



**FIBA**

We Are Basketball

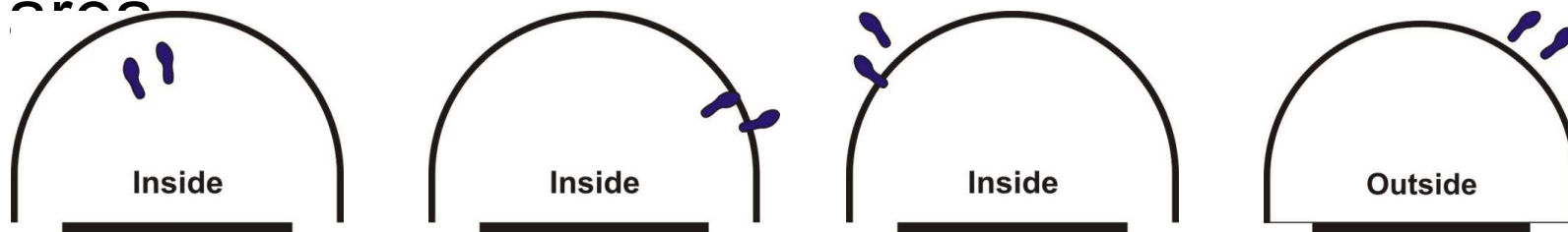


# OFFICIAL BASKETBALL RULES

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

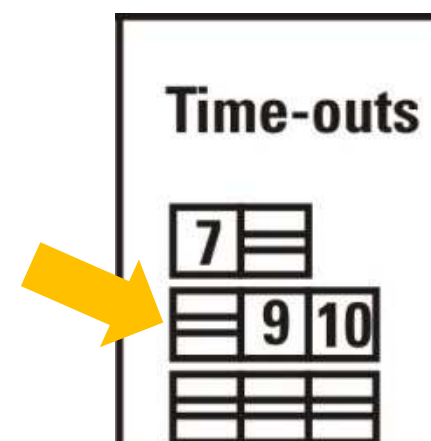


The no-charge semi-circle lines are part of the no-charge semi-circle areas.

## 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 2<sup>nd</sup> 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 <sub>1</sub>	P	P <sub>2</sub>	T <sub>1</sub>	GD
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## **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 4<sup>th</sup> 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

## **Instant Replay System (6)**

**Last 2 minutes of 4<sup>th</sup> 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 4<sup>th</sup> 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 4<sup>th</sup> 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

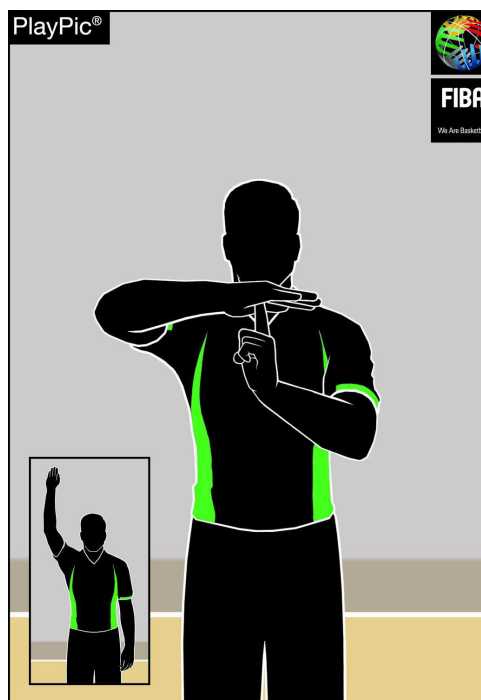
To determine the identity of all team members and team followers involved **in a fight**, including leaving the bench area, as well as the appropriate penalty.

## New Officials' Signals (1) Stop clock for Foul



One clenched fist

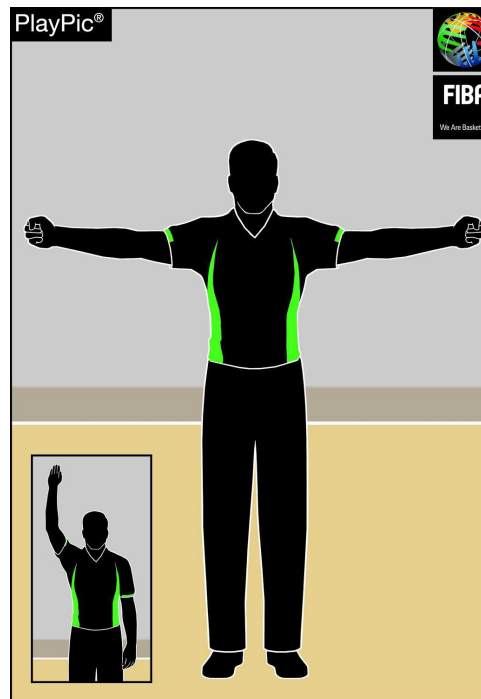
## New Officials' Signals (2) Charged Time-Out



