

Dear Referee/Official, Administrator

FIBA has announced a number of changes to the rules which come into effect from 1st October 2014. A new rule book incorporating all the changes can be downloaded from the FIBA website.

A short summary of the rule changes are:

- The No-charge semi-circle line is now part of the no-charge semi-circle area. The significance of this
 is that the defender must have both feet outside the line (and not touching the line) to be able to take
 a charge.
- Each team will only be allowed a maximum of (2) time-outs in the last 2 minutes of the final quarter.
 This does not apply in an overtime period because each team has only 1 timeout in each overtime period.
- Following an offensive rebound after a shot for a field goal or last or only free throw, the shot clock shall be set to fourteen (14) seconds.
- The penalty for a Technical Foul (on a player, coach or the bench) has been reduced to one (1) free throw followed by possession from half way.
- A player is disqualified when charged with two (2) technical fouls, even if they have less than 5 personal fouls.
- There are some new/changed signals for the Officials to use.

The following pages explain in detail the rules changes. (Some changes relevant to NBL/WNBL only have been excluded from this document)

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Regards

Mike Gibson

Art. 2.4.7

There are no additional lines added to the court for the 2014 rule changes but the no-charge semi-circle lines are now part of the no-charge semi-circle areas. This is explained in more detail in Art 33.10

Art 4.3.1

Description for shorts has changed to they must end above the knee.

Art 4.3.2

Teams are allowed to use the numbers 0 and 00 and from 1 to 99.

• Basketball Australia will not be adopting these rules changes for Australian Junior Championships. At Australian Junior Championships only numbers 4-15, 20-25, 30-35, 40-45 and 50-55 are allowed.

Art. 5.7

Wording for an injured player has been added to allow a player to receive treatment and may be substituted during free throws in the event of an injury.

Art. 12.3

A jump ball situation occurs when a live ball lodges between the ring and the backboard from a field goal attempt or from the last or only free throw. If the ball lodges between the ring and backboard on a free throw when the player has another free throw to attempt, it is simply regarded as a missed shot.

Art. 17.3.1

Wording for the allowance of the player to move along the baseline after the opposition has scored a basket or the last successful free throw has been removed. This ruling is already described in Art 17.2.7.

Art.18.2.5

Modifications have been made to the number of time-outs allowed in the last 2 minutes of the game.

- 2 time-outs during the first half.
- 3 time-outs during the second half with a maximum of 2 of time-outs per team during in the last 2 minutes of the second half.
- 1 time-out during each extra period.

Art. 29.2.2

When a foul or violation is committed by the team in control of the ball, the shot clock shall be reset to 24 seconds if their opponent is awarded a throw-in, regardless of whether the throw in takes place in the front or back court. This wording has been introduced to avoid confusion as to whether a 14 second reset should apply.

Art. 29.2.3

Changes to the resetting of the shot clock after the ball has touched the ring have been made.

After the ball touched the ring of the opponents' basket, the shot clock shall be reset to:

- 24 seconds, if the opposing team gains control of the ball
- 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.

Reference in the 2014 FIBA Official Interpretations

29/50-34 Example: A1 shoots for a field goal with

- (a) 4 seconds
- (b) 20 seconds remaining on the shot clock

The ball touches the ring, rebounds and A2 gains control of the ball.

<u>Interpretation</u>: In both cases the shot clock shall be reset to 14 seconds regardless of whether A2 gains control of the ball in the frontcourt or in the backcourt.

Art. 30.1.1

A team is in control of a live ball in their frontcourt if

- A player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his front court.
- The ball is passed between players of that team in their front court.

Art. 30.1.2

A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to the backcourt if a player of that team is the last to touch the ball in his frontcourt and the ball is then first touched by a player of that team

- who has part of his body in contact with the backcourt or
- after the ball has touched the backcourt of that teams.

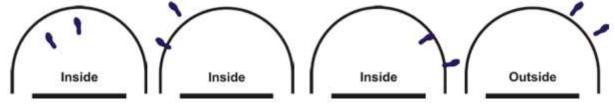
This is to clarify the ruling that if the ball bounces back over halfway and touches the back court and the offensive player reaches over the halfway line without touching the backcourt and regains possession it will be a violation.

Art 33.10

On any penetration play into the no-charge semi-circle area any contact caused by an airborne 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. This rule applies when:

• the defensive player has one foot or both feet in contact with the no-charge semi-circle area.

The following diagram displays when a player is inside the no charge semi-circle.



Art. 36.3.3

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

Art. 36.4.2

The penalty for a technical foul on a player, coach or bench has been changed to the following. 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 (if the technical foul was called
- prior to the game starting).

Art. 37.1.1

An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:

- Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball.
- Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket.
- Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.

Art. 38.2.4

The following bullet point has been added to the penalty description for a disqualifying foul.

