head coach	B2	B	C1
First assistant coach			
Penalty: 1 free throw			

Head coach
is not disqualified

2. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**. In the third quarter, a technical foul is called against the **head coach** for any other reason.

Head coach	B2	B	B1
First assistant coach			
Penalty: 1 free throw			

Head coach
is not disqualified

3. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**. In the third quarter, a technical foul is called against the **head coach** for the personal unsportsmanlike behaviour. In the fourth quarter, another technical foul is called against the **head coach** for the personal unsportsmanlike behaviour.

Head coach	B2	B	C1
First assistant coach			
Penalty: 1 free throw			

C1 GD
Head coach
is disqualified
automatically
for 2 C-fouls

4. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**. In the third quarter, a technical foul is called against the **head coach** for any other reason. In the fourth quarter, another technical foul is called against the **head coach** for any other reason.

Head coach	B2	B	B1
First assistant coach			
Penalty: 1 free throw			

B1 GD
Head coach
is disqualified
automatically
for 3 B-fouls

B-3 Examples of the player head coach fouls committed as a player and as a coach:

1. A player head coach has committed 4 fouls as a player and 1 technical foul as a head coach.

2. A player head coach who has committed 1 technical foul as a player and 1 technical foul as a head coach.

Player 22 (CAP)	P	P2	P1	P2	B
Head coach (CAP)	B1				
First assistant coach					
Penalty: 1 free throw					

Player head coach
is an excluded player

Player 22 (CAP)	P	T1	P2	C	GD
Head coach (CAP)	C1				
First assistant coach					
Penalty: 1 free throw					

Player head coach
is disqualified
automatically

Appendix F Instant Replay System (IRS)

F-1 Definition

F-1.1 Statement: Before the game the crew chief shall approve the IRS equipment and inform both head coaches of its availability. Only the IRS equipment approved by the crew chief can be used for an IRS review.

F-1.2 Example: A1 attempts a successful shot for a goal when the game clock signal sounds for the end of the game. There is no approved IRS equipment available. The team B manager states that they recorded the game with the team video camera from an elevated position and presents the video material to the referees for a review.

Interpretation: The team B manager's request to use the team's video for a review shall be denied.

F-2 General principles

F-2.1 Statement: In the case of an Instant Replay System (IRS) review at the end of a quarter or overtime, the referees shall keep both teams on the court. The interval of play between the quarters or before the overtime shall start only after the referee communicates the final decision.

F-2.2 Example: A1 attempts a successful shot for a goal. At approximately the same time the game clock signal sounds for the end of the quarter. The referees become uncertain whether the shot was released during playing time and decide to use the IRS review. The teams are moving to their benches.

Interpretation: The referees shall keep both teams on the court. The interval of play shall start after the referee communicates the final decision.

F-2.3 Statement: The IRS review shall be conducted by the referees at the first opportunity following the situation to be reviewed. This opportunity occurs when the game clock is stopped and the ball is dead. However, if after a successful goal the referees do not stop the game, the review shall be conducted at the first opportunity **when** the referees stop the game without placing either team at a disadvantage.

F-2.4 Example: A1 attempts a successful shot for a 3-point goal. The game is resumed with an immediate B1 throw-in and team B starts a fast break. The referees become uncertain whether A1's shot was released from the 3-point goal area and decide to use the IRS review.

Interpretation: The first opportunity to stop the game for the review is when the ball becomes dead after the goal. It may happen that during the game there might not be enough time for the referees to react for the review. In this case, the referees shall stop the game without placing team B at a disadvantage as soon as the fast break is finished or when the game is stopped for the first time after the goal.

F-2.5 Statement: A time-out or substitution request may be cancelled after the IRS review ends and the referee communicates the final decision.

F-2.6 **Example:** A1 attempts a successful shot for a goal. The team B head coach requests a time-out. The referees become uncertain whether A1's shot was released from the 3-point goal area and decide to use the IRS review. During the review the team B head coach wants to cancel the request for a time-out.

Interpretation: The team B request for a time-out shall not be administered until after the referee communicates the final IRS decision. The time-out request may be withdrawn at any time during the review until after the referee communicates the final IRS decision and is ready to administer the time-out.

F-2.7 **Example:** B1 is charged with an unsportsmanlike foul. The team B head coach requests a time-out. The referees become uncertain whether B1's foul was an unsportsmanlike foul. B6 requests a substitution for B1. During the review B6 returns to the team bench.

Interpretation: B6's request for a substitution and the team B head coach request for a time-out shall not be administered until after the referee communicates the final IRS decision. The substitution request may be withdrawn at any time during the review until after the referee communicates the final IRS decision and is ready to administer the time-out.

F-3.1 At the end of the quarter or each overtime

F-3.1.1 **Example:** A1 attempts a successful shot for a goal when the game clock signal sounds for the end of the quarter. The referees become uncertain whether A1's shot was released before the end of playing time.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot was released before the game clock signal sounded for the end of the quarter.

If the review provides the ball was released before the end of playing time for the quarter, the crew chief shall confirm A1's goal as successful.

If the review provides the ball was released after the end of playing time for the quarter, A1's goal shall be cancelled.

F-3.1.2 **Example:** Team B is leading by 2 points. B1 fouls A1 when the game clock signal sounds for the end of the first overtime. This is the fifth team B foul in the fourth quarter. The referees become uncertain whether B1's foul occurred before the end of the first overtime.

Interpretation: The IRS review can be used to decide, at the end of each overtime, whether B1's foul occurred before the game clock signal sounded for the end of the first overtime.

If the review provides that B1's foul occurred before the game clock signal sounded, A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw with the time remaining on the game clock when the foul occurred.

If the review provides that B1's foul occurred after the game clock signal sounded, B1's foul shall be disregarded. Any unsportsmanlike action shall only be reported to the governing body of the competition.

F-3.1.3 Example: B1 fouls A1 on an unsuccessful shot for a 2-point goal when the game clock signal sounds for the end of the second overtime.

Interpretation: The IRS review can be used to decide, at the end of the second overtime, whether B1's foul occurred before the game clock signal sounded for the end of the second overtime.

If the review provides that B1's foul occurred before the game clock signal sounded, A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw with the remaining time on the game clock.

If the review provides that B1's foul occurred after the game clock signal sounded, B1's foul shall be disregarded unless the foul meets the criteria of an unsportsmanlike foul or a disqualifying foul and there is a third overtime to follow.

F-3.1.4 Example: A1 attempts a successful shot for a 3-point goal when the game clock signal sounds for the end of the quarter. The referees become uncertain whether A1 touched the boundary line on the shot.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter. If so, the review can furthermore be used to decide whether an out-of-bounds violation of the shooter occurred and if so, how much time shall be shown on the game clock.

F-3.1.5 Example: A1 attempts a successful shot for a 2-point goal when the game clock signal sounds for the end of the quarter. The referees become uncertain whether a shot clock violation by team A occurred.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter. If so, the review can furthermore be used to decide whether a shot clock violation by team A occurred.

