



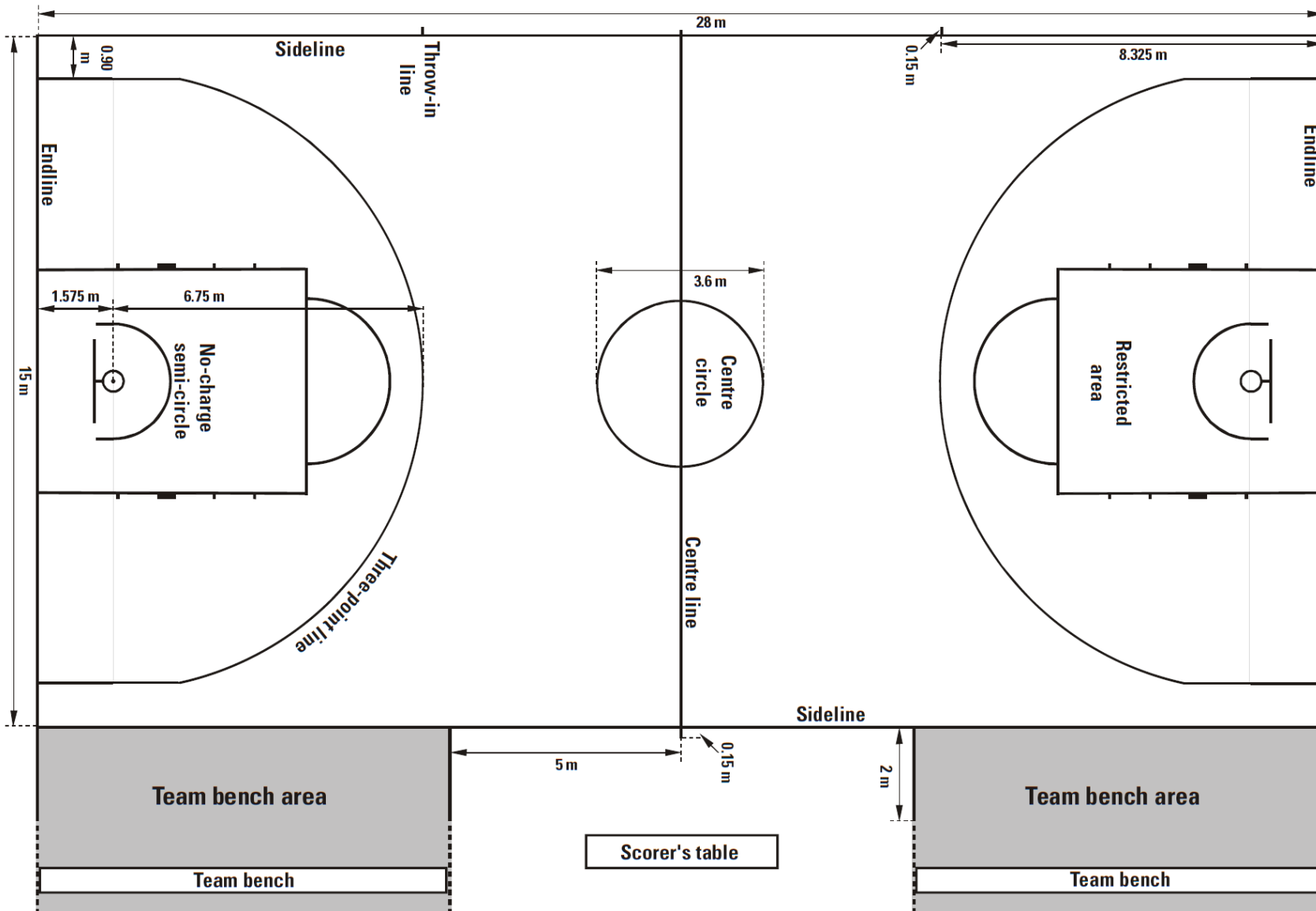
# FIBA RULE CHANGES

## 2010

September 2010

## Diagram Of New Playing Court

- New 3 point field goal area.
- New throw-in lines in front court.
- No charge semi circle.
- New shaped (bigger) restricted areas.



