

2018

FIBA Rule changes

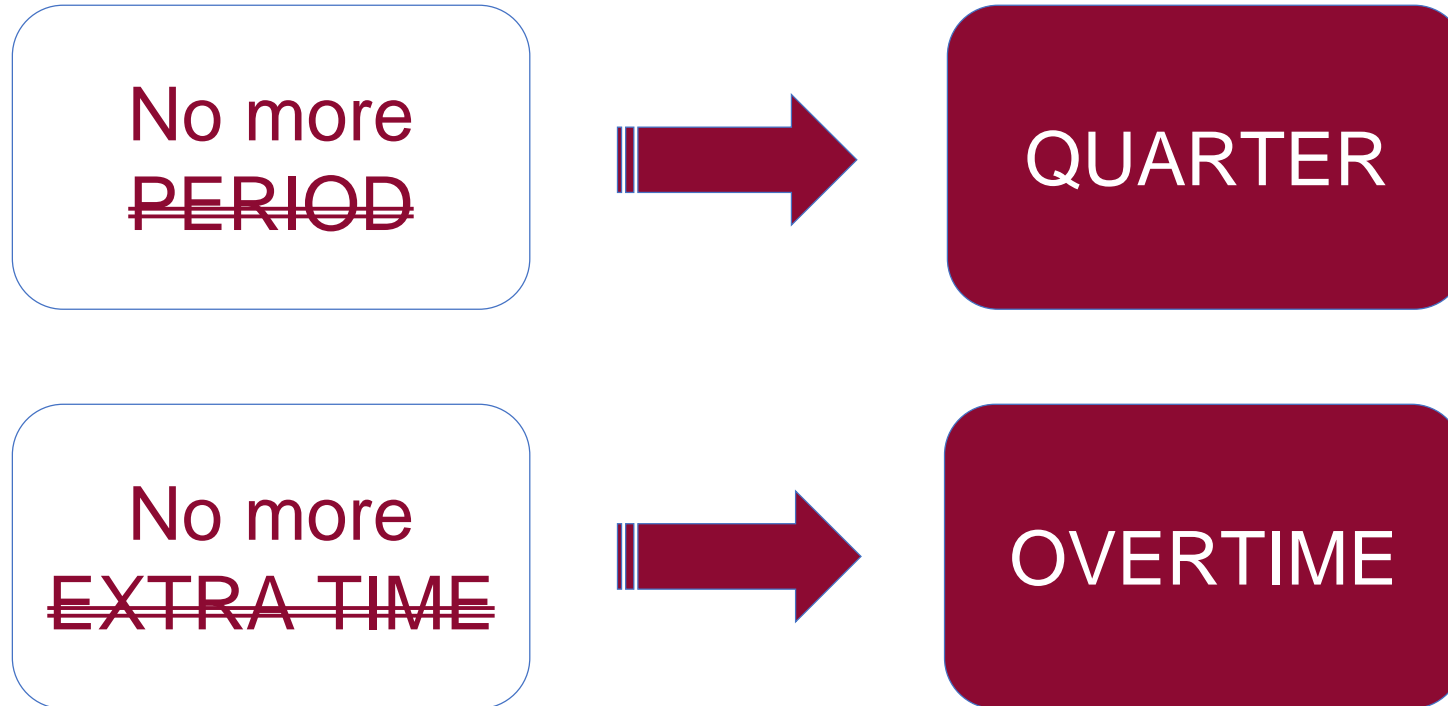
Introduced for 2019

Competition Seasons

(From January 1st. 2019 –
unless seasons commences
in 2018 & overlaps 2019)

20 September 2018

Terminology



ART 4 - UNIFORMS: Accessories

Any accessories
USED BY the team
must be IN ONE
SAME SOLID colour
(Colour Black/White/Dominant
Uniform Colour)

ACCESSORIES ARE:

- ARM & LEG SLEEVES
- HEAD GEAR
- HEAD & WRISTBAND
- TAPING
- SHIRT under the uniform is not permitted