**Form T, show index finger**

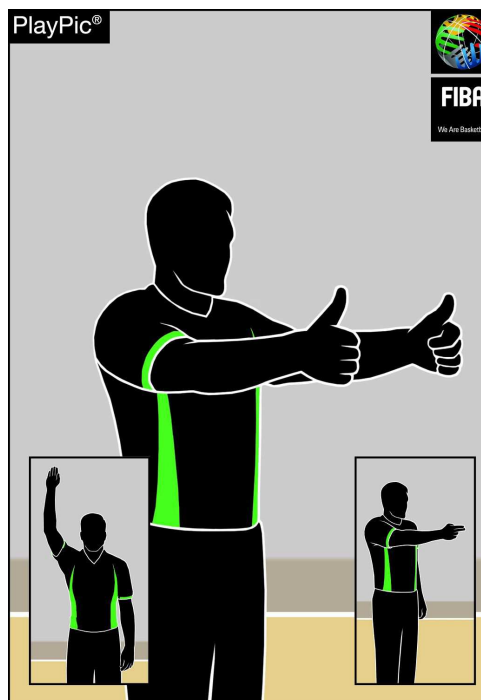


## New Officials' Signals (3) Media Time-Out



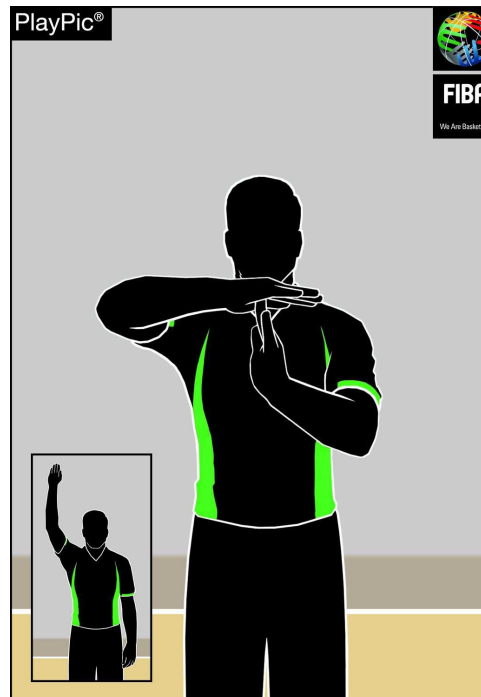
**Open arms with clenched fists**

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



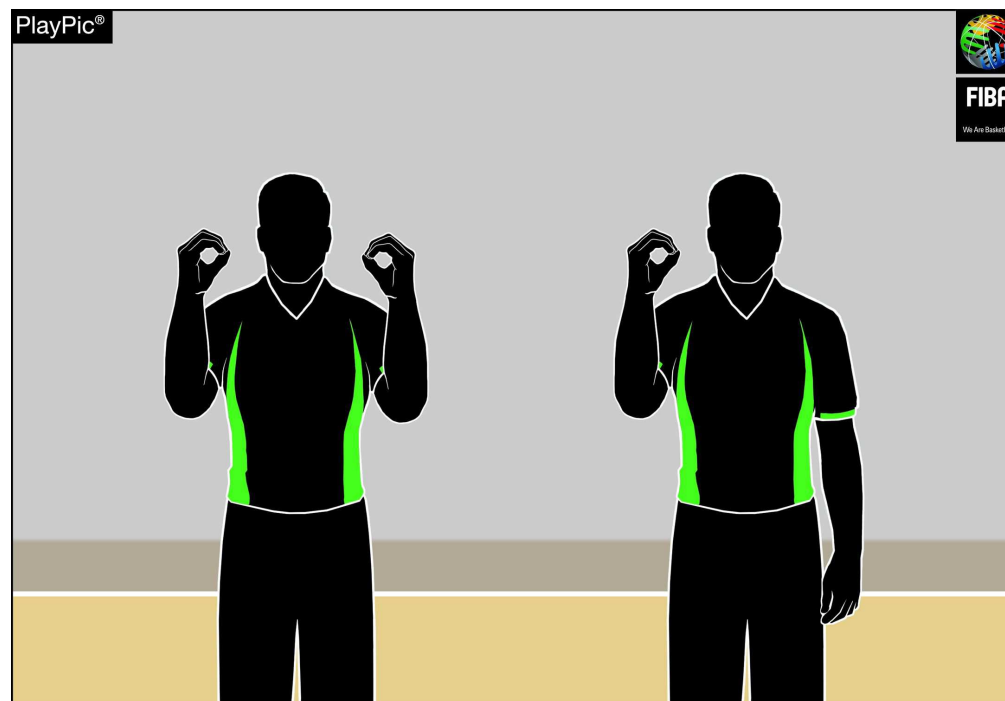
**Thumbs up followed by pointing in direction  
of alternating possession arrow**

