

# THE FIBA OFFICIAL BASKETBALL RULE CHANGES, VALID AS OF 1. OCTOBER 2020

## 1. Art 5 Players: Injury

### REASON FOR CHANGE

The text to clarify the assistance to the player(s) from the team members and additional accompanying delegation members of his own team shall be added.

The Art. 5. shall be renamed, the new Art. 19.2.6 shall be added and Art. 44.2.5 shall be amended.

### NEW RULEBOOK TEXT

#### Art. 5 Players: Injury and assistance

- 5.1 In the event of injury to a player(s), the referees may stop the game.
- 5.2 If the ball is live when an injury occurs, the referee shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the referees may stop the game immediately.
- 5.3 If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives a treatment or an assistance from the coaches, team members and/or accompanying delegation members of his team, he must be substituted unless the team is reduced to fewer than 5 players on the playing court.
- 5.4 Head coaches, assistant coaches, substitutes, excluded players and accompanying delegation members may enter the playing court, only with the permission of a referee, to attend to an injured player before he is substituted.
- 5.5 A doctor may enter the playing court, without the permission of a referee if, in the doctor's judgement, the injured player requires immediate medical treatment.
- 5.6 During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.
- 5.7 If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team, before the scorer's signal for the substitution, that player may continue to play.
- 5.8 Players who have been designated by the head coach to begin the game or who receive treatment between free throws may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.



## NEW RULEBOOK TEXT

### Art. 19 Substitution

19.2.6 If the player receives an assistance, he must be substituted unless the team is reduced to fewer than 5 players on the playing court.

## NEW RULEBOOK TEXT

### Art. 44 Correctable error

44.2.5 Once an error that is still correctable has been recognised, and:

- The player involved in the correction of the error is on the team bench after being legally substituted, he must re-enter the playing court to participate in the correction of the error, at which point he becomes a player.  
Upon completion of the correction, he may remain in the game unless a legal substitution has been requested again, in which case the player may leave the playing court.
- The player was substituted due to his injury **or assistance**, having committed 5 fouls or having been disqualified, his substitute must participate in the correction of the error.

## 2. Art. 15 Player in act of shooting

### REASON FOR CHANGE

The goal is to differentiate the continuous movement action from a normal shot (example jump shot). The act of shooting is defined differently for the normal shot and the shot within the continuous movement. It leads sometimes to the misunderstanding amongst people involved whether the foul was called in act of shooting or not. The new text is mainly for better clarification than changingg the rule itself.

### NEW RULEBOOK TEXT

## Art. 15 Player in the act of shooting

### 15.1 Definition

15.1.1 A **shot** for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.

A **tap for a field goal** is when the ball is directed with the hand(s) towards the opponents' basket.

A **dunk for a field goal** is when the ball is forced downwards into the opponents' basket with one or both hands.

A continuous movement on drives to the basket or other moving shots is an action of a player who catches the ball while he is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

15.1.2 The act of shooting **on a shot**:

- **Begins** when the player starts, in the judgement of a referee, to move the ball upward towards the opponents' basket.
- **Ends** when the ball has left the player's hand(s) and, in case of an airborne shooter, both feet have returned to the floor.

15.1.3 The act of shooting in a continuous movement on drives to the basket or other moving shots:

- **Begins** when the ball has come to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player starts, in the judgment of the referee, the shooting motion preceding the release of the ball for a field goal.
- **Ends** when the ball has left the player's hand(s), or if an entirely new act of shooting is made.

15.1.4 There is no relationship between the number of legal steps taken and the act of shooting.

15.1.5 During **the** act of shooting the player might have his arm(s) held by an opponent, thus preventing him from scoring. In this case it is not essential that the ball leaves the player's hand(s).

15.1.6 When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting.

### 3. Art. 33 Cylinder / Basketball movements

#### REASON FOR CHANGE / ANALYSES

Players and coaches were requested to study the game situations when the defensive players move into the cylinder of the offensive players with the ball. These situations generate high instances of elbowing, faking and side effects that are not good for the image of the game.