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

Art. 7 Coaches: Duties and powers

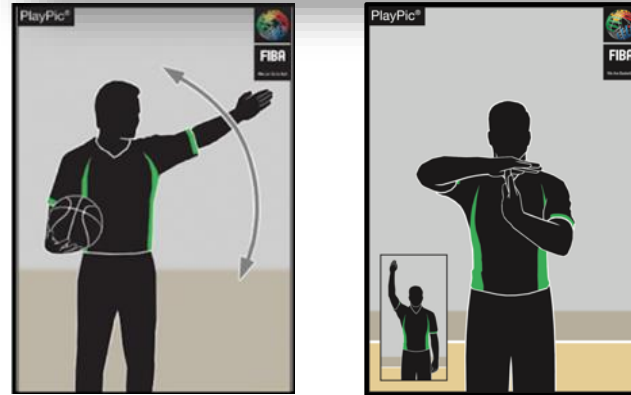
7.5 The coach may communicate in a courteous manner with the officials during the game to obtain information only when the ball is dead and the game clock is stopped.

ART. 17 - THROW-IN

1. Last 2 minutes of 4th quarter or overtime
2. Defensive player cannot move over the boundary line

REFEREE

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



17.3.3. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in, the official shall use an illegal boundary line crossing signal as a warning while administering the throw-in.

If a defensive player:

- Moves any part of his body over the boundary line to interfere with a throw-in, or
- Is closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance, it is a violation

INTERPRETATION EXAMPLES:

17-4 Example:

With 0:54 remaining 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 official shows the warning signal for an illegal boundary line crossing. After that, B1 moves his hand towards A1 over the boundary line before the ball has been thrown-in across the boundary line.

Interpretation: B1 shall be charged with a technical foul.

VICTORIAN RULE

Art. 17 Throw-in

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

Victorian Rule in State Leagues: – 2 Free throws plus possession, from the throw-in line at the team's frontcourt, unless otherwise stated in these rules

Art. 17 - Throw-in after an Unsportsmanlike Foul - Disqualifying Foul or Fighting

All throw-ins as part of a Technical Foul, Unsportsmanlike Foul - Disqualifying Foul or Fighting shall be administered from the throw-in line in the team's frontcourt.
If shot clock in place – in all cases the team shall have 14 seconds on the shot clock



ART. 24 - DRIBBLING

For example: a player can throw the ball against the backboard, catch it and then shoot.

THROWING THE BALL AGAINST THE BACKBOARD & REGAINING CONTROL IS NO LONGER A DRIBBLE



TO THROW THE BALL AGAINST THE BASKET



THE BALL TOUCHES THE BACKBOARD



PLAYER catches THE BALL



DUNK IS ALLOWED OR COME BACK TO FLOOR

ART. 35 - DOUBLE FOUL

TO BE A DOUBLE FOUL

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



35.1.2 To consider 2 fouls as a double foul the following conditions must apply:

- Both fouls are player fouls.
- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.
- Both fouls have the same penalty.

35.2. Penalty

A personal foul shall be charged against each offender. No free throws shall be awarded and the game shall be resumed as follows:

If at approximately the same time as the double foul:

- A valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from the place nearest to the infraction.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

INTERPRETATION EXAMPLES:

24-2 Example:

A1 has not yet dribbled and is standing still when he throws the ball against the opponents' or his own backboard and catches it again before another player has touched the ball.

Interpretation: Legal play. After catching the ball, A1 may shoot, pass and begin a new dribble.

24-3 Example:

After ending a dribble either in the continuous motion or standing still, A1 throws the ball against the opponents' or his own backboard and catches or touches the ball again before it has touched another player.