## Art 4.4 Other equipment (Uniforms)

- Socks of the same dominant colour for all players of the team.
- Compression sleeves of the same dominant colour of the shirts.
- Compression stockings of the same dominant colour of the shorts (if for the upper leg it must end above the knee, if for the lower leg it must end below the knee).
- Non-coloured transparent mouth guard.
- Non-coloured taping of arms, shoulders, legs.

## Art. 8.6 An interval of play ends:

### PREVIOUS RULE

- At the beginning of the first period when the ball is legally tapped by a jumper on the jump ball.
- At the beginning of all other periods when the ball touches or is legally touched by a player on the playing court after the throw in.

### NEW RULE

- At the beginning of the first period when the ball leaves the hand(s) of the referee on the jump ball
- At the beginning of all other periods when the ball is at the disposal of the player taking the throw-in.

## Art. 9.1 & 9.2 Beginning of game / end of all periods:

- The first period begins when the ball leaves the hand(s) of the referee on the jump ball
- All other periods begin when the ball is at the disposal of the player taking the throw-in

## Art. 10.2 Status of the Ball

The ball becomes **live** when:

- During the jump ball, the ball leaves the hand (s) of the referee on the toss
- NOTE: The game clock **does not start** until the ball is legally tapped after reaching its highest point.

## Art. 10.2 Status of the Ball

### Example:

After the ball has left the hands of the referee on the jump ball, but **before the ball is legally tapped**, jumper A5 commits a violation and the ball is awarded to team B for a throw-in. At this moment either coach requests a time-out or substitution.

### Interpretation:

Despite the fact that the ball has been released, the time-out or substitution shall **not** be granted because the game clock will not start until the ball has been legally tapped.

## Art. 16 Goal: When made and its value

### NEW RULE Art. 16.2.5:

- The game clock must indicate **0:00.3** (three tenths of a second) **or more** for a player to secure possession of the ball on a throw in or on a rebound after the last or only free throw in order to attempt a shot for a field goal.
- If the game clock indicates **0:00.2 or 0:00.1** the only type of valid goal is by tapping or directly dunking the ball.

## Art. 16 Goal: When made and its value

### Example:

Team A is awarded a throw in with

(a) 0:00.3

(b) 0:00.2 or 0:00.1

displayed on the game clock

### Interpretation:

- In (a), if a shot for a field goal is attempted and the game clock signal sounds for the end of the period during the attempt, **it is the responsibility of the official to determine if the ball was released before the game clock signal has sounded**
- In (b), the basket can be awarded **only if the ball while in the air on the throw-in pass is tapped to the basket or directly dunked.**



## Art. 17 Throw-in

### Art 17.2.4 Procedure

During the last two (2) minutes of the fourth (4th) period and during the last two (2) minutes of each extra period, following a time out taken by the team that is **entitled to possession of the ball in its backcourt** – the throw-in shall be taken at the **throw-in line** opposite the scorer's table in the team's frontcourt.

## Art. 17 Throw-in

### Example:

In the last minute of the game, A4 is dribbling in his backcourt when a team B player taps the ball out of bounds at the free throw line extended.

- (a) A time-out is granted to team B
- (b) A time-out is granted to team A
- (c) A time-out is granted to team B and immediately after to team A (or vice-versa)

### Interpretation:

- In (a) the game resumes with a team A throw-in from the free throw line extended.
- In (b) and (c) the game shall resume with a team A throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table.