If the review provides A1's successful shot was released 0.4 of a second before the game clock signal sounded for the end of the quarter and, if the review furthermore provides the ball was still in A1's hands when the shot clock signal sounded 0.2 of a second prior to A1's successful shot for goal was released, A1's goal shall not count. The game shall be resumed with a team B throw-in from the place nearest to where the shot clock violation occurred. Team B shall have 0.6 of a second on the game clock. The shot clock shall be switched off.

F-3.1.6 Example: A1 attempts a successful shot for a goal when the game clock signal sounds for the end of the second quarter. The referees become uncertain whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter and if so, whether team A violated the 8-second rule.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a goal was released before the game clock signal sounded for the end of the quarter. The review can furthermore be used to decide whether an 8-second violation by team A occurred.

If the review provides A1's successful shot was released before the game clock signal sounded for the end of the quarter and, if the review furthermore provides that prior to the A1's shot for a successful goal team A violated the 8-second rule when the game clock showed 3.4

seconds, A1's goal shall not count. The game shall be resumed with a team B throw-in in its frontcourt from the place nearest to where the 8-second violation occurred. Team B shall have 3.4 seconds on the game clock. The shot clock shall be switched off.

If the review provides team A did not violate the 8-second rule, A1's goal shall count. The second quarter has ended. The second half shall be started with an alternating possession throw-in at the centre line extended.

F-3.1.7 Example: With 2.5 seconds on the game clock, A1 attempts a shot for a goal. The ball touches the ring, B1 rebounds it and starts a dribble. At this time, the game clock signal sounds for the end of the game. The referees become uncertain whether B1 stepped out-of-bounds when landing with the rebounded ball on the court.

Interpretation: The IRS review cannot be used to decide, whether a non-shooting player was out-of-bounds.

F-3.2 The game clock shows 2:00 or less in the fourth quarter and in each overtime

F-3.2.1 Example: With 1:41 on the game clock in the fourth quarter, A1 attempts a successful shot for a goal when the shot clock signal sounds. The referees become uncertain whether the ball was released before the shot clock signal sounded and

- (a) before the ball is live for the team B throw-in after the goal.
- (b) after the ball is live for the team B throw-in when, after the goal the first time the referees stop the game for any reason.
- (c) after the ball is live following the first time the referees stop the game.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether A1's shot for a successful goal was released before the shot clock signal sounded.

The referees are authorized to stop the game immediately to review whether a successful goal was released before the shot clock signal sounded before the ball enters the basket and the game clock is stopped. The review can occur at the latest until the ball became live following the first time the referees stopped the game.

In (a) the referees shall stop the game immediately and conduct the review before resuming the game.

In (b) the referees shall conduct the review when they have stopped the game for any reason, after the situation for the review occurred.

In (c) the time limit to use the review ended when the ball became live following the first time the referees stopped the game. The original decision remains valid.

In (a) or (b) if the review provides the ball was still in A1's hands when the shot clock signal sounded, this is a shot clock violation. A1's goal shall not count.

In (a) the game shall be resumed with a team B throw-in from the free-throw line extended.

In (b) the game shall be resumed with a throw-in for the team that had control of the ball or was entitled to the ball from the place nearest to where the ball was located when the game was stopped, or with free throws if applicable.

In (a) or (b) if the review provides the ball had left A1's hands on a shot before the shot clock signal sounded, the shot clock signal shall be disregarded. A1's goal shall count.

In (a) the game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

In (b) the game shall be resumed with a throw-in for the team that had control of the ball or was entitled to the ball from the place nearest to where the ball was located when the game was stopped, or with free throws if applicable.

F-3.2.2 Example: With 1:39 on the game clock in the fourth quarter, A1 is in the act of shooting when a foul occurred away from the shooting situation. The personal foul is called against

- (a) B2 for fouling A2. This is the third team foul of the quarter.
- (b) B2 for fouling A2. This is the fifth team fouls of the quarter.
- (c) A2 for fouling B2.

Interpretation: IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether

- (i) the act of shooting had started when the foul was called against an opponent of the shooter; or
- (ii) the ball was still in the hands of the shooter when the foul was called against a team-mate of the shooter.

In (a) if the review provides A1 was not in the act of shooting, the ball became dead when B2's foul occurred and the goal, if made, shall not count. If the review provides A1 was in the act of shooting, the goal, if made, shall count. In both cases, the game shall be resumed with a team A throw-in from the place nearest to where the B2's foul occurred.

In (b) if the review provides A1 was not in the act of shooting, the ball became dead when B2's foul occurred and the goal, if made, shall not count. If the review provides A1 was in the act of shooting the goal, if made, shall count. In both cases, A2 shall attempt 2 free throws as a result of the B2's foul. The game shall continue as after any last free throw.

In (c) if the review provides the ball has left the hands of the shooter the goal, if made, shall count. The game shall be resumed with a team B throw-in from the place nearest to where the A2's foul occurred. If the review provides the ball was still in the hands of the shooter, the ball became dead when the A2's foul occurred and the goal, if made, shall not count. The game shall be resumed with a team B throw-in from the free-throw line extended.

F-3.2.3 Example: With 1:37 on the game clock in the fourth quarter, the shot clock signal sounds. At approximately the same time, A1 scores a goal from the frontcourt and A2 fouls B2 away from the ball in team A's frontcourt. This is the third team A foul in the quarter. The referees become uncertain whether the ball was still in A1's hands when the shot clock signal sounded and when A2's foul occurred.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the ball was still in the hands of the shooter when the shot clock signal sounded, and when the foul away from the shooting situation occurred.

- (a) If the review provides that the ball had left A1's hands before the shot clock signal sounded and before A2's foul occurred, A2's foul shall be charged and A1's goal shall count. The shot clock signal shall be disregarded.

- (b) If the review provides A2's foul occurred before the ball had left A1's hands and before the shot clock signal sounded, A2's foul shall be charged and A1's goal shall not count. The shot clock signal shall be disregarded.
- (c) If the review provides the shot clock signal sounded before the ball had left A1's hands and before A2's foul occurred, this is a shot clock violation by team A and A2's foul shall be disregarded. A1's goal shall not count.

In (a) the game shall be resumed with a team B throw-in from the place nearest to where A2's foul occurred.

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

F-3.2.4 Example: With 1:34 on the game clock in the fourth quarter the shot clock signal sounds. At approximately the same time, A1 scores a goal from the frontcourt and B2 fouls A2 away from the ball in team A's frontcourt. This is the third team B foul in the quarter. The referees become uncertain whether the ball was still in A1's hands when the shot clock signal sounded and when B2's foul occurred.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the ball was still in the hands of the shooter when the shot clock signal sounded, and when the foul away from the shooting situation occurred.

If the review provides B2's foul occurred before the shot clock signal sounded and B2's foul occurred when A1 was in the act of shooting, B2's foul shall be charged and A1's goal shall count. The shot clock signal shall be disregarded. The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

If the review provides the shot clock signal sounded before the ball had left A1's hands and before B2's foul occurred, this is a shot clock violation by team A. B2's foul shall be disregarded and A1's goal shall not count. The game shall be resumed with a team B throw-in in its backcourt from the free-throw line extended.

