FIBA

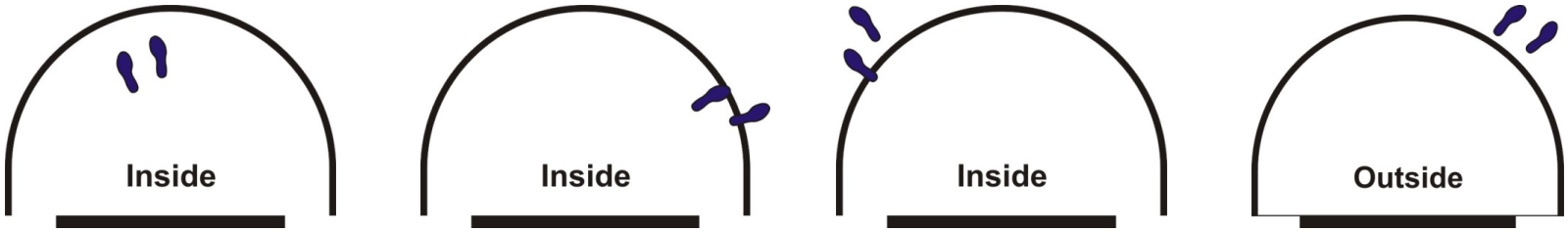
We Are Basketball

OFFICIAL BASKETBALL RULES

SUMMARY OF CHANGES 2014

No Charge Semi-circle Rule

The no-charge semi-circle rule shall be applied when the defensive player has one foot or both feet in contact with the no-charge semi-circle area.

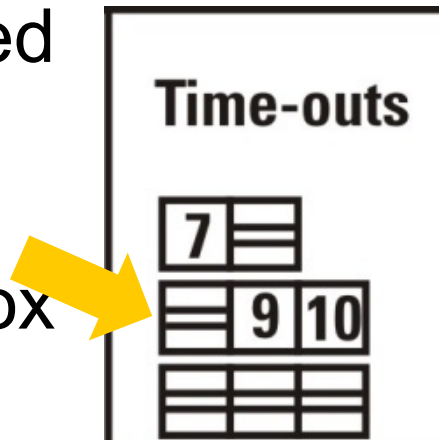


The no-charge semi-circle lines are part of the no-charge semi-circle areas.

Time-outs in the last two minutes of the game

A maximum of 2 time-outs may be granted to a team in the last 2 minutes of the 2nd half.

When the team has not been granted its first time-out before the game clock shows 2:00 the scorer shall mark 2 horizontal lines in the first box for the team‘s second half.



24-second Rule

After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to 14 seconds,
if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

Technical Foul Penalty

If a technical foul is committed:

The opponents shall be awarded **1 free throw**, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to start the first period.

Technical Foul – Game Disqualification (1)

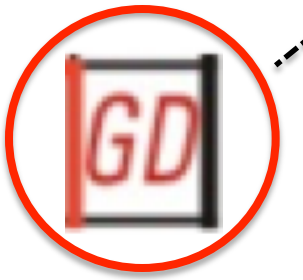
A player shall be disqualified for the remainder of the game when he is charged with 2 technical fouls.

The same applies to a player who is charged with
2 unsportsmanlike fouls
and to a coach who is charged with
2 technical fouls against him personally, or
3 technical fouls in total.

Technical Foul – Game Disqualification (2)

This is a Game Disqualification and shall be inscribed into the scoresheet as shown in this example:

021	MARTINEZ, M.	33	×	T_1	P	P_2	T_3	GD



Instant Replay System (1)

Use of the Instant Replay System (IRS) and review process:

- End of period or extra period situations
- Last 2 minutes of 4th period/extra period
- At any time in the game

Instant Replay System (2)

- All replay reviews are conducted by the officials
- The officials first gather as much information as possible from valid sources
- In cases of “disagreement”, the referee will make the final decision

Instant Replay System (3)

The call made by the officials during play will only be changed when the replay provides the officials with “clear and conclusive” visual evidence to do so.

NOTE! The initial decision must be shown by the officials on the playing court before IRS review (not valid for fight situation).

Instant Replay System (4)
End of period or extra period situations

To determine whether a successful field goal was **released before the game clock signal sounded for the end of a period or extra period.**

Instant Replay System (5)
End of period or extra period situations

After field goal made with no time remaining on the main game clock (0:00) at the end of any period or any extra period to determine whether (and how much) time to be put on the game clock, if:

- An out-of-bounds violation of the shooter occurred
- A shot clock violation occurred
- An 8-second violation occurred
- A foul was called before the end of playing time

Instant Replay System (6)
Last 2 minutes of 4th period/extra period

To determine whether a successful field goal was **released before the shot clock signal sounded.**

Instant Replay System (7)
Last 2 minutes of 4th period/extra period

To determine whether a shot for a field goal was **released before any foul was called**.

Instant Replay System (8)
Last 2 minutes of 4th period/extra period

To determine **the player** who has caused the ball to go out-of-bounds.

Instant Replay System (9)

At any time in the game

To determine whether the successful field goal shall count for **2 or 3 points.**

Instant Replay System (10)

At any time in the game

The **main game clock does not stop** after the officials blow the whistle, or the main game clock starts running before the ball is in play.

To determine the following issues only:

- How much time actually expired and,
- How much time (if any) is remaining in the period

Instant Replay System (11)

At any time in the game

The **shot clock does not stop** after the officials blow the whistle, or the main game clock starts running before the ball is in play.