## New Officials' Signals (5) Technical Foul



Form T, showing palms

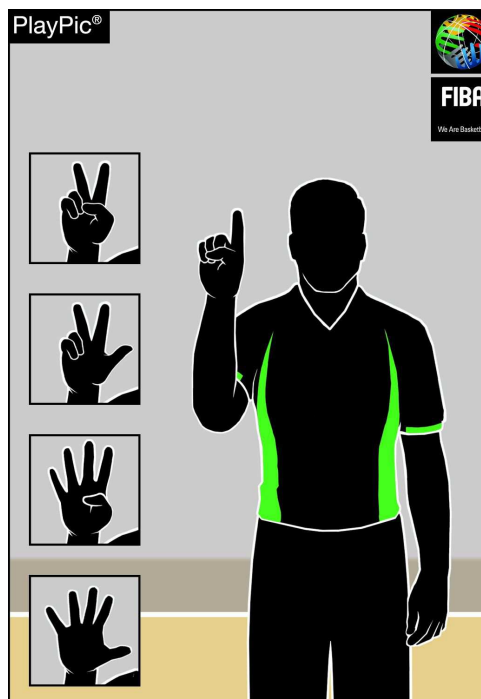
## New Officials' Signals (6) Player Numbers / No. 00 and 0



Both hands show 0

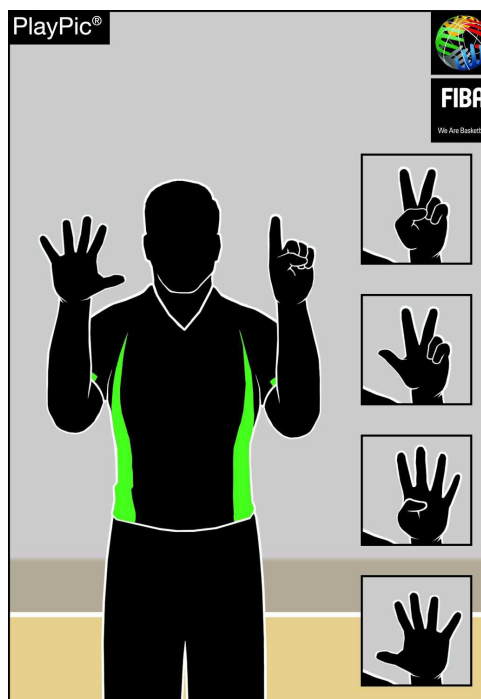
Right hand shows 0

## 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

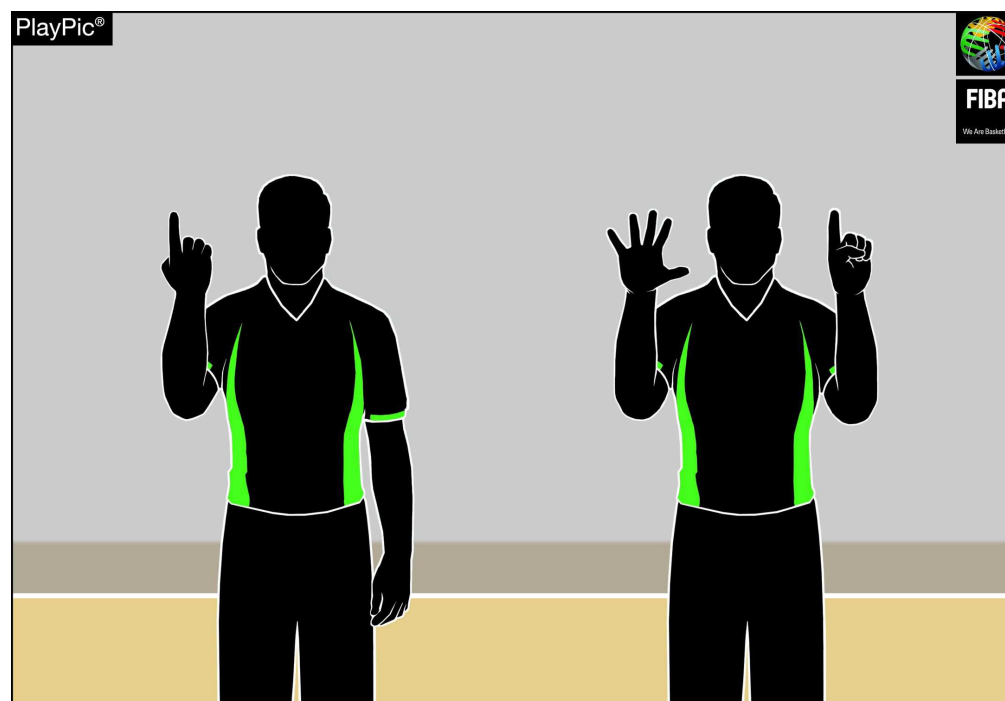
## New Officials' Signals (9) Player Numbers / No. 11 - 15