## Art. 28.1.2 Eight Seconds - Definition

### PREVIOUS RULE

- The ball goes into a team's frontcourt whenever:
- It touches a player or an official who **has part of his body** in contact with the frontcourt

### NEW RULE

- The team has caused the ball to go into its frontcourt whenever:
- The ball touches or is legally touched by an offensive player who **has both feet** in contact with the frontcourt

## Art. 28.1.2 Eight Seconds - Definition

### Example:

A4 is dribbling the ball from his backcourt and has one (1) foot (but not both feet) already in the frontcourt. After that A4 passes the ball to A5, who is straddling the center line. A5 then starts to dribble the ball in his backcourt.

### Interpretation:

Legal play. A4 **does not have both feet** in his frontcourt and therefore is entitled to pass the ball to A5 who is also not in his frontcourt. A4 is therefore entitled to dribble the ball in the backcourt. The 8 second count shall continue.

## Art. 29.2.1 24 seconds - Procedure

If the game is **stopped** by an official:

- For a foul or violation (not for the ball having gone out of bounds) by the team not in control of the ball;
- For any valid reason by the team not control of the ball;
- For any valid reason not connected with either team;

Then possession of the ball shall be awarded to the same team that previously had control of the ball.

## Art. 29.2.1 24 seconds - Procedure

- If the throw-in is administered in the backcourt, the twenty-four (24) second clock shall be reset to **twenty-four (24) seconds**.
- If the throw-in is administered in the frontcourt, the 24-second clock shall be reset as follows:
  - If 14 seconds or more **is displayed on the 24-second clock at the time when the game was stopped, the 24-second clock shall not be reset and shall continue from the same time it was stopped.**
  - If 13 seconds or less **(Including 13.9 etc) is displayed on the 24-second clock at the time when the game was stopped, the 24-second clock shall be reset to 14 seconds.**

## Art. 29.2.1 24 seconds - Procedure

➤ Twenty-four **OR**

➤ **FOURTEEN**

➤ second re-set.



## Art. 29.2.1 24 seconds - Procedure

### Example 1:

A4 dribbles the ball in his **frontcourt** and is fouled by B4. this is the 2nd foul against team B in this period. The 24 second clock shows 3 seconds remaining.

### Interpretation:

Team A shall now have **14 seconds** remaining on the 24 second clock.

## Art. 29.2.1 24 seconds - Procedure

### Example 2:

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

remaining on the 24 second clock, DEFENDER B4 deliberately kicks the ball with his foot or strikes the ball with his fist during a pass by A2 to A5.

### Interpretation:

**Team B's violation. After the throw-in in the frontcourt team A shall have:**

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

**remaining on the 24 second clock.**

## Art. 29.2.1 24 seconds - Procedure

### Example 3:

With 4 seconds remaining on the 24 second clock team A is in control of the ball in its frontcourt when:

- (a) A4, or
- (b) B4

is injured and the officials interrupt the game.

### Interpretation:

Team A shall have:

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

remaining on the 24 second clock

## Art. 29.2.1 24 seconds - Procedure

### Example 4:

During the last 2 minutes of the game, A4 dribbles the ball in team A's backcourt with 10 seconds remaining on the 24 second clock, when:

- (a) B4 taps the ball out of bounds;
- (b) B4 commits the 3rd foul for team B in this period and team A is granted a time-out.

### Interpretation:

- (a) Sideline throw-in and team a shall have :  
10 seconds remaining on the 24 second clock.
- (b) After the time out, the game is resumed by team A with a throw-in from the throw-in line in team A's frontcourt, opposite the scorer's table, and team A shall have:  
14 seconds remaining on the 24 second clock.

## Art. 50.1 24 seconds operator – Duties

The 24 second device shall be **started or restarted** when:

- A team gains control of a live ball on the playing court.
- **On a throw-in, the ball touches or is legally touched by any player on the playing court.**

## Art. 50.1 24 seconds operator -Duties

### Example 1:

After the last free throw by A2, the ball rebounds from the ring and is then tapped away by A4 and falls to the floor. B4 then takes the ball with his two hands. When shall the 24 second clock start?