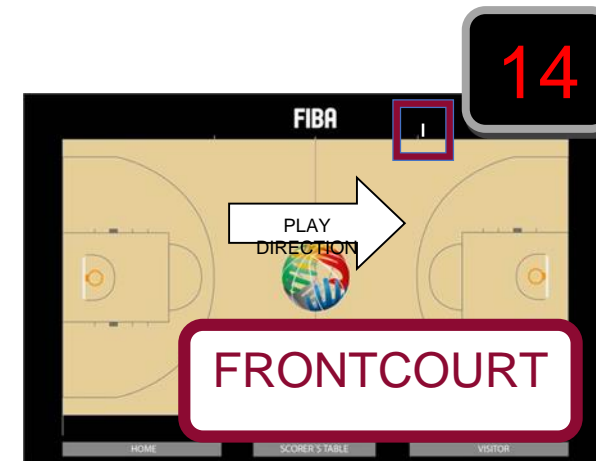
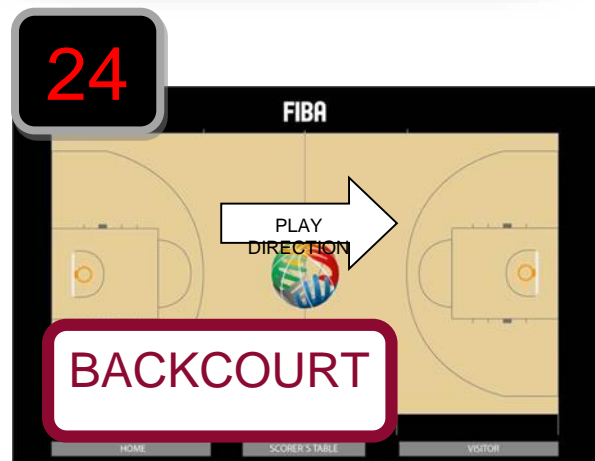
Interpretation: Legal play. After catching the ball A1 may shoot or pass but may not begin a new dribble.

ART. 29 - 24 seconds

LAST 2 MINUTES OF THE 4TH QUARTER OR OVERTIME



COACH with a his team's backcourt throw-in DECIDES AFTER HIS TIME-OUT WHERE THE GAME shall be RESUMED



Art. 29 24 Seconds (Art. 17 Throw-in)

INTERPRETATION EXAMPLES:

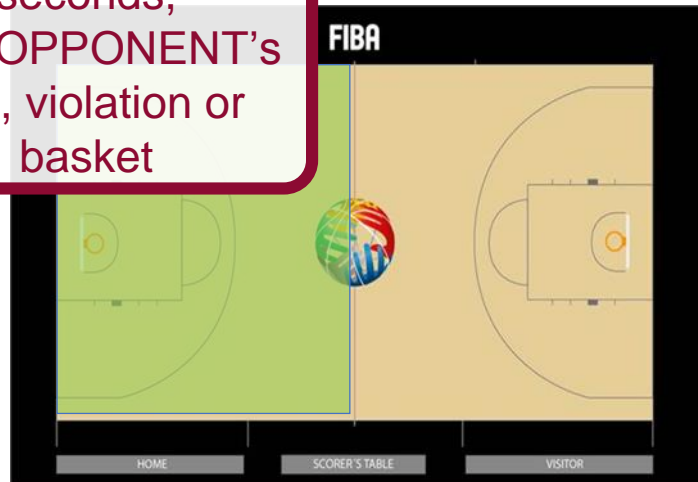
29.2.3 When the game clock shows 2:00 minutes or less in the fourth quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the coach of that team has the right to decide whether the game shall be resumed with a throw-in from the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

At the latest after the time-out, the referee shall ask Coach A of his decision where the throw-in shall be administered. Coach A shall indicate clearly "frontcourt" or "backcourt" and at the same time showing with his arm to the place (frontcourt or backcourt), where the throw-in shall be administered. Coach A decision is final and irreversible. The referee shall inform coach B of the coach A decision.