To determine the following issues only:

- How much time actually expired and,
- How much time (if any) is remaining on the shot clock

Instant Replay System (12)

At any time in the game

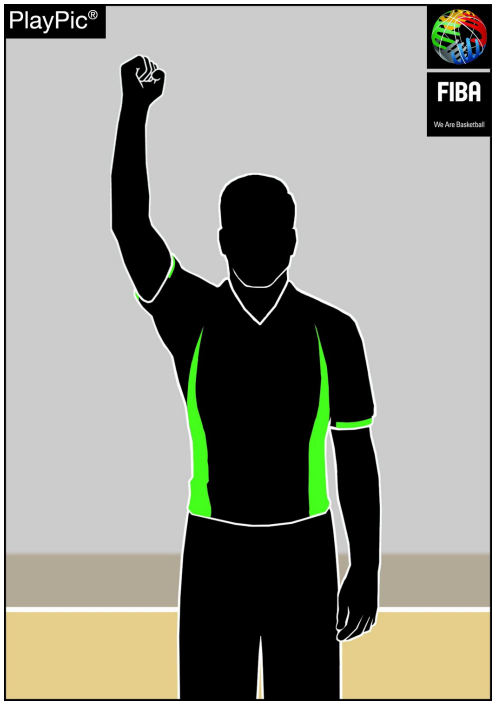
To determine the identity of the **correct free-throw shooter.**

Instant Replay System (13)

At any time in the game

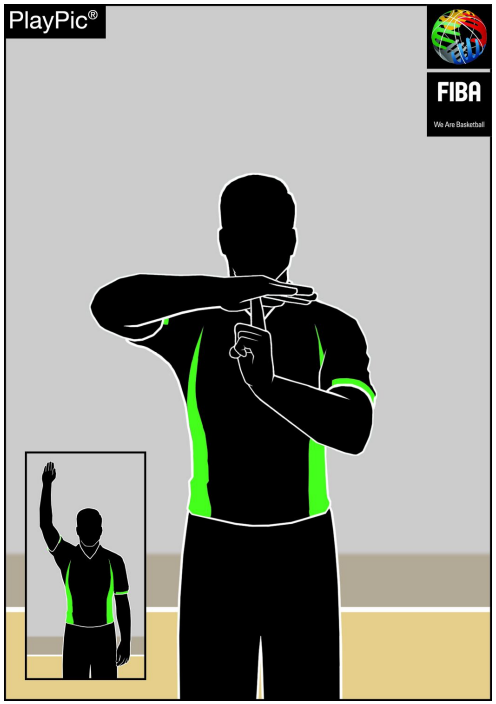
To determine the identity of all team members and team followers involved **in a fight, including leaving the bench area**, as well as the appropriate penalty.