F-3.2.5 Example: With 1:39 on the game clock in the fourth quarter, B1 fouls A1 in the act of shooting. At approximately the same time, away from the shooting situation B2 fouls A2. This is the third team foul of the quarter.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the act of shooting has started when B1's foul occurred and when B2's foul away from the shooting situation occurred.

If the review provides B1's foul occurred first and A1 was not in the act of shooting when B2's foul occurred, the ball became dead when B1's foul occurred and the goal, if made, shall not count. The game shall be resumed with a team A throw-in from the place nearest to where B1's foul occurred. B2's foul shall be disregarded, unless the foul meets the criteria for an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

If the review provides B1's foul occurred first and A1 was in the act of shooting when B1's foul occurred A1's goal, if made, shall count. A1 shall attempt 1 free throw. If the goal was not made, A1 shall attempt 2 or 3 free throws. The game shall continue as after any last free throw. B2's foul shall be disregarded, unless B2's foul meets the criteria for an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

If the review provides B2's foul occurred first and A1 was in the act of shooting when B1's foul occurred A1's goal, if made, shall count. If B2's foul is the third team B foul in the quarter the game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. If B2's foul is the fifth team B foul in the quarter A2 shall attempt 2 free throws. The game shall continue as after any last free throw. B1's foul shall be disregarded, unless B1's foul meets the criteria of an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

F-3.2.6 Example: With 7.5 seconds on the game clock in the fourth quarter and just before thrower-in A1 releases the ball from the frontcourt, B1 is charged with a technical foul. At approximately the same time, B2 is charged with an unsportsmanlike foul against A2 by another referee. The referees become uncertain in which order the fouls occurred.

Interpretation: The IRS review cannot be used to decide on the order of the fouls occurred. Both fouls shall remain valid. The penalty for a technical foul shall be administered first. Any team A player shall attempt 1 free throw with no line-up. A2 shall then attempt 2 free throws. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

F-3.2.7 Statement: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter and in each overtime, whether a goaltending or interference was called correctly. If the review provides a goaltending or an interference was called incorrectly the game shall be resumed as follows, if after the call

- the ball has legally entered the basket, the goal shall count and the new offensive team shall be entitled to a throw-in from behind its 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.

Immediate and clear control of the ball occurs when, after the call is made, a player directly gains possession of the ball on the court.

The immediate and clear control of the ball must be the first action after the whistle. Any illegal contact to gain possession of the ball or the ball touching or being touched by multiple players is not an immediate and clear control of the ball.

When the ball goes out-of-bounds without a player of either team having gained possession of the ball, the opponent of the team that causes the ball to go out-of-bounds is considered as having gained an immediate and clear control of the ball.

F-3.2.8 Example: With 1:33 on the game clock in the fourth quarter, a goaltending violation is called against B1. The referees become uncertain whether the ball was already on its downward flight to the basket. The ball does not enter the basket.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether goaltending was called correctly.

If the review provides that the ball was on its downward flight to the basket, the goaltending violation shall remain valid.

If the review provides that the ball was not yet on its downward flight to the basket, the goaltending decision shall be withdrawn. As the ball did not enter the basket,

- the team which gained an immediate and clear control of the ball shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.
- if neither team gained an immediate and clear control of the ball, a jump ball situation occurred.

If the throw-in shall be awarded to team A, the shot clock shall show the time remaining when the call was made.

If the throw-in shall be awarded to team B in its backcourt, team B shall have 24 seconds on the shot clock. If in its frontcourt, team B shall have 14 seconds on the shot clock.

F-3.2.9 Example: With 1:27 on the game clock in the fourth quarter, an interference violation is called against B1. The ball enters the basket.

Interpretation: As the ball has entered the basket there is no need to review the interference violation call. The goal shall count. The game shall be resumed with a team B throw-in from behind its endline, with 24 seconds on the shot clock.

F-3.2.10 Example: With 1:23 on the game clock in the fourth quarter, a goaltending violation is called against B1 or A1. After the call an interference violation is called against

- (a) B2.
- (b) A2.

The ball enters the basket.

Interpretation: The IRS review provides the goaltending violation by B1 or A1 did not occur. Furthermore, the review provides the interference violation by B2 or by A2 occurred. The penalty for the interference violation shall be administered.

If called against

- (a) B2, the goal shall count. The game shall be resumed with a team B throw-in from behind its endline, with 24 seconds on the shot clock.
- (b) A2, the goal shall not count. The game shall be resumed with a team B throw-in from the free-throw line extended, with 24 seconds on the shot clock.

F-3.2.11 Example: With 1:19 on the game clock in the fourth quarter, an interference violation is called against

- (a) B1.
- (b) A1.

The ball does neither enter the basket nor touch the ring and either team gains an immediate and clear control of the ball.

Interpretation: The IRS review provides the interference violation did not occur. In both cases, the team which gained an immediate and clear control of the ball shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.

If the throw-in is awarded to team A, that team shall have the time remaining on the shot clock. If to team B, that team shall have 24 seconds on the shot clock.

F-3.2.12 Example: With 1:15 on the game clock in the fourth quarter, a goaltending violation is called against

- (a) B1.
- (b) A1.

The ball does not enter the basket but touches the ring and either team gains an immediate and clear control of the ball.

Interpretation: The IRS review provides the goaltending violation did not occur. In both cases, the team which gained an immediate and clear control of the ball shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.

If the throw-in is awarded to team A, that team shall have 14 seconds on the shot clock. If to team B, that team shall have 24 seconds on the shot clock.

F-3.2.13 Example: With 1:11 on the game clock in the fourth quarter, an interference violation is called against

- (a) B1.
- (b) A1.

The ball does not enter the basket and goes directly out-of-bounds without either team gaining immediate and clear control of the ball on the court.

Interpretation: The IRS review provides the interference violation did not occur. In both cases, the team which did not cause the ball to go out-of-bounds shall be awarded a throw-in.

If the throw-in is awarded to team A, that team shall have the time remaining on the shot clock. If to team B, that team shall have 24 seconds on the shot clock.

F-3.2.14 Example: With 1:07 on the game clock in the fourth quarter, a goaltending violation is called against

- (a) B1.
- (b) A1.

The ball does not enter the basket or touch the ring. After the call the ball is tapped by A2, then tapped by B2 and B3 and finally A4 catches it.

Interpretation: The IRS review provides the goaltending violation did not occur. In both cases, neither team gained an immediate and clear control. This is a jump ball situation.

If the throw-in is awarded to team A, that team shall have the time remaining on the shot clock.

If the throw-in is awarded to team B in its backcourt, team B shall have 24 seconds on the shot clock. If in its frontcourt, team B shall have 14 seconds on the shot clock.

F-3.2.15 Example: With 1:03 on the game clock in the fourth quarter, an interference violation is called against

- (a) B1.
- (b) A1.