During the analyses of the situations, it was discovered that the existing rules:

- a) state only defensive player's cylinder,
- b) state nothing regarding the offensive player's cylinders with and without the ball.

#### NEW RULEBOOK TEXT

### Art. 33 Contact: General principles

#### 33.1 Cylinder principle

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the floor. These dimensions, and the distance between his feet, shall vary according to the height and size of the player. It includes the space above the player and is limited to:

The boundaries of the cylinder of the defensive player or the offensive player without the ball:

- The front by the palms of the hands,
- The rear by the buttocks, and
- The sides by the outer edge of the arms and legs.

The hands and arms may be extended in front of the torso no further than the position of the feet and knees, with the arms bent at the elbows so that the forearms and hands are raised in the legal guarding position.

The defensive player may not enter the cylinder of the offensive player with the ball and cause an illegal contact when the offensive player is attempting a normal basketball play within his cylinder.

The boundaries of the cylinder of the offensive player with the ball:

- The front by the feet, bent knees and arms, holding the ball above the hips,
- The rear by the buttocks, and
- The sides by the outer edge of elbows and legs, placed shoulder width apart.

The offensive player with the ball must be allowed enough space for a normal basketball play within his cylinder. The normal basketball play includes starting a dribble, pivoting, shooting and passing.

The offensive player cannot spread his legs or arms outside of his cylinder and cause an illegal contact with the defensive player in order to gain an additional space.

Cylinder principle (illustrative diagrams will be added)



## 4. Art 35 Double foul

### REASON FOR CHANGE

The rule did not present any mayor problem until the last rule Rules modification and the subsequent changes in the OBRI. At present it states all the fouls of the same penalty are considered as a double foul when it is quite often difficult for the referees to determine which player has committed the initial illegal contact. Therefore practically, referees have stopped calling the double foul.

### NEW RULEBOOK TEXT

## Art. 35 Double foul

### 35.1 Definition

35.1.1 A double foul is a situation in which 2 opponents commit personal or unsportsmanlike/disqualifying fouls on each other at approximately the same time.

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 are of the same category (either personal or unsportsmanlike/disqualifying).

### 35.2 Penalty

A personal or unsportsmanlike/disqualifying foul shall be charged on 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.

## 5. Art. 37 Unsportsmanlike foul

### REASON FOR CHANGE

One of the challenges of the rule is to clarify for basketball people when on a clear “fast break”:

- A defensive player (team B) deflects the ball from team A player(s) and is close to catch the ball with clear open path to the opponent’s (team A) basket and
- A normal basketball illegal contact (foul) is now committed by the opponent (team A player). According to the present ruling it was now not a team B fast break because the team A has still been in the control of the ball.

### NEW RULEBOOK TEXT

## Art. 37 Unsportsmanlike foul

### 37.1 Definition

37.1.1 An unsportsmanlike foul is a player **contact which**, in the judgement of **a referee** is:

- **Contact with an opponent, not legitimately attempting** 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 or an opponent.
- **An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.**
- **An Illegal contact caused** by the player from behind or laterally on an opponent, **who is progressing towards the opponent’s basket** and there **are no other** players between the **progressing player, the ball and the basket**. This applies until the offensive player begins his act of shooting.
- Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the **referee** or at the disposal of the player taking the throw-in.

37.1.2 The **referee** must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

### 37.2 Penalty

37.2.1 An unsportsmanlike foul shall be charged on the offender.

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.
- A jump ball in the centre circle to begin the first quarter.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.





- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.

37.2.3 A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

37.2.4 If a player is disqualified under Art. 37.2.3. that unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

## 6. Art. 48 Scorer and assistant scorer: Duties

## 7. Art. 49 Timer: Duties

### REASON FOR CHANGE

During the production of Table Officials' Manual, it has been detected that the scorer has much more duties than the other table officials. The below proposal is to reduce some of his duties.

The procedure to indicate the player or team fouls shall be performed now by the timer.

The duties in Art 48.2 shall be performed by the assistant scorer. In some National Federations only 3 table officials are used. Therefore, these duties should be delegated to the timer.

### NEW RULEBOOK TEXT

#### **Art. 48 Scorer and assistant scorer: Duties**

Art. 48.2 Shall be deleted.