New Officials' Signals (1)
Stop clock for Foul



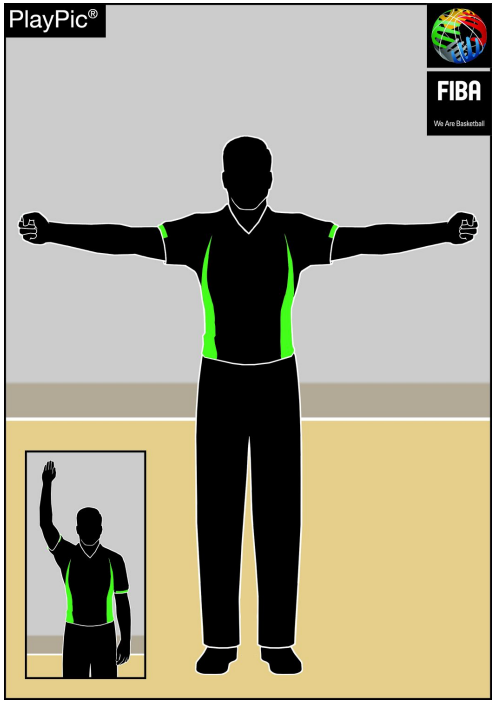
One clenched fist

New Officials' Signals (2)
Charged Time-Out



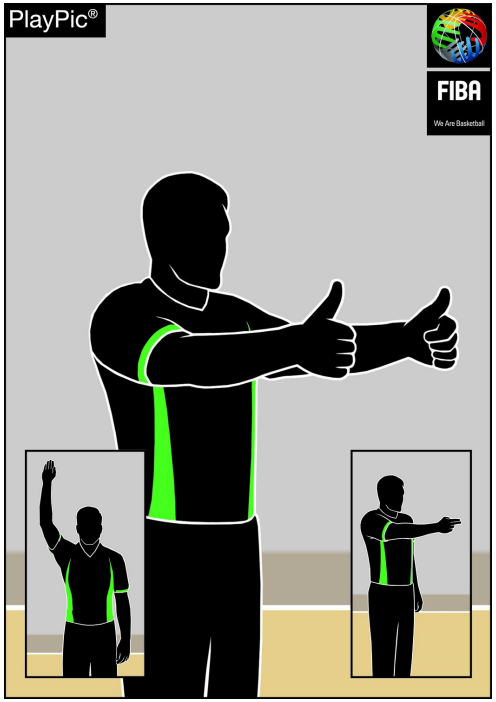
Form T, show index finger

New Officials' Signals (3)
Media Time-Out



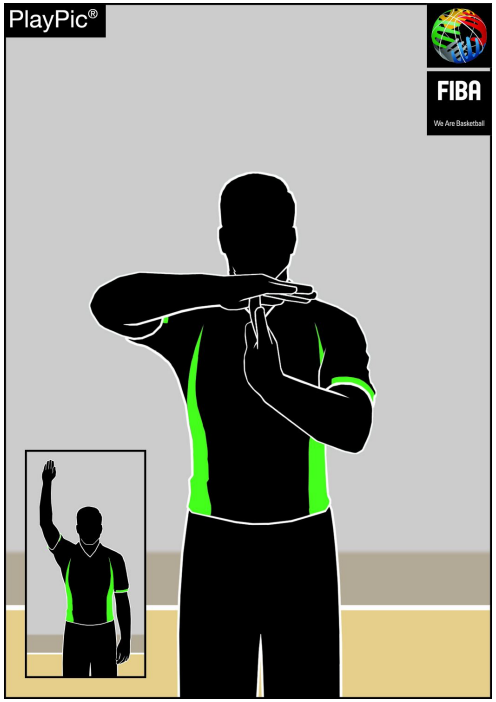
Open arms with clenched fists

New Officials' Signals (4)
Held ball / Jump ball Situation



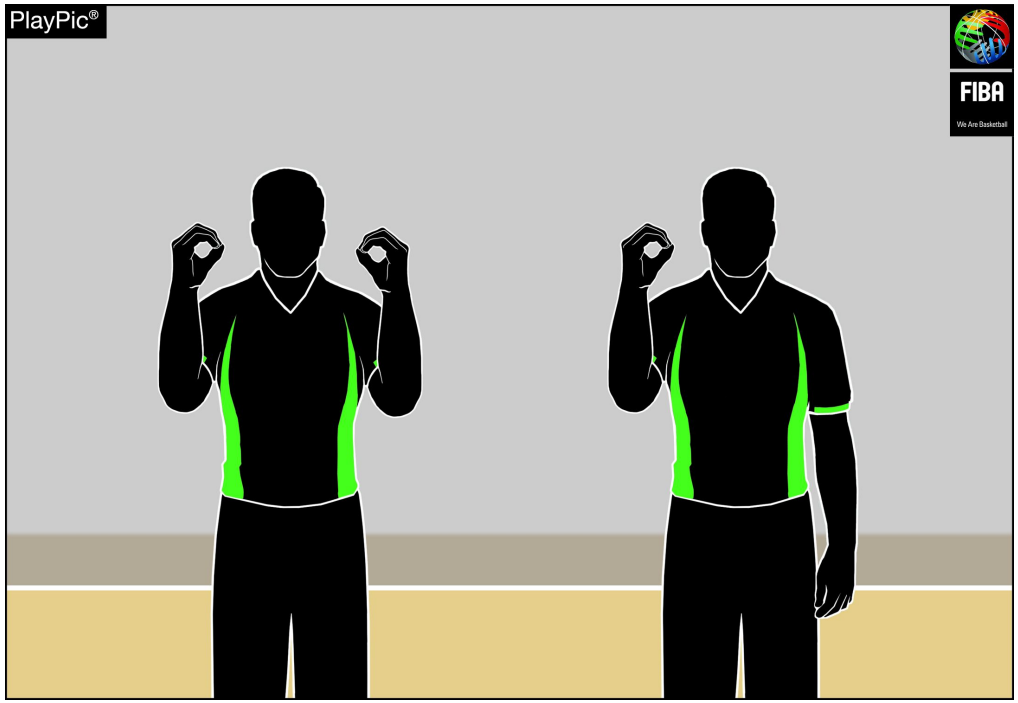
Thumbs up followed by pointing in direction of alternating possession arrow

New Officials' Signals (5)
Technical Foul



Form T, showing palms

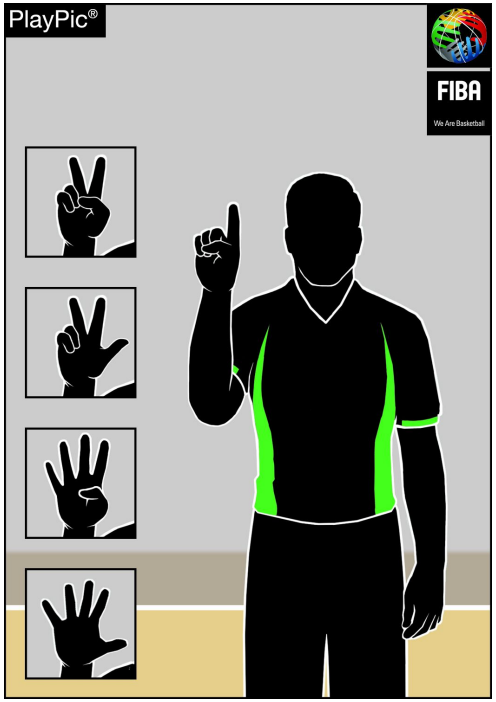
New Officials' Signals (6)
Player Numbers / No. 00 and 0