ART. 29 - 24 seconds - IF USED IN COMPETITION

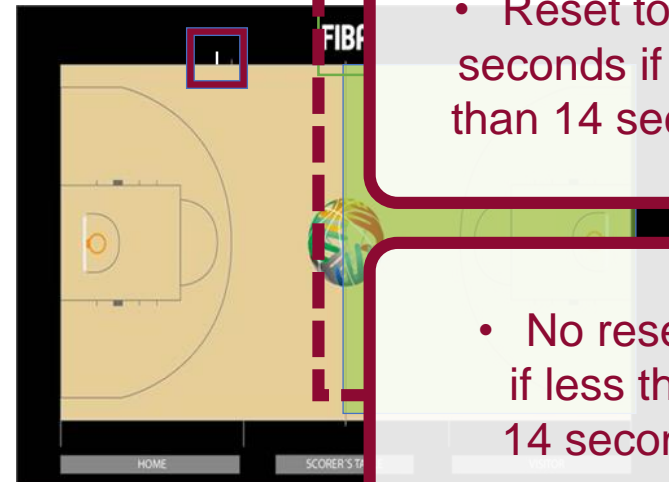
• Backcourt

- Reset to 24 seconds, after OPPONENT's foul, violation or basket



• Frontcourt

- Reset to 14 seconds if more than 14 seconds



- No reset, if less than 14 seconds

PLAY DIRECTION

ART. 29 - 24 seconds - IF USED IN COMPETITION

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

1. SHOT CLOCK SHALL BE RESET

2. THROW-IN FOR THE OPPONENT TEAM WITH RESET

A. 24 SECONDS IF THROW-IN IN THE BACKCOURT

24

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

14

29.2.2.

The shot clock shall be reset (as noted below) whenever a throw-in is awarded to the opponents' team after the game is stopped by an official for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball.

The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to a new 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds.

?

ART. 50 SHOT CLOCK OPERATOR : DUTIES

Ball lodged between the ring and the backboard



Jump Ball

IF USED IN COMPETITION – SHOT CLOCK OPERATION SHOULD

Reset 14" IF BALL FOR
TEAM A, who controlled
the ball

Reset 24" IF BALL FOR
TEAM B, who DID NOT
control the ball

ART. 29 - SHOT CLOCK reset 24 seconds PRINCIPLES

24

A team gains control of a live ball on the playing court

24

Throw-in after a valid field goal

24

Throw-in from the backcourt after a foul or violation by an opponent from the opposition team

24

The game being stopped because of an action connected with the team in NOT control of the ball

ART. 29 - SHOT CLOCK reset 14 seconds PRINCIPLES

14

The same team
recovers ball
control after an
unsuccessful
shot (ball
touches the ring)

14

Throw-in from
the frontcourt
after a foul or
violation by the
opponent team

14

Throw-in during
an
Unsportsmanlik
e/Disqualifying/
penalty from the
throw-in line in
the front court

14

Last 2 minutes /
TIME-OUT &
Coach's option:
Throw-in from
the frontcourt
with 14 or more
seconds of
possession

ART. 29 - SHOT CLOCK

No reset PRINCIPLES

**no
reset**

The game being stopped because of an action connected with the team in control of the ball

**no
reset**

The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage

**no
reset**

The team controlling the ball takes the throw-in after the ball having gone out-of-bounds

**no
reset**

Last 2 minutes / Time-out & Coach's option:
Throw-in from the frontcourt with 13 or less seconds

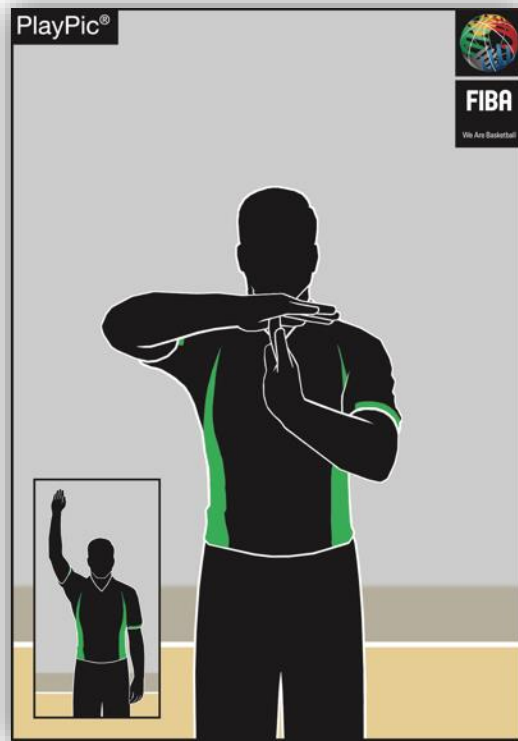
**no
reset**

A technical foul is committed by the team in control of the ball

ART. 36 - TECHNICAL FOUL -

Basketball Victoria have decided to introduce the following penalty for all State Competitions.

The penalty will be 2 shots and possession at the throw in line in the front court.