• If the foul is a non-contact foul: 2 free throws.

Art. 41.1.1

The following definition has been added for team fouls.

A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player.

Art. 48.1 – third bullet point

The scorer shall be provided with a scoresheet and shall keep a record of:

• Fouls charged against each player. The scorer must notify an official immediately when 5 fouls are charged against any player. He shall record the fouls charged against each coach and must notify an official immediately when a coach should be disqualified. Similarly, he must notify an official immediately when a player has committed 2 technical fouls or 2 unsportsmanlike fouls and that he should be disqualified.

Art. 50.3

Stopped and reset to 24 seconds, with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket (unless the ball lodges between the ring and the backboard) and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
 - o As the result of a foul or violation.
 - The game being stopped because of an action not connected with the team in control of the hall
 - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.

Art. 50.5

Stopped and reset to 14 seconds when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
 - o As the result of a foul or violation.
 - The game being stopped because of an action not connected with the team in control of the hall
 - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last or only free throw,
 or on a pass, 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.

A - Officials Signals

<u>A2</u> - While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).

A number of new referee signals have been added;

The following new signals have been added:

Direction of Play



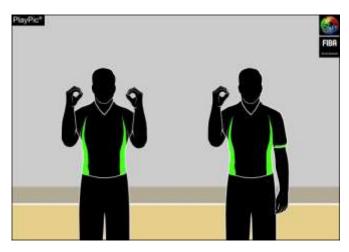
Two fingers pointing

No. 1 **-** 5



Right hand shows number 1 - 5

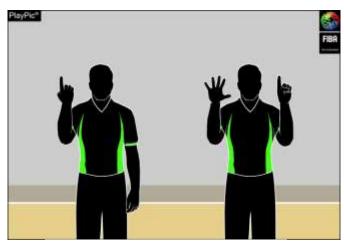
No. 00 and 0



Both hands show 0

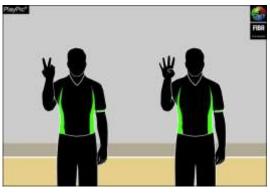
Right hand shows 0

No. 16



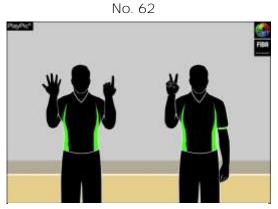
First reverse hand shows number 1 for the decade Digit - then open hands show the number 6 for the units digit

No. 24 No.40



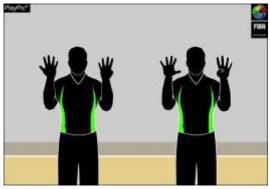
First reverse right hand shows number 2 for the decade Digit - then open right hand



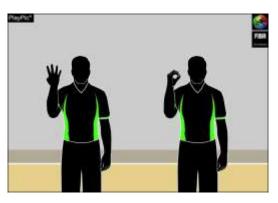


First reverse hands show number 6 for the decade Digit - then open right hand show the number 2 for the units digit



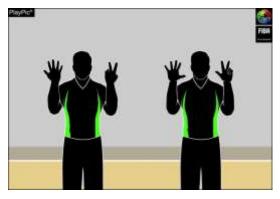


First reverse hands show number 9 for the decade Digit - then open hands show the number 9 for the units digit



First reverse right hand shows number 4 for the decade Digit - then open right hand show the number 0 for the units digit

No. 78



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

Handcheck



Grab wrist and forward motion

Illegal Contact To the Hand



Strike the palm towards the forearm

Foul on the Act of Shooting



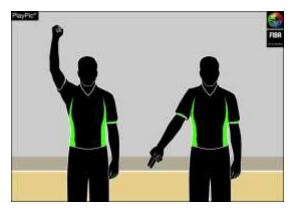
One arm with clenched fist, followed by indication of the numbers of free throws.

Hit to the Head



Imitate the contact to the head

Foul Not on the Act of



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

Scoresheet

B.7.2

At the end of each half and extra period, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the last 2 minutes of the second half, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

B.8.3.2

A technical foul against a player shall be indicated by entering a 'T1'. A second technical foul shall also be indicated by entering a 'T1', followed by a 'GD' for the game disqualification in the following space.

B.8.3.4

A technical foul against the coach for any other reason shall be indicated by entering a 'B1'. A third technical foul (one of them could be a 'C1') shall be indicated by entering a 'B1' or 'C1', followed by a 'GD' in the following space.

B.8.3.5

An unsportsmanlike foul against a player shall be indicated by entering a 'U2'. A second unsportsmanlike foul shall also be indicated by entering a 'U2', followed by a 'GD' in the next following space.

D - Classification of Teams

The whole section for classifications of teams has been modified and will be adopted for all National competitions. The document is available on page 71 of the FIBA Official Basketball Rules 2014.