### Interpretation:

The 24 second clock shall start **only when B4 takes the ball with two hands** (when team B gains control of the ball)

## Art. 50.1 24 seconds operator – Duties

### Example 2:

During a throw-in by A5:

- (a) A4 taps the ball;
- (b) B4 taps the ball;
- (c) Whilst A5 attempts to throw in the ball for A2, the ball has been touched by B5's back and then falls into A2 hands.

When shall the 24 second clock start?

### Interpretation:

The 24 second clock shall start when:

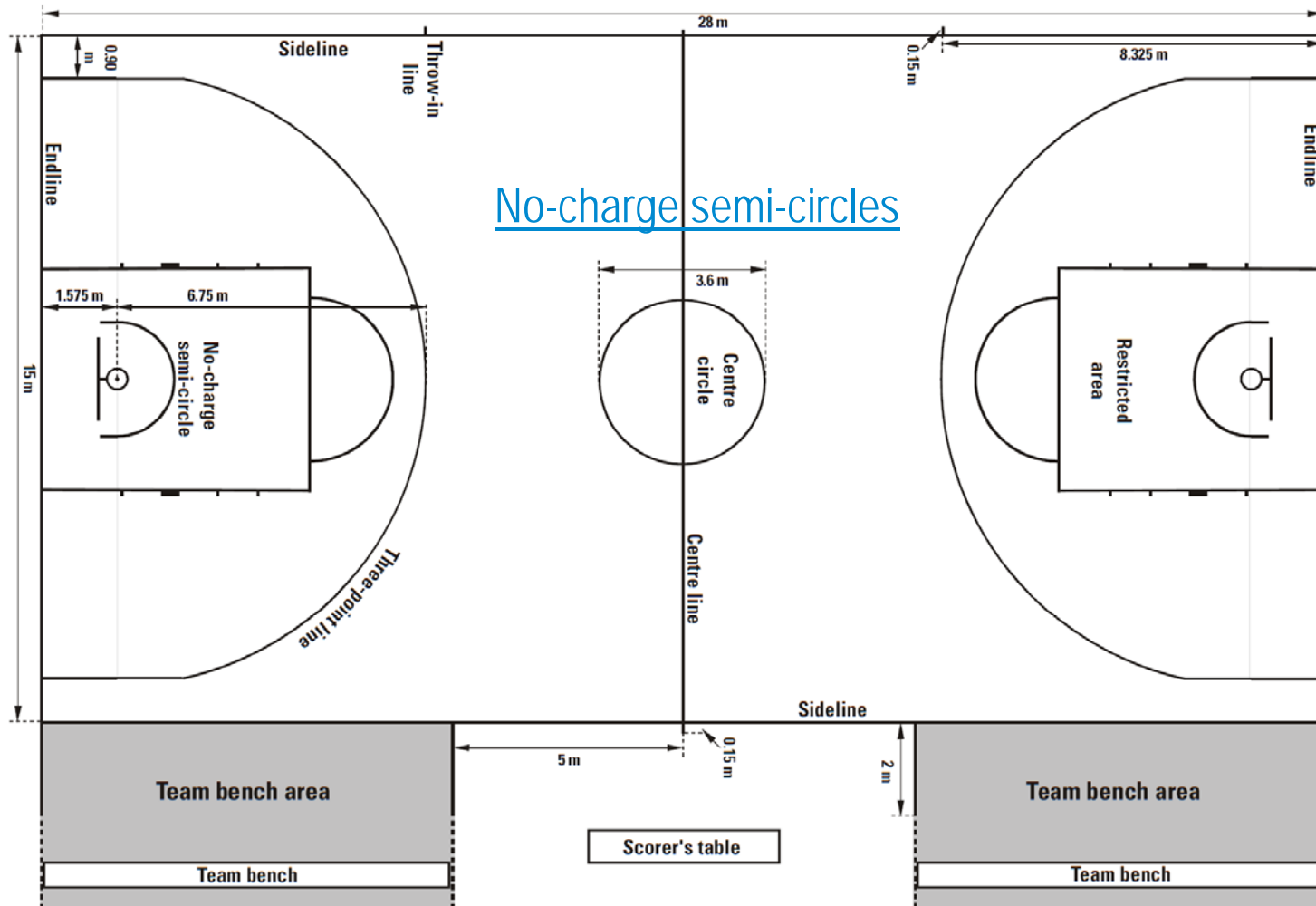
- (a) A4 **taps** the ball
- (b) B4 **taps** the ball
- (c) The ball has been **touched** by B5