The ball does not enter the basket or touch the ring. During the rebound a foul was called against B2 or A2 before an immediate and clear control of the ball is established.

Interpretation: The IRS review provides the interference violation did not occur. In both cases, the foul against B2 or A2 shall be penalised.

F-3.2.16 Example: With 1:03 on the game clock in the fourth quarter, a goaltending violation is called against

- (a) B1.
- (b) A1.

The ball does not enter the basket or touch the ring. During the rebound a foul is called against B2 or A2 before an immediate and clear control of the ball is established.

Interpretation: The IRS review provides the goaltending violation occurred. In both cases, the foul against B2 or A2 shall be disregarded, unless called as an unsportsmanlike foul or a disqualifying foul, as it occurred after the ball was dead.

In (a) the goal shall count. The game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

In (b) the goal shall not count. The game shall be resumed with a team B throw-in from the place nearest to where A1's violation occurred, except from directly behind the backboard.

F-3.2.17 Example: With 38 seconds on the game clock in the fourth quarter, A1 attempts a shot for a goal. The ball touches the backboard above the level of the ring and is then touched by B1. The referee decided that B1's touch is legal and therefore did not call a goaltending violation.

Interpretation: The IRS review can be used only if the referees have called a goaltending violation.

F-3.2.18 Example: With 36 seconds on the game clock in the fourth quarter, B1 fouls A1 in the act of shooting. The ball touches the backboard above the level of the ring and is then touched by B2. The referee did not call a goaltending violation. The referees become uncertain whether B2 touched the ball legally.

Interpretation: The IRS review can be used only if the referees called a goaltending violation.

F-3.2.19 Example: With 28 seconds on the game clock in the fourth quarter, B1 fouls A1 in the act of shooting for a 2-point goal. B2 touches the ball on its way to the basket. The referee calls a goaltending violation. The ball does not enter the basket. The referees become uncertain whether B2 touched the ball illegally.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether B2's goaltending was called correctly.

If the review provides B2 touched the ball on its downward flight, the goaltending violation shall remain valid. A1 shall be awarded 2 points. A1 shall further attempt 1 free throw. The game shall be resumed as after any last free throw.

If the review provides B2 touched the ball on its upward flight, the goaltending decision shall be withdrawn. A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

F-3.2.20 Example: With 1:37 on the game clock in the fourth quarter the ball goes out-of-bounds. Team A is awarded a throw-in. Team A is granted a time-out. The referees become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify, when the game clock shows 2:00 or less in the fourth quarter, the player who caused the ball to go out-of-bounds. The time-out period shall not start until the review ends and the referee communicates the final decision.

F-3.2.21 Example: With 5:53 on the game clock in the first quarter, the ball rolls on the court close to the sideline when A1 and B1 try to gain control of the ball. The ball goes out-of-bounds. Team A is awarded a throw-in. The referees become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify the player who caused the ball to go out-of-bounds only when the game clock shows 2:00 or less in the fourth quarter.

F-3.2.22 Example: With 1:45 on the game clock in the overtime A1 close to the sideline passes the ball to A2. During the pass B1 taps the ball out-of-bounds. The referees become uncertain whether A1 was already out-of-bounds when passing the ball to A2.

Interpretation: The IRS review cannot be used to decide, whether a non-shooting player was out-of-bounds.

F-3.3 At any time of the game

F-3.3.1 Example: B1 fouls A1 in the act of shooting. The ball enters the basket. The referees become uncertain whether

- (a) A1 had started the act of shooting when B1's foul occurred.
- (b) B1's foul occurred before A1 has returned with both feet to the floor.

Interpretation: The IRS review cannot be used to decide, at any time of the game, whether B1's foul against A1 shall be considered as a foul against a shooter.

F-3.3.2 Example: With 3:47 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point goal. The referees become uncertain whether the ball was released from the 2- or 3-point goal area

- (a) before the ball is live for a team B throw-in after the goal.
- (b) after the ball is live for a team B throw-in after the goal, when an immediate throw-in does not allow the referees to react for the IRS review.
- (c) after the ball is live for a team B throw-in after the goal and the game is stopped for a team B time-out.

Interpretation: The IRS review can be used to decide, at any time of the game, whether A1's successful goal shall count for 2 or 3 points. The review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. However, the referees are authorised to stop the game for the review immediately. The referee shall in

- (a) stop the game and conduct the review before the ball is live.

- (b) stop the game immediately and conduct the review, without placing either team at a disadvantage. The review must take place after the goal when the referees have stopped the game for the first time for any reason and before the ball is then live again. This is valid also in the last 2 minutes of the fourth quarter or any overtime.
- (c) conduct the review before the time-out is administered. After the final decision of the review is communicated, the time-out shall start, unless the head coach withdraws the request for the time-out.

In all cases, after the final decision is communicated, and in (c) after the time-out, the game shall be resumed with a team B throw-in from behind its endline as after any successful goal.

F-3.3.3 Example: With 3:44 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point goal. The referees become uncertain whether the ball was released from the 2- or 3-point goal area after the ball is live for a team B throw-in after the goal, when the referees stop the game when B2 is fouled in the act of shooting by A2.

Interpretation: The IRS review can be used to decide, at any time of the game, whether A1's successful goal shall count for 2 or 3 points. The review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. However, the referees are authorized to stop the game for the review immediately.

The referees shall conduct the review when they have stopped the game for A2's foul as the game is stopped for the first time after the goal. After the final decision is communicated, the game shall be resumed with B2's free throw(s).

F-3.3.4 Example: With 3:43 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point goal. The referees become uncertain whether the ball was released from the 2- or 3-point goal area after the ball is live for the team B throw-in after the goal, when B2 is fouled in the act of shooting by A2 and after the ball is live for B2's first or only free throw.

Interpretation: The time limit to use the IRS review ends when the ball becomes live for B2's first or only free throw. The original decision remains valid.

F-3.3.5 Example: B1 fouls A1 in the act of shooting. The ball does not enter the basket. A1 is awarded 3 free throws. The referees become uncertain whether A1's shot for a goal was released from the 3-point goal area.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a player fouled while attempting a shot for goal shall be awarded 2 or 3 free throws. The review shall be conducted before the ball becomes live for the first free throw.

F-3.3.6 Example: With 40 seconds on the game clock in the fourth quarter, thrower-in A1 has the ball in the hands or at the disposal when an unsportsmanlike foul is called against B2 on the court. The referees become uncertain whether B2's contact has met the criteria of an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether B2's unsportsmanlike foul shall be downgraded to a personal foul.

If the review provides the foul met the criteria of an unsportsmanlike foul, B2's foul shall remain an unsportsmanlike foul.

If the review provides the foul did not meet the criteria of an unsportsmanlike foul, B2's foul shall be downgraded to a personal foul. This is a throw-in foul.

F-3.3.7 Example: B1 is charged with an unsportsmanlike foul for hitting A1 with an elbow. The referees become uncertain whether B1 hit A1 with an elbow.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul, an unsportsmanlike foul or a disqualifying foul shall be considered as a technical foul.