#### **Art. 49 Timer: Duties**

49.1 The timer shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of a quarter or overtime.
- Use any means possible to notify the referee immediately if his signal fails to sound or is not heard.
- Indicate the number of fouls committed by each player by raising, in a manner visible to both head coaches, the marker with the number of fouls committed by that player.
- Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live after the fourth team foul in a quarter.
- Effect substitutions.
- Sound his signal only when the ball becomes dead and before the ball becomes live again. The sound of his signal does not stop the game clock or the game nor cause the ball to become dead.

## 8. Appendix B – The Scoresheet

### REASON FOR CHANGE

To clarify how to record in the scoresheet when a normal technical/disqualifying foul or for leaving the team bench area and does not assist or attempt to assist referees to maintain or to restore order (with or without an active involvement in the fight) against head coach, first assistant coach, substitute, excluded player or accompanying delegation member has been called.

When a head coach, leaving the team bench area during the fight and starts to fight too, he should not be charged with two D<sub>2</sub> (one for leaving the team bench area by any team member and one for his own active involvement in the fight) as per today.

### NEW RULEBOOK TEXT

**B.8.3.14 Examples of disqualifying fouls for his active involvement in the fight on a head coach, first assistant coach, substitute, excluded player or accompanying delegation member:**

Irrespective of the number of persons disqualified for leaving the team bench area, a single technical foul 'B<sub>2</sub>' or 'D<sub>2</sub>' shall be charged on the head coach.

If the coach is actively involved in the fight, he shall be charged with one 'D<sub>2</sub>' foul only.

## 9. Appendix F – The Instant Replay System (IRS)

### REASON FOR CHANGE / ANALYSES

The existing Art. 46.12. Crew Chief: Duties and powers - Use of the IRS, became more and more complex and due to the growing importance of the IRS, it should stay alone, as the new Appendix F.

In addition to that, more consistent application of the IRS is required and the procedures of the referees how to use the IRS shall be standardised. At present:

- The rulebook clearly states that the crew chief can use the IRS to make the final decision. For safety mechanism, at least 2 referees should participate at the review.
- After the IRS review has been finished, the referee who made a call shall present the final decision. It must be avoided that the crew chief shall present the final decision of the referees' initial decision. It may give an image that the crew chief is overruling the referee, if the final decision is different to the original decision.

### NEW RULEBOOK TEXT

46.12 For games where the Instant Replay System is used please refer to Appendix F.

The new Appendix F – Instant Replay System (IRS) shall be as follows.

## F – INSTANT REPLAY SYSTEM

### F.1 Definition

The Instant Replay System (IRS) review is the working method used by the referees to verify their decisions by watching the game situations on the screen of the approved video technology.

### F.2 Procedure

F.2.1 The referees are authorised to use the IRS until they sign the scoresheet after the game, within the limits provided in this Appendix.

F.2.2 For the use of the IRS, the following procedure shall apply:

- The crew chief shall approve the IRS equipment before the game, if available.
- The crew chief makes the decision whether the IRS review shall be used or not.
- If the call and the decision of the referees is subject to the IRS review, that initial decision must be shown by the referees on the playing court.
- After gathering all information from other referees, table officials, commissioner, the review shall start as fast as possible.

- The crew chief and minimum 1 umpire (who made the call) shall take part at the review. If the crew chief made the call, he shall choose one of the umpire to accompany him for the review.
- During the IRS review the crew chief shall ensure that no unauthorised persons have access to the IRS monitor.
- The review shall take place before time-outs or substitutions are administered and before the game is resumed.
- After the review, the referee who made the call shall report the final decision and the game shall be resumed accordingly.
- The decision of the referee(s) can be corrected only if the IRS review provides the referees with clear and conclusive visual evidence for the correction.
- After the crew chief has signed the scoresheet, an IRS review can no longer be performed.