Both hands show 0

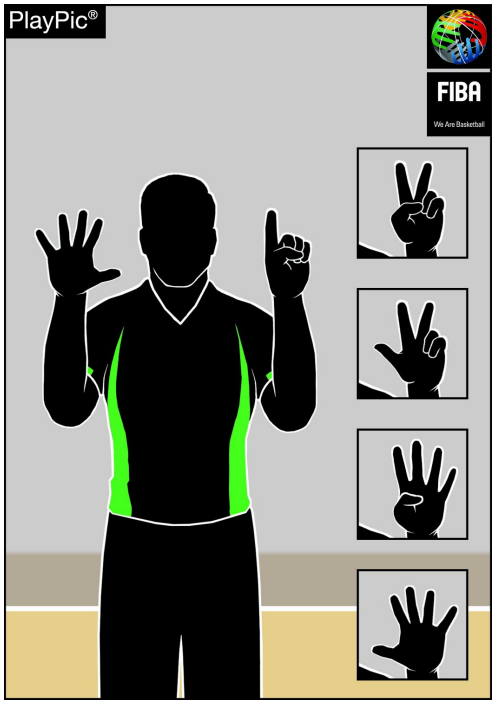
Right hand shows 0

New Officials' Signals (7)
Player Numbers / No. 1 - 5



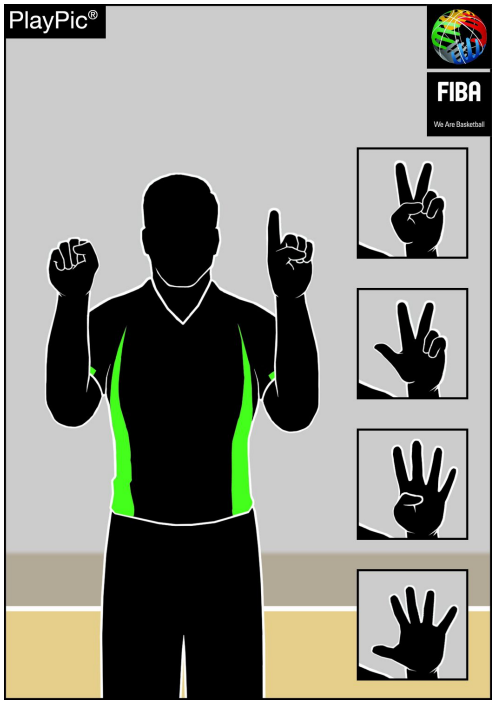
Right hand shows number 1 to 5

New Officials' Signals (8)
Player Numbers / No. 6 - 10



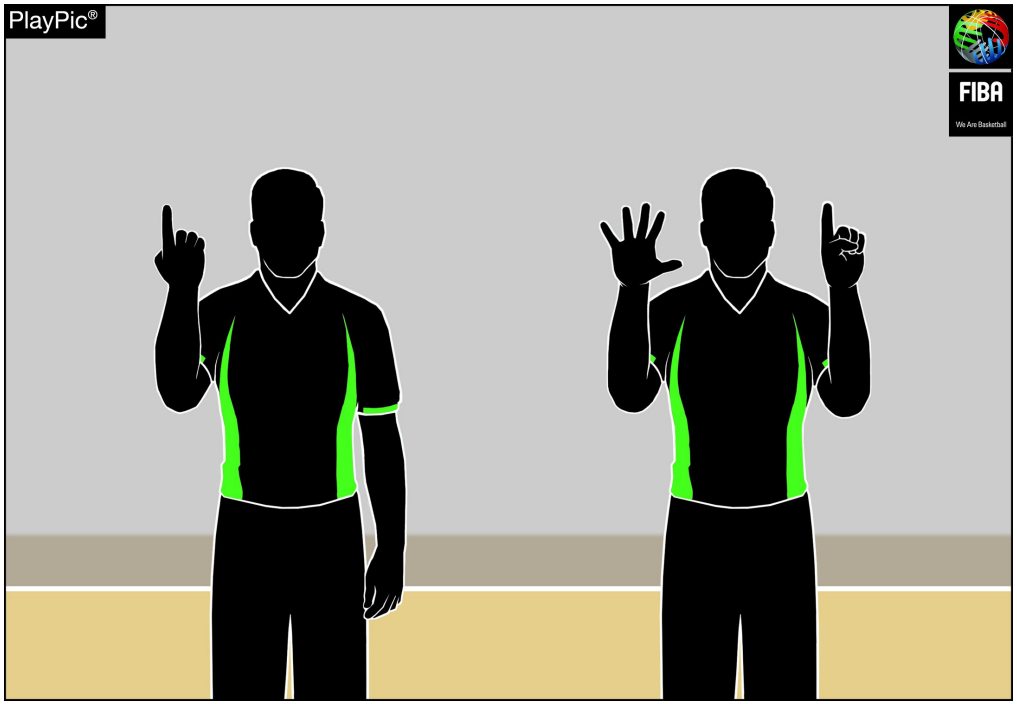
**Right hand shows number 5,
left hand shows number 1 to 5**