If the review provides no contact against A1 by B1 swinging an elbow occurred, B1's foul shall be changed to a technical foul.

F-3.3.8 Example: B1 is charged with a personal foul. The referees become uncertain whether the foul shall be upgraded to an unsportsmanlike foul or whether a contact occurred at all.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul shall be upgraded to an unsportsmanlike foul. However, if the review provides there was no contact at all, the personal foul cannot be cancelled.

F-3.3.9 Example: A1 dribbles towards the basket on a fast break with no defensive player between A1 and the opponents' basket. B1 reaches for the ball with the arm and contacts A1 from the side. B1 is charged with an unsportsmanlike foul. The referees become uncertain whether B1's foul was called correctly as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul. However, if the review provides A1 was responsible for the contact by hitting B1's arm, B1's defensive unsportsmanlike foul can be downgraded to a personal foul but cannot be cancelled or exchanged for A1's team control foul.

F-3.3.10 Example: B1 fouls dribbler A1. The referees become uncertain whether B1's foul shall be upgraded to an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul shall be upgraded to an unsportsmanlike foul. However, if the review provides A1 was responsible for the contact by charging into B1, B1's defensive foul cannot be cancelled or exchanged for A1's team control foul.

F-3.3.11 Example: Dribbler A1 commits a travelling violation followed by B1's unsportsmanlike foul against A1. The referees become uncertain whether B1's foul was called correctly as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the review provides B1's foul was an unsportsmanlike foul, the foul shall remain an unsportsmanlike foul.

If the review provides B1's foul was a personal foul, it shall be disregarded as it occurred after the travelling violation.

F-3.3.12 Example: B1 fouls A1 on an attempt for shot for a 2-point goal followed by B2's unsportsmanlike foul against A1 who is still in the act of shooting. The ball does not enter the basket. The referees become uncertain whether B2's foul was called correctly as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time during the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the review provides B2's foul was an unsportsmanlike foul, the foul shall remain an unsportsmanlike foul. A1 shall attempt 2 free throws with no line-up for B1's personal foul. A1 shall attempt another 2 free throws with no line-up for B2's unsportsmanlike foul. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

If the review provides B2's foul was a personal foul, it shall be disregarded as it occurred after the first foul. A1 shall attempt 2 free throws for B1's personal foul. The game shall be resumed as after any last free throw.

F-3.3.13 Example: In the third quarter, B1 is charged with an unsportsmanlike foul against A2. In the fourth quarter, B1 fouls A1 on a successful goal. The referees become uncertain whether B1's foul shall be upgraded to an unsportsmanlike foul. During the IRS review, B1 is charged with a technical foul.

Interpretation: If the review provides B1's foul against A1 was an unsportsmanlike foul, B1 shall be **game disqualified automatically** for the second unsportsmanlike foul. B1's technical foul shall be disregarded and shall not be assessed either against B1 or against the team B head coach. A1 shall attempt 1 free throw with no line-up for B1's unsportsmanlike foul. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

If the review provides B1's foul against A1 was a personal foul, A1's goal shall count. B1 shall be **game disqualified automatically** as B1 is charged with 1 technical foul and 1 unsportsmanlike foul. Any team A player shall attempt 1 free throw with no line-up. Then A1 shall attempt 1 free throw. The game shall be resumed as after any last free throw.

F-3.3.14 Statement: The IRS review can be used to decide at any time of the game, after a malfunction of the game clock or the shot clock, how much time shall be displayed on the game **clock** or shot clock.

In determining the correct time to be displayed on the shot clock the referees shall consider whether the ball touches or misses the ring on a shot for a goal and whether a new team control was established before the game was stopped.

F-3.3.15 Example: With 57.8 seconds on the game clock in the second quarter and 0.7 of a second on the shot clock A1 attempts a shot for a 3-point goal. The shot is unsuccessful after which

- A2 gains a new control of the ball close to the basket.
- B1 taps the ball out-of-bounds.
- A2 gains a new control of the ball close to the basket, immediately after which B1 taps the ball out-of-bounds.

The referees realise the shot clock has no display visible.

Interpretation: The IRS review can be used to decide, at any time of the game, how much time shall be shown on the shot clock, in the event of a malfunction of the shot clock.

In (a) the referees shall stop the game immediately.

In all cases, if the review provides that the ball missed the ring and the referees decide that the shot clock would have expired before the game was stopped, a shot clock violation has occurred. The game shall be resumed with a team B throw-in from behind its endline with 24 seconds on the shot clock.

In all cases, if the review provides the ball touches the ring, a shot clock violation did not occur. The game shall be resumed with a team A throw-in from behind the endline in its frontcourt with 14 seconds on the shot clock.

F-3.3.16 Example: With 57.8 seconds on the game clock in the second quarter and 0.7 of a second on the shot clock A1 attempts a shot for a 3-point goal. The shot is unsuccessful after which

- (a) B1 gains a new control of the ball close to the basket.
- (b) B1 gains a new control of the ball close to the basket and immediately causes the ball to go out-of-bounds.

The referees realise the shot clock has no display visible.

Interpretation: The IRS review can be used to decide, at any time of the game, how much time shall be shown on the shot clock, in the event of a malfunction of the shot clock.

In (a) the referees shall stop the game immediately.

In both cases, if the review provides that the ball missed the ring and the referees decide that the shot clock would have expired before the game was stopped, a shot clock violation has occurred. The game shall be resumed with a team B throw-in from behind its endline with 24 seconds on the shot clock.

In (a) if the review provides that the ball touched the ring, the shot clock violation did not occur. The game shall be resumed with a team B throw-in from behind its endline with 24 seconds on the shot clock.

In (b) if the review provides that the ball touched the ring, the shot clock violation did not occur. The game shall be resumed with a team A throw-in from behind the endline in its frontcourt with 14 seconds on the shot clock.

F-3.3.17 Example: With 7 seconds on the shot clock, A1's shot for a goal misses the ring. A2 catches the ball and the shot clock operator erroneously resets the shot clock to 14 seconds. After few dribbles and passes, still with team A in control of the ball, A3 scores a goal. At this time, the error is recognised and the referees stop the game.

Interpretation:

If the review provides that the shot clock would have expired before A3 scored the goal, a shot clock violation has occurred and A3's goal shall not count. The game shall be resumed with a team B throw-in from the free-throw line extended, with 24 seconds on the shot clock.

If the review provides that the shot clock would not have expired before A3 scored the goal, a shot clock violation has not occurred and A3's goal shall count. The game shall be resumed with a team B throw-in from behind its endline, with 24 seconds on the shot clock.

F-3.3.18 Example: With 42.2 seconds on the game clock in the second quarter, A1 dribbles towards the frontcourt. At this time, the referees realise that the game clock and shot clock have no display visible.

Interpretation: The game shall be stopped immediately. The IRS review can be used to decide, at any time of the game, how much time shall be shown on both clocks. After the review, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the game was stopped. Team A shall have the time remaining on the game clock and on the shot clock.