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

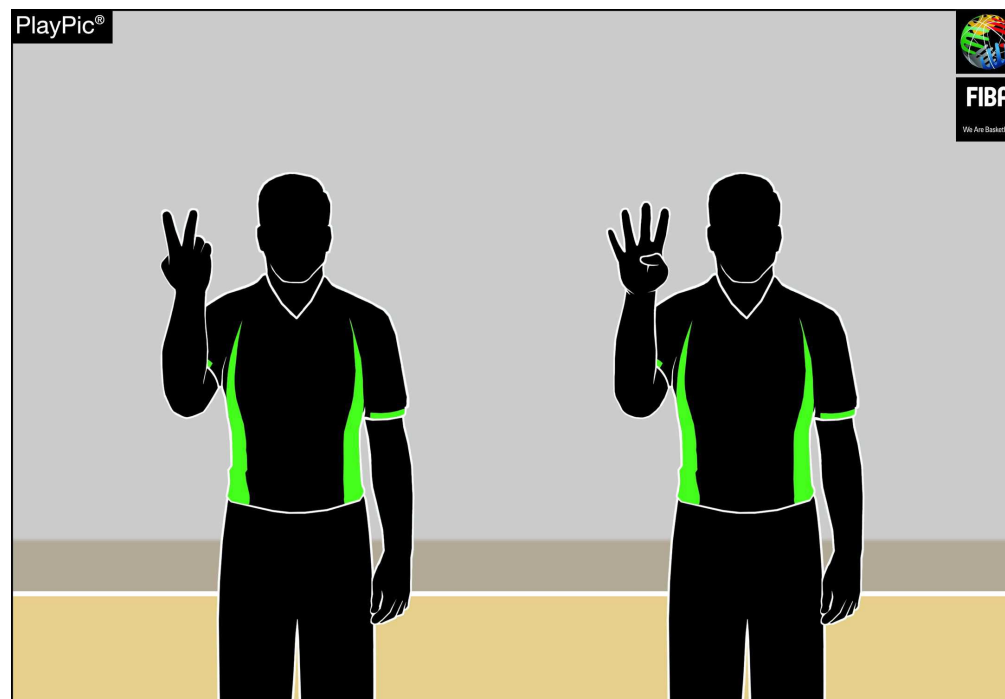


## New Officials' Signals (10) Player Numbers / No. 16



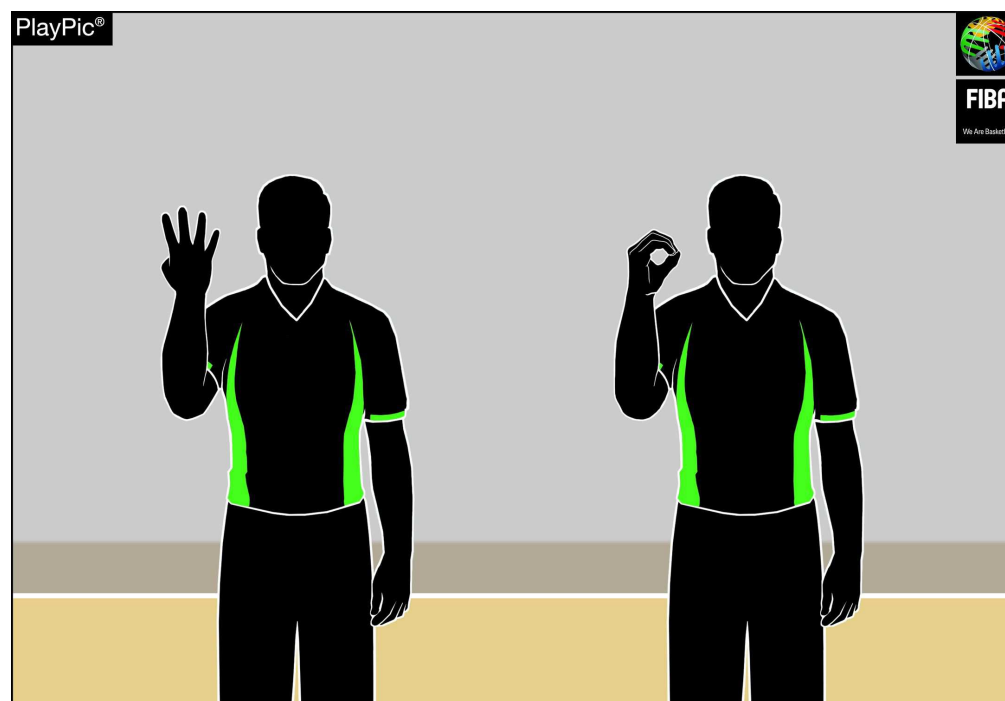
First reverse hand shows number 1 for the decade digit,  