## Art. 33.10 No-charge semi-circle areas

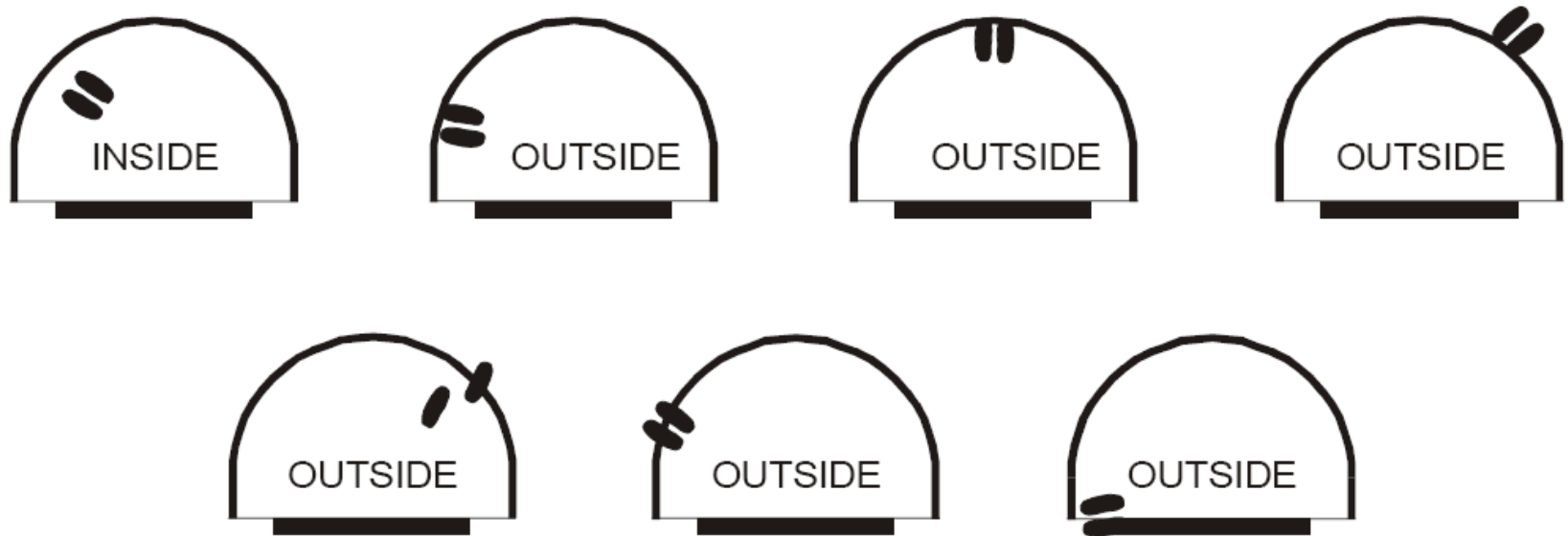
On any penetration play situation into the no-charge semi circle area, a contact caused by an offensive player with a defensive player inside the no-charge semi circle shall NOT be called as an offensive foul, **unless the offensive player is illegally using his hands, arms, legs or body**, when:

- (a) The offensive player is in control of the ball whilst airborne, and;
- (b) He attempts a shot or passes off, and
- (c) The defensive player has **both feet inside** the no-charge semi-circle area (the semi-circle line is **not** part of the semi-circle).