New Officials' Signals (9)
Player Numbers / No. 11 - 15



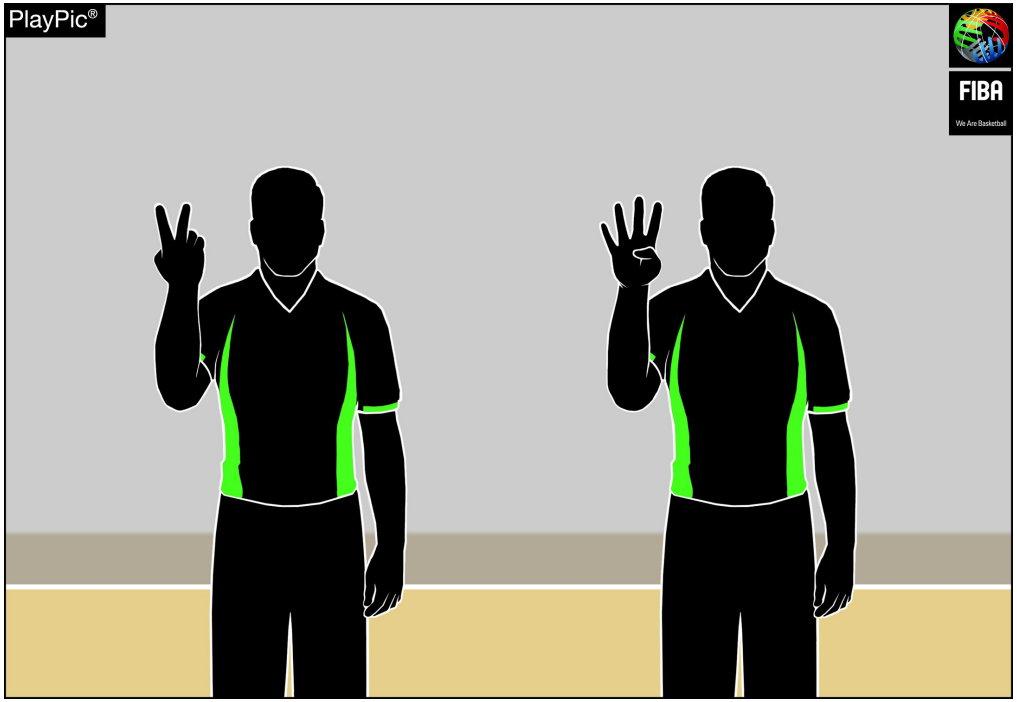
**Right hand shows clenched fist,
left hand shows number 1 to 5**

New Officials' Signals (10)
Player Numbers / No. 16



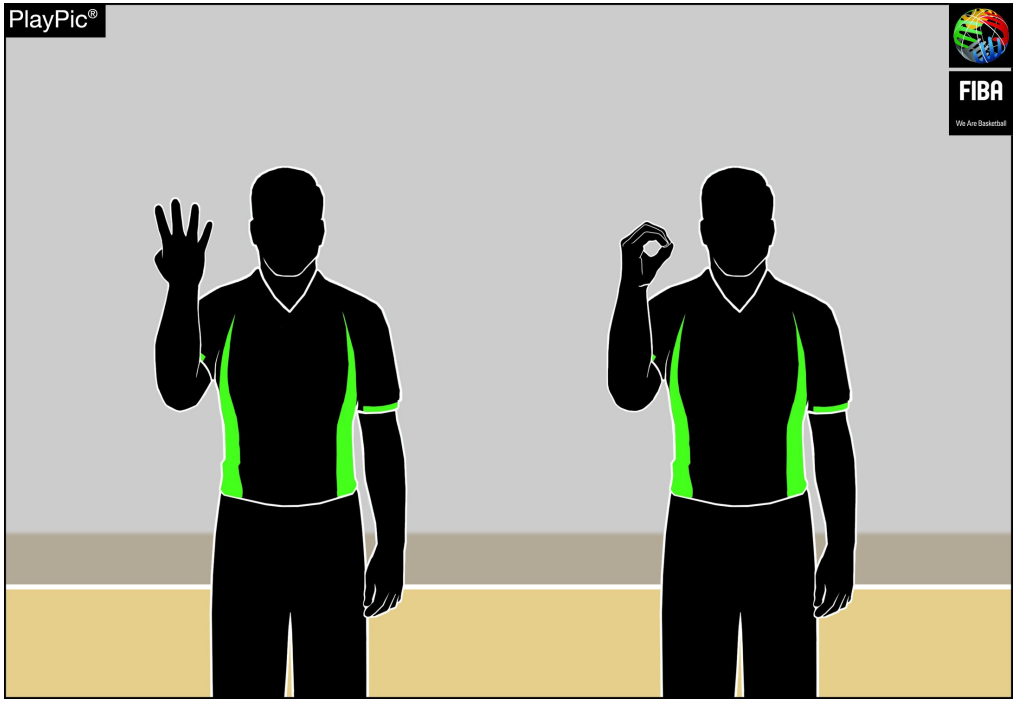
First reverse hand shows number 1 for the decade digit, then open hands show number 6 for the units digit