then open hands show number 6 for the units digit

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



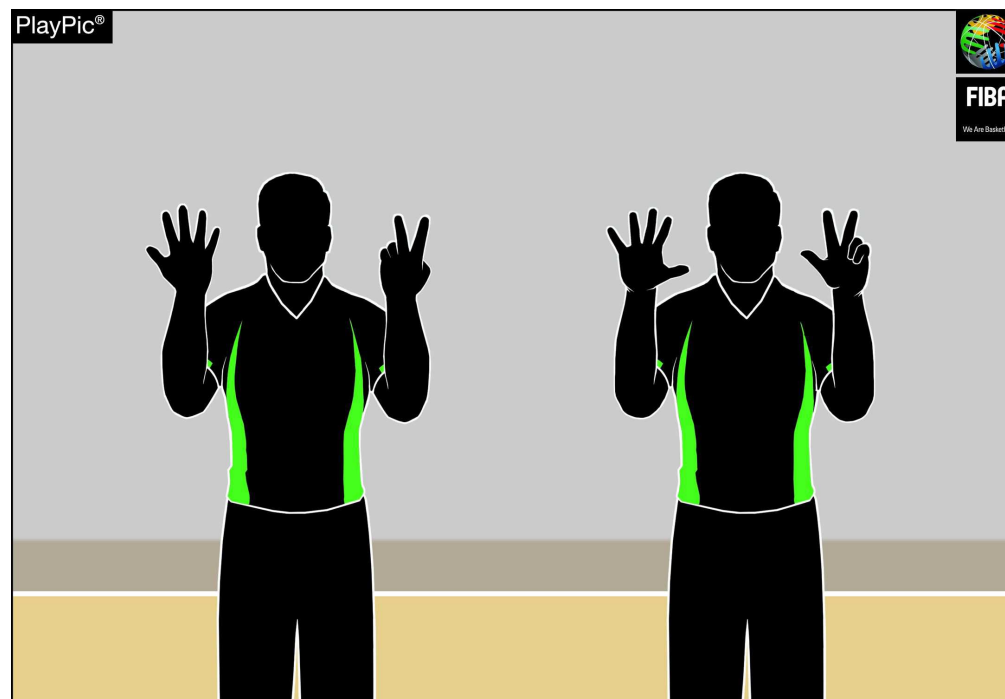
First reverse hand shows number 2 for the decade digit,  
then open hand shows number 4 for the units digit