# No-charge semi-circles



## Art. 33.10 No-charge semi-circle areas



**Diagram 1** Position of a player inside/outside the no-charge semi-circle area

## Art. 33.10 No-charge semi-circle areas

The no-charge semi circle rule is **not to be applied** and any contact shall be judged according to normal rules, e.g. cylinder principle, block/charge principle:

- (a) For all play situations occurring **outside** the no-charge semi-circle area, also developing from the area **between the semi-circle and the end line**.
- (b) For all **rebouncing play situations** when, after a shot for a field goal, the ball rebounds and a contact example occurs.
- (c) For any **illegal use** of the hands, arms, legs or body by either offensive or defensive player.

## Art. 33.10 No-charge semi-circle areas

### Example 1:

A4 attempts a jump shot that begins outside the semi-circle area and charges into B4 who is inside the semi-circle area

### Interpretation:

A4's legal action as the no-charge semi-circle rule is applied

## Art. 33.10 No-charge semi-circle areas

### Example 2:

A4 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal A4 passes the ball to A5 who is standing in the corner of the playing court. A4 then charges into B4 who is inside the no-charge semi-circle area.

### Interpretation:

Legal action by A4. The no-charge semi-circle rule is applied.

## Art. 33.10 No-charge semi-circle areas

### Example 3:

A4 drives to the basket and is in the act of shooting. Instead of completing the shot for a field goal, A4 passes the ball to A5 who is directly following him. A4 then charges into B4 who is inside the no-charge semi-circle area. At the same time A5, with the ball in his hands is on a direct drive to the basket in order to score.

### Interpretation:

A4's charging foul. The no-charge semi-circle rule is **not** applied as A4 **illegally uses his body** to clear the way to the basket for A5.



## Art. 46.12 Referee : Duties and powers

Be authorised to approve and use the technical equipment, if available, to decide, before he signs the score-sheet, if a last shot for a field goal at the end of each period or any extra period was released during playing time;

**And/or whether that shot for a field goal counts for two (2) or three (3) points.**

## Art. 46.12 Referee: Duties and powers

### Example:

Team A is ahead by 2 points. The signal sounds to end the period or game when B4 shoots for a field goal and scores, but only 2 and not 3 points are granted by the officials. Before the start of the next period or extra period or before the referee has signed the score-sheet, the coach of team B requests the use of replay equipment.

### Interpretation:

The technical equipment can be used to verify whether the final shot at the end of the period was released during playing time and/or whether that shot counts for 2 or 3 points. The request of coach B shall be accepted.



**NEW OFFICIAL  
INTERPRETATIONS  
2010**

## Art 17. Throw in

### Statement 3

During a Team A throw-in, other player (s) shall not have any part of their bodies over the boundary line before the ball is thrown across the boundary line.

#### Example:

During a throw-in after A2 has received the ball from the official for the throw-in, he

- (a) Places the ball on the floor after which the throw-in is taken by A5.
- (b) Hands it to A5 in the out-of-bounds area.

#### Interpretation:

(a) and (b) are violations by A5 as he moves his body over the boundary line before the ball is thrown-in by A2, across the boundary line.



## Art 17. Throw-in

### Statement 6

On a throw-in the following situations may occur:

- (a) The ball is passed over the basket and is then touched by a player of either team by reaching through the basket from below.
- (b) The ball lodges on the ring.
- (c) The ball is intentionally thrown at the ring in order to reset the 24-second device.

Such cases shall be dealt with as shown in the following examples:

## Art 17. Throw-in

### Example 1:

On a throw-in A4 passes the ball over the basket when it is touched by :

- (a) offensive player or
- (b) defensive player

reaching through the basket from below.

### Interpretation:

- (a) This is an interference violation and therefore no points can be scored. The game is resumed with a throw-in for the opponents at the free-throw line extended.
- (b) If the defensive team commits the violation, no points can be scored as the ball comes from outside the playing court area.