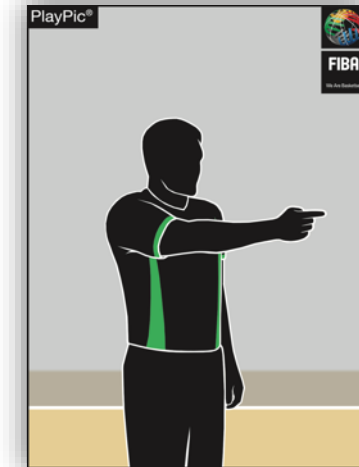


Penalty:

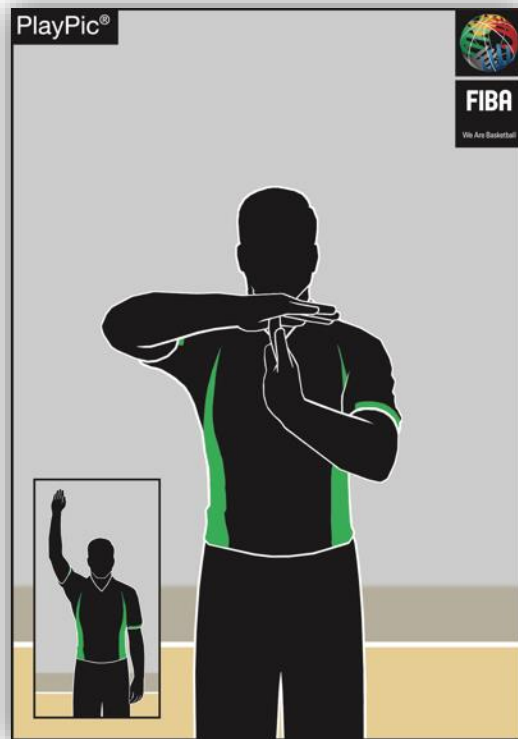
2 free throws,
To be administered
immediately (but after time-out)

To resume:

Possession to the team
who received the free
throws at the throw in
line in the teams
frontcourt

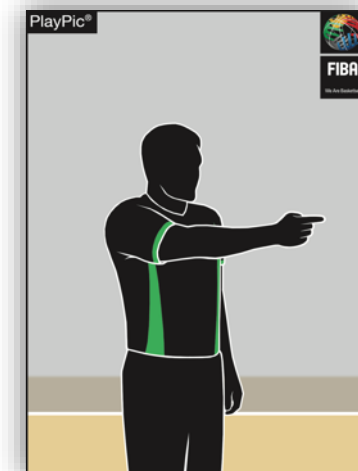


ART. 36 - TECHNICAL FOUL - Basketball Victoria have adopted this process for all State organised Leagues and events



Penalty:
2 free throws, plus possession,
To be administered immediately (but after time-out)

To resume:
Possession at the throw in line in the team's front court. (14 seconds on shot clock)



Victorian State League/Events Rule:

If a technical foul is committed:

- By a player, a technical foul shall be charged against him as a player foul and shall count as one of the team fouls.
- By team bench personnel, a technical foul shall be charged against the coach and shall not count as one of the team fouls.

Penalty:

The game shall be resumed as follows:

The opponents shall be awarded 2 free throws, followed by a throw in at the throw-in line in the teams front court. (as for USF and Disqualifying Fouls)

- The free throw shall be administered immediately. After the free throw, the throw-in shall be administered to the team who received the free throws.

Art. 37 Unsportsmanlike foul

37.2. Penalty

37.2.2. Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in from the throw-in line in the team's frontcourt.

Art. 38 Disqualifying foul

37.2. Penalty

37.2.2. Free throw(s) shall be awarded to the player who was fouled if there was contact or to any opponent nominated by the coach, followed by:

- A throw-in from the throw-in line in the team's frontcourt.

ART. 39 - FIGHTING

If a team member
(substitute, manager, doctor
etc...) **leaves the team**
bench area during a
fight

Without being involved:
disqualified & Tech Foul
to coach "F"

(2 Free Throws +
Possession) x team



Being actively involved:
disqualified foul

"D" (2 Free Throws +
Possession) x person