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



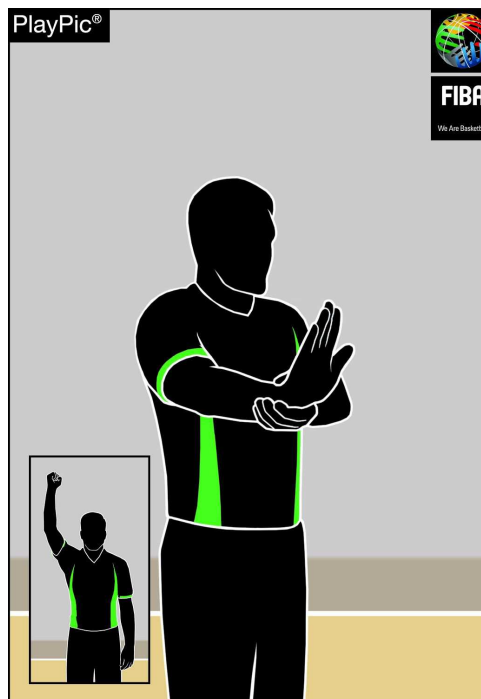
First reverse hand shows number 4 for the decade digit,  
then open hand shows number 0 for the units digit

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



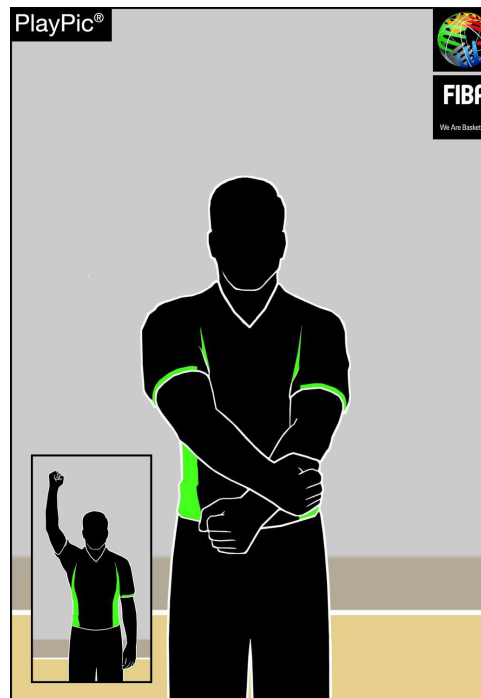
First reverse hands show number 7 for the decade digit,  
then open hands show number 8 for the units digit

## New Officials' Signals (14) Handchecking



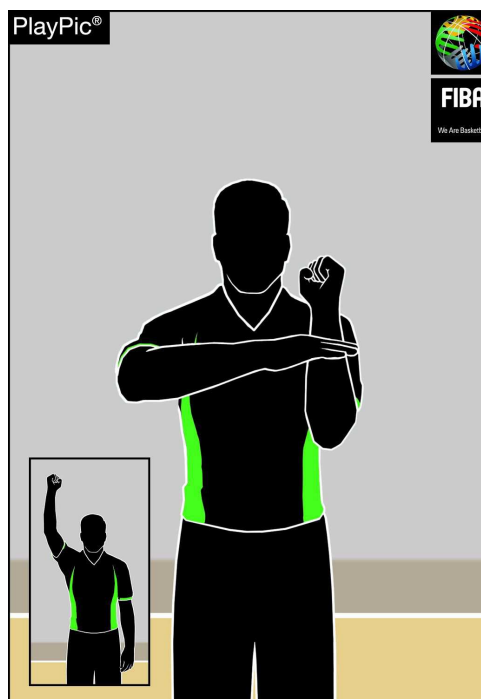
**Grab palm and forward motion**

## New Officials' Signals (15) Illegal Use of Hands



**Strike wrist**

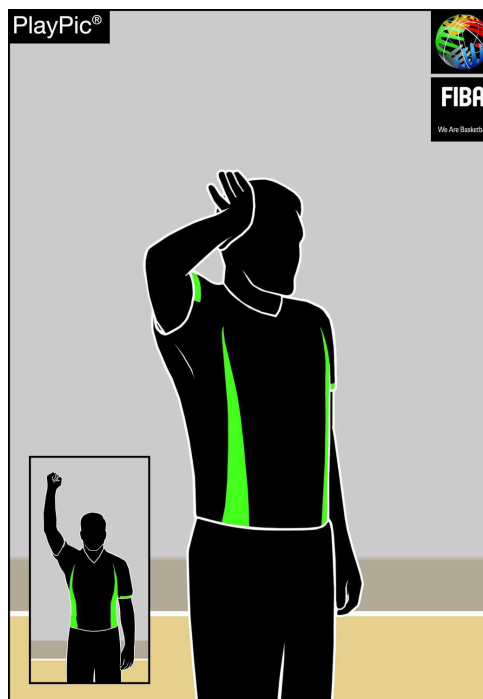
## New Officials' Signals (16) Illegal Contact to the Hand