New Officials' Signals (11)
Player Numbers / No. 24



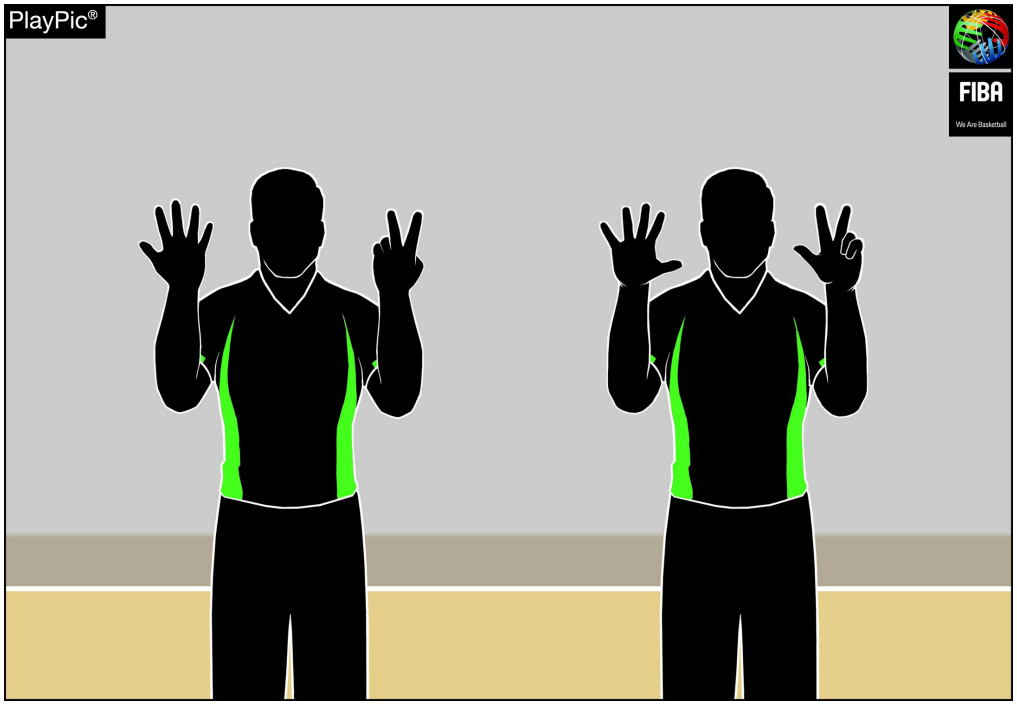
First reverse hand shows number 2 for the decade digit, then open hand shows number 4 for the units digit

New Officials' Signals (12)
Player Numbers / No. 40



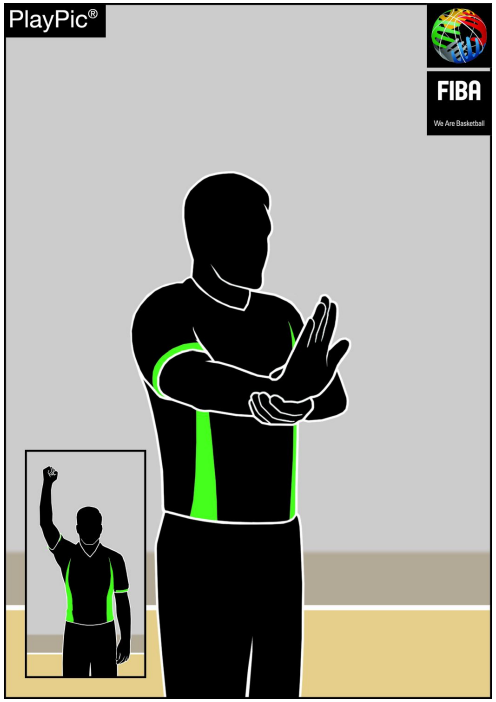
First reverse hand shows number 4 for the decade digit, then open hand shows number 0 for the units digit

New Officials' Signals (13)
Player Numbers / No. 78



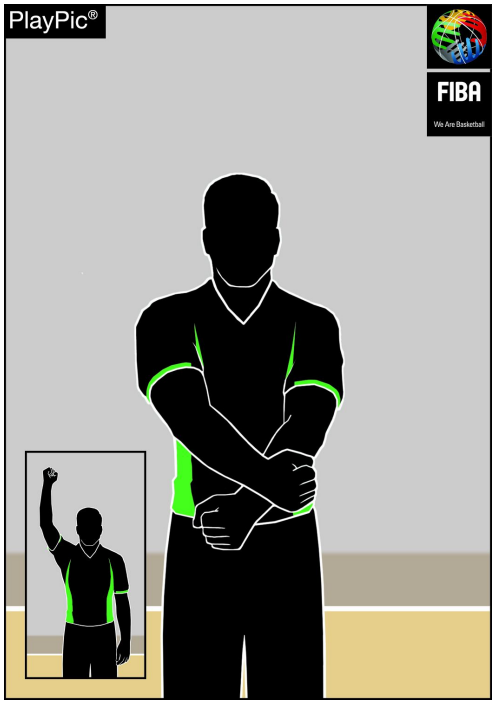
First reverse hands show number 7 for the decade digit, then open hands show number 8 for the units digit

New Officials' Signals (14)
Handchecking



Grab palm and forward motion

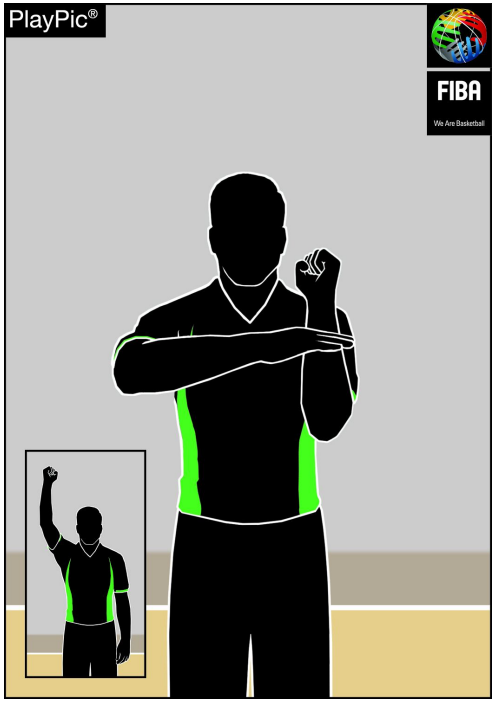
New Officials' Signals (15)
Illegal Use of Hands



Strike wrist

NOTE: Normally used on contact at the waist level or below.