F-3.3.19 Example: A2 attempts a second free throw. The ball enters the basket. At this time, the referees become uncertain whether A2 was the correct free-throw shooter.

Interpretation: The IRS review can be used to identify, at any time of the game, the correct free-throw shooter before the ball becomes live following the first dead ball after the game clock started following error.

If the review identifies a wrong free-throw shooter, a correctable error for permitting the wrong player to attempt the free throw(s) has occurred. A2's free throws, regardless of whether made or missed, shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt. Team B shall have 24 seconds on the shot clock.

F-3.3.20 Example: A1 and B1 start to throw punches at each other followed by more players and persons permitted to sit on the team benches entering the court, all getting involved in a fighting. After some minutes the referees restored order on the court.

Interpretation: After order is restored, the referees can use the IRS review to identify, at any time of the game, the involvement of other players and all persons permitted to sit on the team benches during any act of violence. After gathering clear and conclusive evidence of the fighting, the crew chief shall communicate the final decision in front of the scorer's table and to both head coaches.

F-3.3.21 Example: Two opponents start talking aggressively and slightly pushing each other. The referees stop the game. After order is restored on the court, the referees become uncertain of the players and persons involved.

Interpretation: After order is restored, the referees can use the IRS review to identify, at any time of the game, the involvement of players and persons permitted to sit on the team benches during any act of violence. After gathering clear and conclusive evidence of the fight, the crew chief shall communicate the final decision in front of the scorer's table and to both head coaches.

F-3.3.22 Example: The referees call a foul against B1. Before communicating the foul at the scorer's table, the referees become uncertain if after the foul was called an act of violence has occurred on the court.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the players in any act of violence. The referees may perform the review before they have communicated the foul to the scorer's table.

If the review provides that acts of violence have occurred, the referee communicates B1's foul followed by the act of violence and the game resumes with the penalties.

F-3.3.23 Statement: In situations when an act of violence occurs which is not called immediately, referees are authorised to stop the game at any time to review any act of violence or potential act of violence. The referees must identify the need for the IRS review and the review must take place when the referees have stopped the game for the first time.

If the review provides there was an act of violence, the referees shall call the infraction and penalise all already called violations including the act of violence in the order the infractions occurred. Whatever occurred during the interval between the act of violence and the game being stopped shall remain valid.

If the review provides there was no act of violence, the original decision remains valid. The game shall be resumed from the place nearest to where the game was interrupted for the review.

An act of violence is an act of force that causes or is intended to cause harm, or an act that results or could result in a risk of injury. An act that does not meet the criteria of a disqualifying foul or an unsportsmanlike foul, a technical foul, or does not meet the criteria for a threatened violence is not an act of violence.

F-3.3.24 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2 and after 15 seconds the referees stop the game when

- (a) A1 continues to dribble.
- (b) team B causes the ball to go out-of-bounds.

Interpretation: In both cases, the IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence. The referees are authorised to stop the game immediately without placing either team at a disadvantage or may use the stoppage of the game for the review.

If the review provides A2 has hit B2 with an elbow the referees can charge A2 with an unsportsmanlike foul. B2 shall attempt 2 free throws with no line-up.

If the review provides that A2 has committed a personal foul or a technical foul that does not constitute an act of violence or has done nothing, a personal foul or technical foul cannot be charged.

In all cases the game shall be resumed with a team A throw-in from the place nearest where the game was stopped. The right to possession for the unsportsmanlike foul penalty is lost as a result of further action after the foul by A2.

Team A shall have the time remaining on the shot clock and the game clock shall continue from the point it was stopped.

F-3.3.25 Example: B1 fouls A1 in the act of shooting for a 2-point goal. A1 hits B1 with an elbow

- (a) before the shot is released.
- (b) after the shot is released.

The referees do not call a foul against A1. The ball enters the basket.

Interpretation: In both cases, the IRS can be used to identify, at any time of the game, the involvement of team members during any act of violence. The IRS review provides that A1 has hit B1 with an elbow, before B1's foul.

The referees can charge A1 with an unsportsmanlike foul. B1's foul shall also be charged. In both cases A1's goal shall count.

The foul penalties shall be administered in the order they occurred. B1 shall attempt 2 free throws with no line-up for A1's unsportsmanlike foul. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the B1 foul.

A1 shall be awarded 1 free throw and the game shall continue as after any last free throw. The game clock shall continue from the point it was stopped.

F-3.3.26 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds B3 fouls dribbler A1.

- (a) B3's foul is the third team foul in the quarter.
- (b) B3's foul is the fifth team foul in the quarter.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul.

B3's foul shall also be charged. The foul penalties shall be administered in the order they occurred. B2 shall attempt 2 free throws with no line-up. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the B3 foul.

In (a) the game shall be resumed with a Team A throw-in nearest the place where the game was stopped.

In (b) A1 shall be awarded 2 free throws and the game shall continue as after any last free throw.

The game clock shall continue from the point it was stopped.

F-3.3.27 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds a personal foul is called against dribbler A1 in the team A

- (a) **frontcourt.**
- (b) **backcourt.**

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. A1's foul shall also be charged.

The foul penalties shall be administered in the order they occurred. B2 shall attempt 2 free throws with no line-up. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the subsequent foul by dribbler A1.

The game shall be resumed with a Team B throw-in at the point nearest where the game was stopped.

- In (a) team B shall have 24 seconds on the shot **clock.**
- In (b) team B shall have 14 seconds on the shot **clock.**

The game clock shall continue from the point it was stopped.

F-3.3.28 Example: A1 hits B1 with an elbow. The referees do not call a foul against A1. Four seconds later, B1 is charged with an unsportsmanlike foul against A1 in the act of shooting for a

- (a) 2-point goal.
- (b) 3-point goal.

The ball enters the basket.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A1 has hit B1 with an elbow, the referees can charge A1 with an unsportsmanlike foul.

A1's goal, shall count.

In both cases, the unequal unsportsmanlike foul penalties shall be administered in the order they occurred.

B1 shall attempt two free throws with no line-up. The right to possession as part of the unsportsmanlike foul penalty is lost as a result of the subsequent unsportsmanlike foul by B1.

A1 shall attempt one free throw and the game shall be resumed with a Team A throw-in at the frontcourt throw-in line. Team A shall have 14 seconds on the shot clock.

The game clock shall continue from the point it was stopped.

F-3.3.29 Example: A1 dribbles when A2 hits B2 with an elbow. The referees do not call a foul against A2. After another 5 seconds a technical foul is called against A1 or B1.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the review provides A2 has hit B2 with an elbow, the referees can charge A2 with an unsportsmanlike foul. The penalty for the technical foul shall be administered first. Any team B or team A player shall attempt 1 free throw with no line-up. B2 shall then attempt 2 free throws with no line-up. The right to possession for the unsportsmanlike foul penalty is lost as a result of further action after the foul by A2.

The game shall be resumed with a team A throw-in from the place nearest to where the game was stopped. Team A shall have time remaining on the shot clock.