**Strike the palm towards the other forearm**

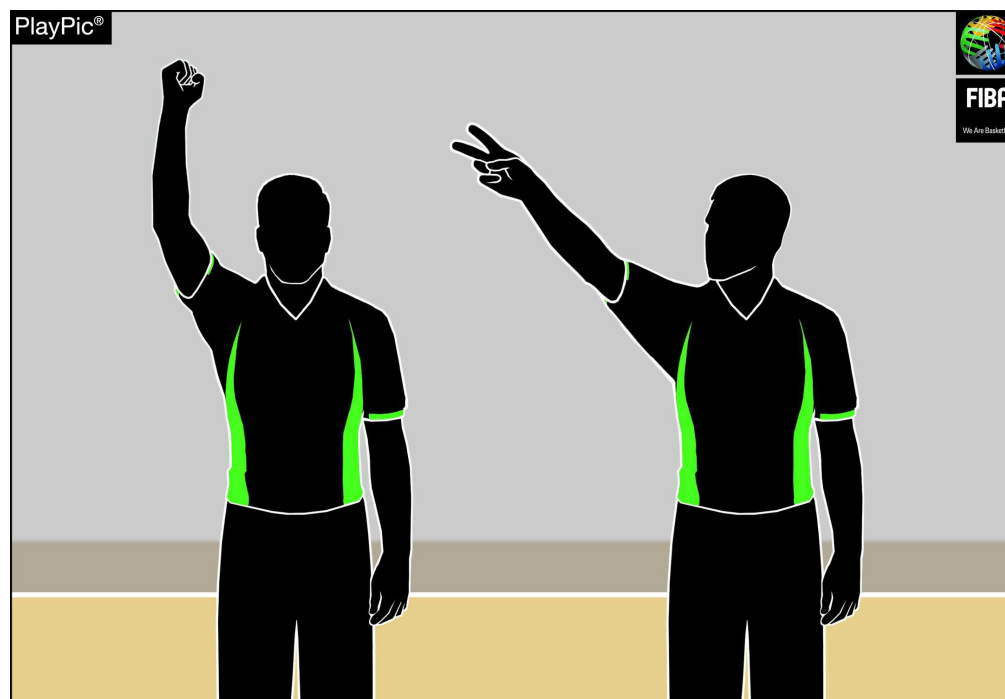


## New Officials' Signals (17) Fouls / Hit to the Head



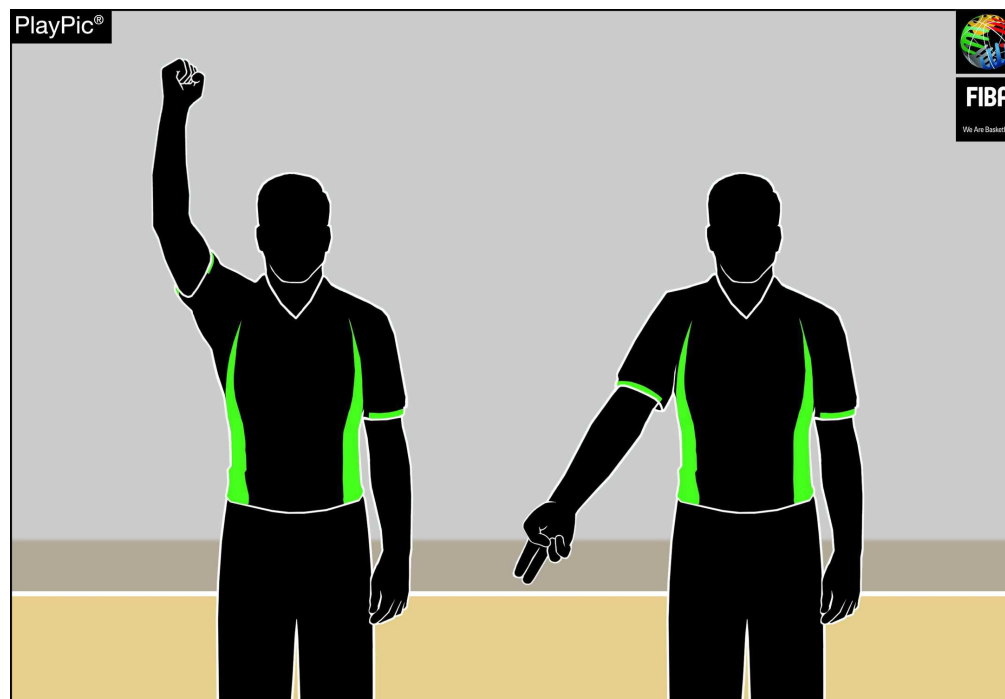
**Indicate the contact to the head**

## New Officials' Signals (18) Fouls / Foul on 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

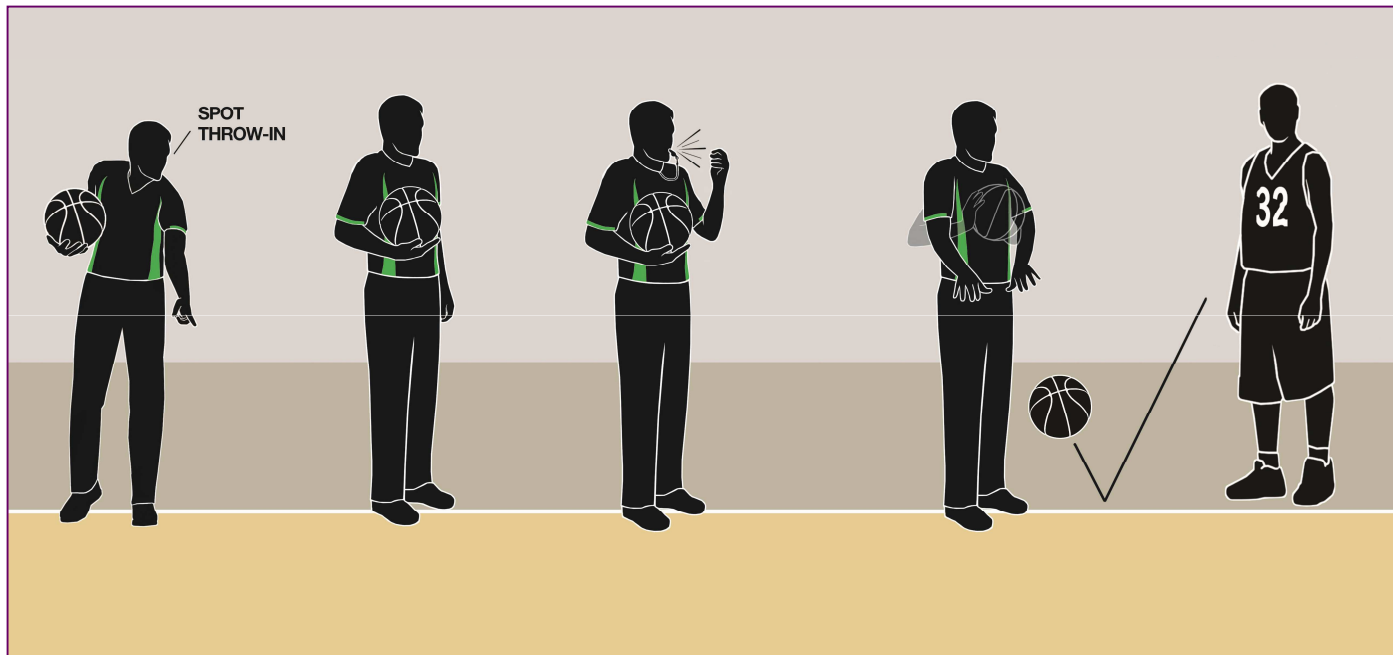


One arm with clenched fist,  
followed by pointing to the floor

## Warning whistle

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



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

## **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:**

For detailed rule changes please refer to the Official Basketball Rules 2014 and the Interpretations 2014 which can be downloaded at [www.fiba.com](http://www.fiba.com)





# STANDARD QUALITY

## GLOBAL CONNECTION