The game is resumed with a throw in by the opponents with a throw in at the free throw line extended

## Art 17. Throw-in

### Example 2:

Thrower-in A4 passes the ball towards the basket in such a way that it lodges on the basket support.

### Interpretation:

This is a jump ball situation. The game is resumed by applying the alternating possession rule. In the case that team A is entitled to the throw-in, the 24-second device shall not be reset.

## Art 17. Throw-in

### Example 3:

With five (5) seconds left on the 24-second device, a sideline throw-in released by A4, touches the ring directly.

### Interpretation:

The 24-second operator shall not reset his device as the game clock did not start yet. The game shall continue without interruption.

## Art 36. Unsportsmanlike foul

### Statement 1:

During the last two (2) minutes of the fourth period and during the last two (2) minutes of each extra period, the ball is out-of-bounds for a throw-in and still in the hands of the official or already at the disposal of the player taking the throw-in.

If at this moment a defensive player on the playing court causes contact with a player of the offensive team on the playing court and a foul is called, it is an unsportsmanlike foul.

## Art 36. Unsportsmanlike foul

### Example 1:

With 0:53 to play in the last minute of the game, A4 has the ball in his hands or at his disposal for a throw-in when B5 causes contact on the playing court and a foul is called on B5.

### Interpretation:

B5 obviously made no effort to play the ball and did gain an advantage by not allowing the game clock to restart. An **unsportsmanlike foul** must be called without a warning being given.

## Art 36. Unsportsmanlike foul

### Example 2:

With 0:53 to play in the last minute of the game thrower-in A4 has the ball in his hands or at his disposal when A5 causes contact with B5 on the playing court and a foul is called on A5.

### Interpretation:

A personal foul is called on A5, unless it is considered **a hard contact** which shall be called as an unsportsmanlike foul. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

## Art 36. Unsportsmanlike foul

### Statement 2:

In the last minute (s) of a close game after the ball has left the hands of the thrower-in, a defensive player, in order to stop or not to restart the game clock, causes contact with an offensive player who is just about to receive or has received the ball on the playing court.

Such contact shall be called immediately as a personal foul unless there is hard contact which shall be called as an unsportsmanlike or even disqualifying foul. The principle of advantage/ disadvantage shall not be applied.

## Art 36. Unsportsmanlike foul

### Example 1:

With 1:02 to play in the last minute of the game and with the score A 83 – B 80 the ball has left the hands of thrower-in A4 when **B5** causes contact on the playing court with A5 who is about to receive the ball. A foul is called on B5.

### Interpretation:

A personal foul shall be called on B5 immediately unless the officials judge that the severity of the B5 contact requires an unsportsmanlike or disqualifying foul to be called.

## Art 36. Unsportsmanlike foul

### Example 2:

With 1:02 left to play in the last minute of the game and with the score A 83 – B 80 the ball has left the hands of thrower-in A4 when **A5** causes contact on the playing court with B5. A foul is called on A5.

### Interpretation:

A personal foul shall be called on A5 **immediately** unless there is hard contact. Team B is awarded the ball for a throw-in at the place nearest to the infraction.

## Art 36. Unsportsmanlike foul

### Example 3:

With 1:02 left to play in the last minute of the game and with the score A 83 – B 80 the ball has left the hands of thrower-in A4 when, in a different area of the playing court to where the throw-in is made, B5 causes contact with A5. A foul is called on B5.

### Interpretation:

B5 is obviously not making any effort to play the ball and an advantage is gained by not allowing the game clock to restart. **An unsportsmanlike foul must be called without a warning being given.**

A stylized silhouette of two basketball players in action, one holding the ball, set against a blue background with abstract curved shapes.

# FIBA OFFICIAL BASKETBALL RULES AND INTERPRETATIONS 2010

For full details of the new rules  
and interpretations please go to:

[www.fiba.com](http://www.fiba.com)