In both cases the game clock shall continue from the point it was stopped.

F-4 Head coach's challenge (HCC)

F-4.1 Statement: The head coach requesting an HCC shall establish visual contact with the nearest referee. The head coach shall say loudly in English "challenge" and show the HCC official signal, drawing a rectangle with the hands.

The head coach request for an HCC can be cancelled until the referee grants the request with the HCC signal.

A head coach can challenge only the game situations mentioned in the OBR, Appendix F.3.

An HCC may be requested at any time of the game for all IRS reviewable situations, including when the game clock shows 2:00 or less in the fourth quarter or overtime.

F-4.2 Example: The team B head coach requests an HCC. The head coach establishes visual contact with the nearest referee and says loudly in English "challenge", and shows the signal for an HCC. Immediately thereafter, and before the referee grants the request with the HCC signal, the team B head coach asks to cancel the request.

Interpretation: The team B head coach has asked to cancel the request for an HCC, prior to the referee granting the request by showing the HCC signal. The HCC request shall be cancelled. The team B head coach has not yet used the 1 HCC team A is entitled to.

F-4.3 Example: With 22 seconds on the game clock in the second quarter, A1 attempts a shot for a goal. The ball touches the backboard above the level of the ring and is then touched by B1. The referee decided that B1's touch is legal and therefore did not call a goaltending violation. The team A head coach believes the decision is not correct and requests an HCC, using the proper procedure.

Interpretation: The goaltending or interference can be challenged only when the referees have called a goaltending or an interference violation. The head coach's request to challenge the decision shall not be granted.

F-4.4 Example: With 4:16 on the game clock in the third quarter, A1 drives to the basket and scores a goal. The team B head coach believes that there was a clear travelling violation by A1 before the goal was scored. The team B head coach requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall not be granted. Only the game situations as listed in the OBR, Appendix F.3 may be challenged. Travelling violations, regardless of whether called or not, cannot be challenged.

F-4.5 Example: With 9 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. After the team B throw-in from its endline, the team A head coach believes that A1's goal should count for 3 points and requests an HCC. The referees recognise the request while B1 dribbles in the frontcourt.

Interpretation: The team A HCC shall be granted. The referees shall stop the game immediately without placing either team at a disadvantage.

If the IRS review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with the score A 82 – B 80,

If the review provides A1's shot was attempted from the 3-point goal area the game shall be resumed with the score A 83 – B 80,

and in both cases, with a team B frontcourt throw-in from the place nearest to where the game was stopped during B1's dribbling and with the remaining time on the game clock.

F-4.6 **Example:** With 8 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. After the team B throw-in from its endline, the team A head coach believes that A1's goal should count for 3 points and requests an HCC. The referees recognise the request after B1 scores a 2-point goal with 1 second on the game clock. The score is now A 82 – B 82.

Interpretation: The team A HCC shall be granted. The referees shall stop the game immediately.

If the IRS review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with the score A 82 – B 82, with a team A throw-in from behind its endline and with 1 second on the game clock.

If the review provides A1's shot was attempted from the 3-point goal area the game shall be resumed with the score A 83 – B 82, with a team A throw-in from its endline and with 1 second on the game clock.

F-4.7 **Example:** With 7 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. After the team B throw-in from its endline, the team A head coach believes that A1's goal should count for 3 points and requests an HCC. The referees recognise the request after B1 scores a 2-point goal and the game clock sounds while the ball was in the air for the end of the game. The score is now A 82 – B 82.

Interpretation: The team A HCC shall be granted. The referees shall conduct the IRS review before signing the scoresheet.

If the review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with an overtime according to the alternating possession procedure.

If the review provides A1's shot was attempted from the 3-point goal area the game has ended with the final score A 83 – B 82.

F-4.8 **Example:** With 6 seconds on the game clock in the fourth quarter A1 scores a 2-point goal. The score is now A 82 – B 80. Then B1 attempts a successful shot for a 2-point goal while the ball is in the air the game clock sounds for the end of the game. The score is now A 82 – B 82. The team A head coach believes that A1's goal should count for 3 points and immediately requests an HCC using the proper procedure.

Interpretation: The team A HCC shall be granted. The crew chief can use the IRS review for the HCC, at any time of the game, to decide whether the ball shall count for 2 or 3 points.

If the review provides A1's shot was attempted from the 2-point goal area the game shall be resumed with an overtime according to the alternating possession procedure.

If the review provides A1's shot was attempted from the 3-point goal area the game has ended with the final score A 83 – B 82.

F-4.9 **Example:** With 6:36 on the game clock in the fourth quarter the ball goes out-of-bounds. The referees award the ball to team A. Team A is granted a time-out. The team B head coach believes the decision is not correct and requests a challenge, using the proper procedure.

Interpretation: The team B HCC shall be granted. The IRS review can be used to decide on an HCC, at any time of the game, whether the out-of-bounds violation was called correctly.

The time-out period shall not start until the review ends and the referee communicates the final decision. The team A time-out request may be withdrawn at any time during the review until after the referee communicates the final IRS decision.

F-4.10 Example: With 5:28 on the game clock in the second quarter, A1 dribbles close to the sideline and passes the ball to A2 who scores a goal. The team B head coach believes that team A has committed a clear 8-second violation before A2 scored the goal. The team B head coach requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall not be granted. Only the game situations in the OBR, Appendix F.3 may be challenged. An 8-second violation can only be reviewed when it involves in a game situation at the end of the quarter or overtime.

The goal shall count. The team B head coach has not yet used the 1 HCC team B is entitled to.

F-4.11 Example: With 2:30 on the game clock in the third quarter B1 fouls A1. B1 is then charged with a technical foul, followed by a B1 disqualification for the further verbal abuse of the referees. The team A head coach believes that the personal foul against B1 should be upgraded to an unsportsmanlike foul and requests an HCC.

Interpretation: The team A HCC shall be granted. The IRS review can be used to decide, at any time during the game, whether a personal foul shall be upgraded to an unsportsmanlike foul.

If the review foul provides B1's personal foul was an unsportsmanlike foul, B1's technical foul shall lead to B1's automatic disqualification. B1's disqualification for the further abuse of the referees can no longer be penalised in the game and shall be reported to the governing body of the competition. Any team A player shall attempt 1 free throw with no line-up. Then A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

F-4.12 Example: With 43.4 seconds on the game clock in the third quarter and 1.2 of a second on the shot clock A1 attempts a shot for a 3-point goal. The shot is unsuccessful and misses the ring after which B1 touches the ball close to the basket and the ball immediately goes out-of-bounds. The referees award the throw-in to team B when the referees realise the shot clock has no display visible.

The team A head coach believes that B1 caused the ball to go out-of-bounds and requests an HCC.

Interpretation: The IRS review can be used to decide, at any time of the game if an HCC is granted, which team caused an out-of-bounds violation. If so, the review can furthermore be used to decide how much time shall be shown on the shot clock, in the event of a malfunction of the shot clock.