### F.2.3 Rule

#### F.2.3.1 The following game situations may be reviewed:

- At the end of the quarter or overtime,
  - whether a shot for a successful field goal was released before the game clock signal sounded for the end of the quarter or overtime.
  - whether and how much time shall be displayed 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 committed before the end of the quarter or overtime.
- When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,
  - whether a shot for a successful field goal was released before the shot clock signal sounded.
  - whether a shot for a field goal was released before any foul was committed.
  - whether a goaltending or basket interference violation was called correctly.
  - to identify the player who has caused the ball to go out-of-bounds.
- During any time of the game,
  - whether the successful field goal shall count for 2 or 3 points.
  - whether 2 or 3 free throws shall be awarded, after a foul was called on a shooter for an unsuccessful field goal.
  - whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
  - after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
  - to identify the correct free-throw shooter.
  - to identify the involvement of team members, head coaches, assistant coaches and accompanying delegation members during any act of violence.

## FIBA OFFICIAL BASKETBALL RULE / BASKETBALL EQUIPMENT CHANGES, VALID AS OF 1. OCTOBER 2020

Category	Art	Amendment
General	N/A	Restructure of the FIBA competition levels for equipment. Level 1: National Team and Club Competitions plus other elite level national and international club and national team competitions. Level 2: Any other competition not included in Level 1.
General	N/A	Reference to the Handbook of test methods and requirements.
General	N/A	After purchase, FIBA Approved Equipment is valid for up to 8 years regardless of its current FIBA Approval status. After this 8-year period, any equipment which is no longer approved by FIBA must be replaced.
Backboard	1.1	Level 1 backboard material: Non-reflective laminated safety glass or tempered glass, with a thickness of between 11.8 mm and 13.5 mm.
Backboard	1.1	Level 2 backboard material options added: Laminated/tempered glass; acrylic or polycarbonate; wood, fiberglass, steel or aluminum.
Backboard	1.1	Backboard rigidity test removed.
Basket ring	1.2	NCS and RAL colour references updated.
Backboard support structure	1.4	Level 2 dimensional requirement added for safety purposes: at least 1,000 mm, measured from the outer edge of the end line to the front of the backstop padding.
Backboard support structure	1.4	Backboard vibration test added.
Backstop padding	1.5	Padding shall have a peak deceleration value of 500 m/s <sup>2</sup> or less.
Backstop padding	1.5	Dimensions updated to correspond with the current market.
Basketballs	2	Ball rebound test procedure updated.
Basketballs	2	Ball shall be marked with the recommended inflation pressure or pressure range.
Basketballs	2	Circumference and weight requirements updated to reduce the allowed range.
Basketballs	2	Size 5 Lightweight (390-360g) ball allowed for Mini's competitions.
Basketballs	2	Valve leak test replaced by the loss of pressure test and the inflation stress test (Level 1 only).
Basketballs	2	Practice/grip test removed.
Scoreboard	3	A red square shall be used to indicate team foul situation.
Scoreboard	3	An 'O' shall be used to indicate overtime.
Scoreboard	3	It shall be possible to add and remove player fouls independently of team fouls.
Scoreboard	3	Impact test according to DIN 18032-3 removed.
Shot clock	5	Shot clock durability test added.
Team foul markers	8	To be red after the ball becomes live again after the 4th team foul was committed.

Flooring	10	Wear resistance, specular gloss and rolling load tests added.
Flooring	10	Area deflection test removed.
Flooring	10	Mobile wooden flooring requirement increased to 50% force reduction.
Flooring	10	Synthetic Flooring Requirements for Vertical deformation and Force reduction separated into relevant categories: Point Elastic; Mixed Elastic; Area Elastic and Combined Elastic.
Flooring	10	Stickers and paints must adhere to the same slip performance and specular gloss criteria as ordinary floor areas.
Lighting	12	Descriptions and requirements for flicker factor, colour rendering and colour temperature added.
Whistle controlled timing systems	13	The system shall have: A response time of 0.1 seconds or less. Cover all locations on the basketball court. Not stop the game clock with any external whistle noise.
Whistle	14	Requirements added for volume, frequency and chemical safety.
Advertising boards	15	Padding indentation requirements and diagram added.
Advertising boards	15	Illuminance and refresh rate recommendations added for production purposes.
Spectator area	17	Load and durability test recommendations added.



END OF DOCUMENT