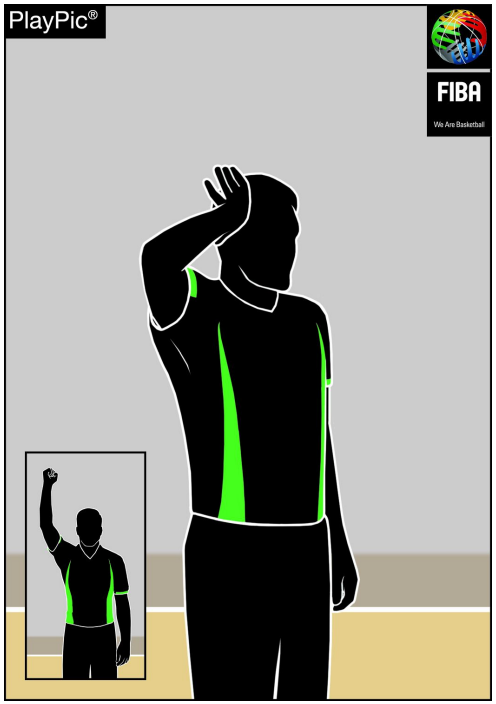
New Officials' Signals (16)
Illegal Contact to the Hand



Strike the side of the hand/fist towards the other forearm

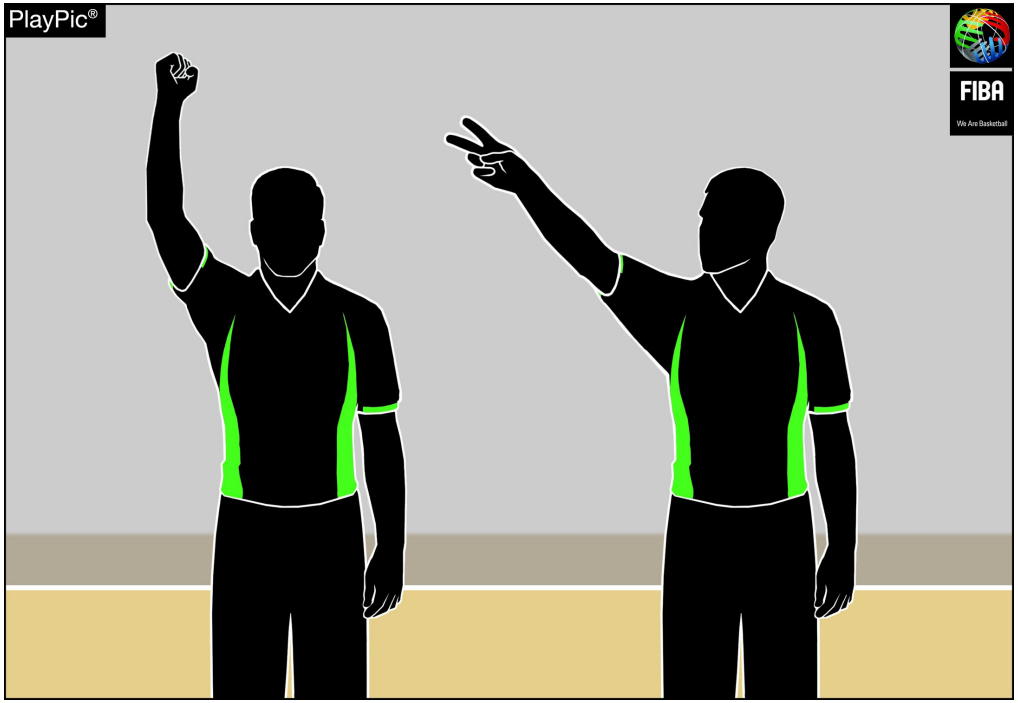
NOTE: Normally used when contact occurs on the arm during the act of shooting.