If the review provides that B1 has caused the ball to go out-of-bounds and the shot clock would have expired before the ball went out-of-bounds, there is no time remaining on the shot clock for team A, therefore this is a team A shot clock violation. The ball shall be awarded to team B for a throw-in from behind the endline with 24 seconds on the shot clock.

The team A head coach has not yet used the 1 HCC team A is entitled to.

If the review provides that A1 has caused the ball to go out-of-bounds, the ball shall be awarded to team B for a throw-in from behind the endline with 24 seconds on the shot clock.

The team A head coach has used the 1 HCC team A is entitled to.

If the review provides that B1 has caused the ball to go out-of-bounds and the shot clock did not expire before the ball went out-of-bounds, the game shall be resumed with a team A throw-in from behind the endline in its frontcourt with the remaining time on the shot clock.

The team A head coach has used the 1 HCC team A is entitled to.

F-4.13 Statement: When an HCC is requested after a time-out from either team has started, that time-out shall continue without any interruption. The HCC request cannot be cancelled, and the HCC review shall be administered after the time-out.

F-4.14 Example: A1 scores a 3-point goal. At this time, team B requests a time-out. During the time-out the team B head coach believes that A1 has stepped on the 3-point line before the shot was released and requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall be granted. The IRS review can be used to decide whether a successful goal was released from the 2- or 3-point area. The time-out shall continue without any interruption. The HCC review shall be administered after the time-out.

F-4.15 Statement: In all games where the Instant Replay System (IRS) is used the head coach may be granted only one HCC. The time restrictions within OBR, Appendix F.3 do not apply.

F-4.16 Example: With 3:23 on the game clock in the second quarter the ball goes out-of-bounds. The referees award the ball to team A. The team B head coach believes the decision is not correct and requests an HCC, using the proper procedure. This is

- the first team B HCC requested in the game.
- the second team B HCC requested in the game.

Interpretation:

- The HCC shall be granted. The crew chief shall use the IRS review, at any time of the game, to decide whether the out-of-bounds violation was called correctly.

If the review provides the decision is correct, the game shall be resumed with a team A throw-in.

If the review provides the decision is not correct, the decision shall be corrected. The game shall be resumed with a team B throw-in.

In both cases, the team B head coach has used the 1 HCC team B is entitled to.

- The team B head coach has already used the 1 HCC team B is entitled to. The request shall not be granted.

F-4.17 Example: With 3:21 on the game clock in the second quarter the ball goes out-of-bounds. The referees award the ball to team A. The team B head coach believes the decision is not correct and requests an HCC, using the proper procedure. The HCC is granted. Immediately after the team B head coach changes the mind and asks the request to be withdrawn.

Interpretation: Once the HCC is granted, the challenge request shall be final and irreversible.

F-4.18 Example: With 2:35 on the game clock in the second quarter, A1 scores a goal close to the end of the shot clock period and the game continues.

The team B head coach believes that the shot clock signal had sounded before the shot was released. B1 dribbles when the team B head coach requests an HCC, using the proper procedure.

Interpretation: The team B HCC shall be granted. The IRS review can be used to decide, at any time of the game, whether the ball had left A1's hands on a shot for a goal before the shot clock signal sounded. An HCC may be requested at any time in the game.

The referees are authorized to stop the game immediately and conduct a review.

If the review provides the ball was released before the shot clock signal sounded, the goal shall count. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the game was stopped. Team B shall have the time remaining on the shot clock.

If the review provides the ball was released after the shot clock signal sounded, the goal shall not count. The game shall be resumed with a team B throw-in from the place nearest to where the ball was located when the game was stopped. Team B shall have the time remaining on the shot clock.

In both cases, the team B head coach has used the 1 HCC team B is entitled to.

F-4.19 Example: With 2:29 on the game clock in the second quarter, A1 scores a goal close to the end of the shot clock period and the game continues.

The referees stop the game in the team B frontcourt when A2 causes the ball to go out-of-bounds. At this time, the team B head coach believes that the shot clock signal had sounded before the shot was released and requests an HCC, using the proper procedure.

Interpretation: An HCC may be requested, at any time of the game, at the latest when the referees have stopped the game for the first time after the decision. The team B HCC shall be granted. The IRS review can be used to decide, whether the ball had left A1's hands on a shot for a goal before the shot clock signal sounded.

If the review provides the ball was released before the shot clock signal sounded, the goal shall count.

If the review provides the ball was released after the shot clock signal sounded, the goal shall not count.

In both cases, the game shall be resumed with a team B throw-in from the place nearest where the ball went out-of-bounds. Team B shall have the time remaining on the shot clock. The team B head coach has used the 1 HCC team B is entitled to.

F-4.20 Example: With 7:22 on the game clock in the third quarter, B1 fouls dribbler A1. This is the second team B foul in the quarter.

The team A head coach believes that there was no legitimate attempt to play the ball and that B1's personal foul should be upgraded to an unsportsmanlike foul. The team A head coach requests an HCC, using the proper procedure.

Interpretation: The team A HCC shall be granted. The IRS review can be used to decide, at any time of the game, whether a personal foul, an unsportsmanlike foul or a disqualifying foul shall be upgraded or downgraded or shall be considered as a technical foul.

If the review provides the foul was a personal foul, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the personal foul was called.

If the review provides the personal foul was an unsportsmanlike foul, the personal foul shall be upgraded. The game shall be resumed as after any other unsportsmanlike foul.

In both cases, the team A head coach has used the 1 HCC team A is entitled to.

F-4.21 Example: With 7:16 on the game clock in the third quarter

- (a) B1 fouls dribbler A1. This is the second team B foul in the quarter. The game is resumed with a team A throw-in. A2 then scores a 2-point goal.
- (b) B1 fouls A1 in the act of shooting. The ball does not enter the basket. A1 has the ball at the disposal for the first free throw.

The team A head coach now believes that there was no legitimate attempt to play the ball and that B1's personal foul should be upgraded to an unsportsmanlike foul. The team A head coach requests an HCC, using the proper procedure.

Interpretation: The team A HCC shall not be granted. After the ball is at the team A player's disposal for the

- (a) throw-in,
- (b) first free throw,

it is too late for the HCC to be granted. The head coach must request the HCC and the IRS review must take place at the latest when the referees have stopped the game for the first time after the decision and before the ball becomes live again.

The team A head coach has not yet used the 1 HCC team A is entitled to.

F-4.22 Example: A1 scores a goal close to the end of the shot clock period and the game continues.

The team B first assistant coach believes that the shot clock signal had sounded before the shot was released and requests a challenge, using the correct procedure.

Interpretation: The team B first assistant coach request shall not be granted. The IRS review can be requested only by the team B head coach.

F-4.23 Example: The scorer shall enter all requested team HCCs on the scoresheet.

Interpretation: Only the granted HCC shall be entered on the scoresheet in the 2 boxes, next to the HCC. In the first box the scorer shall enter the quarter or overtime and in the second box the minute of the playing time in the quarter or overtime.



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