New Officials' Signals (17)
Fouls / Hit to the Head



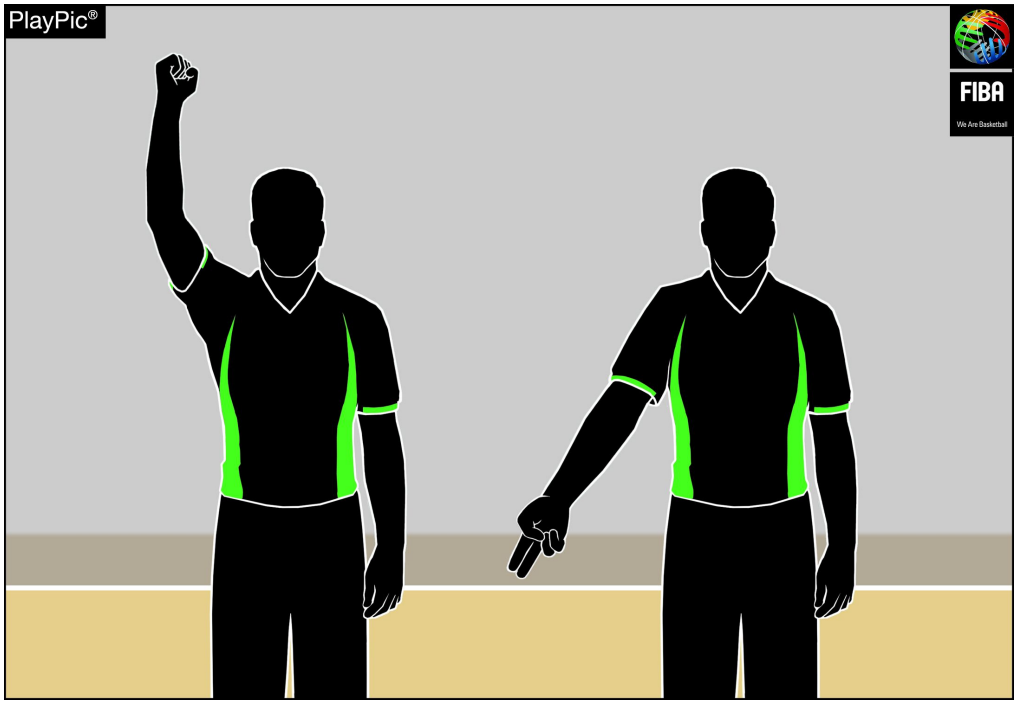
Indicate the contact to the head

New Officials' Signals (18)
Fouls / Foul in the Act of Shooting



One arm with clenched fist, followed by indication of the numbers of free throws

New Officials' Signals (19)
Fouls / Foul on the no Act of Shooting

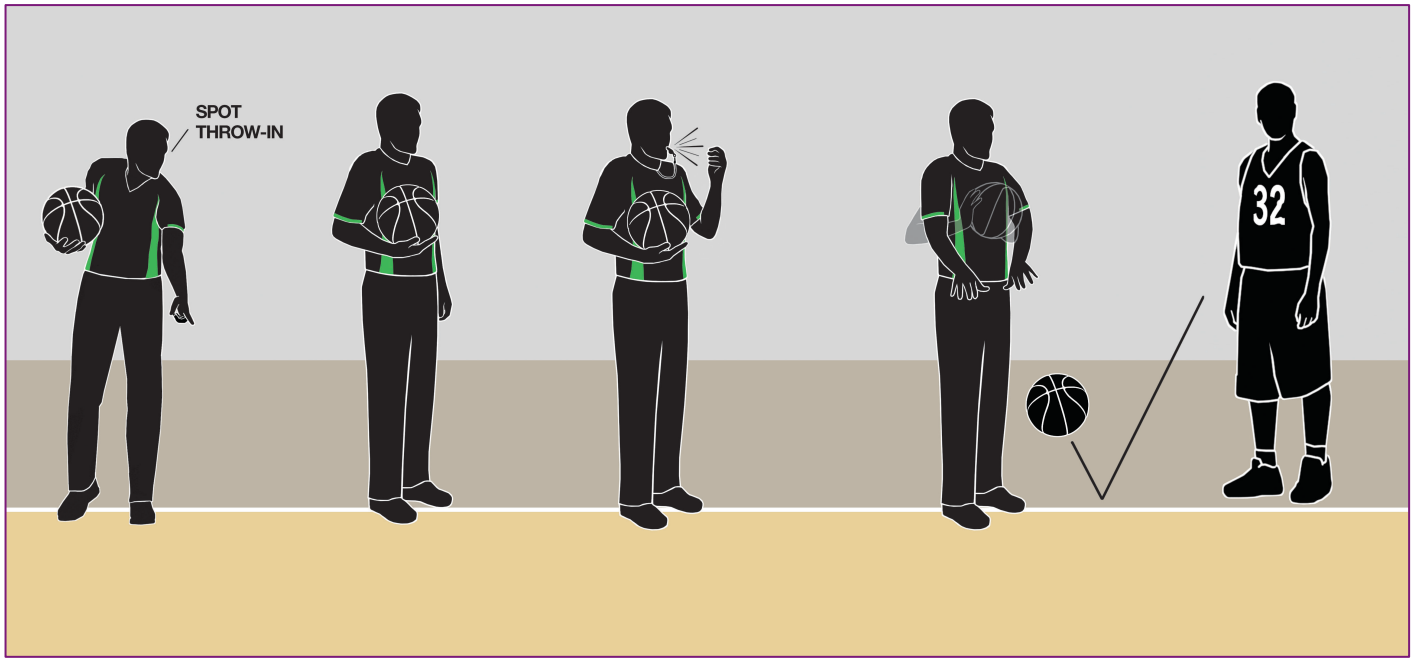


**One arm with clenched fist,
followed by pointing to the floor**

Warning whistle (1)

When a throw-in is taken on the endline in the frontcourt, an active official will **blow the whistle before placing the ball at the player's disposal for the throw-in.**

Warning whistle (2)



1. Designate the throw-in spot
2. Ensure thrower-in is at the right spot
3. Blow the whistle before placing the ball at the player's disposal for the throw-in.
4. Bounce/Handle the ball to the player for throw-in
5. Valid only on the endline of the front court.

Classification of Teams (1)

The following criteria for the classification of 2 or more teams having the same win-loss record shall be used in this order:

- Win-loss record of the games between them
- Higher goal difference of the games between them
- Higher number of goals scored in the games between them
- Higher goal difference of all games in the group

Classification of Teams (2)

- Higher number of goals scored in all games in the group
- If these criteria still cannot decide, a draw shall be performed

If at any level of these criteria 1 or more team(s) can be classified, the procedure shall be repeated from the beginning for all the remaining teams not classified yet.

For more information or clarification:

For detailed rule changes please refer to the Official Basketball Rules 2014 and the Official Interpretations 2014 which can both be downloaded at www.fiba.com

STANDARD QUALITY

GLOBAL CONNECTION