

## **Basketball Rules – Changes as of Sept. 2014**

Article numbers in red: **not mentioned** in FIBA document “Official Basketball Rules - Changes 2014”

Article numbers mentioned in this document refer to the numbers in Official Basketball Rules **2014**

Abbreviations: NCSC No-Charge Semi-Circle

+ Additional  
- Deletion  
A Adjustment  
C Combination

This overview of the changes in the “Official Basketball Rules” is based on the new version of the Official Basketball Rules 2014 as approved by the FIBA Central Board, Barcelona Spain released on February 2<sup>nd</sup> 2014.

Note that a few new signals for the referee have been introduced. These signals are not mentioned in this document.

Remarks in grey mean that the article has only (partly) been rewritten and that the rule itself hasn't been changed.

At the end of this document three extra items have been described (changes which had not explicitly been mentioned in the document “Official Basketball Rules”, but that only came up later in the new “Interpretations” instead.)

- |                |   |   |
|----------------|---|---|
| <b>Overall</b> | 1 | 24-second clock (operator) changed to <b>shotclock (operator)</b> |
|                | 2 | All number are now written in digit(s) instead of words           |

### **The Game / Court & Equipment / Teams / Playing Regulations**

- |               |                         |  |
|---------------|-------------------------|--|
| 2.4.7         | C                       | The NCSC-lines are part of the NCSC-area   |
| <b>3</b>      | A                       | Specification for 2 distinctive signals: one for the timer / scorer, one for shot-clock operator.  |
| <b>4.3.1</b>  | +                       | The shorts must end above the knee   |
| <b>4.3.2</b>  | <b>4<sup>th</sup></b> C | Numbers to be used are:<br>- 0 (zero)<br>- 00 (double zero)<br>- from 1 until 99   |
| <b>4.3.2</b>  | <b>4<sup>th</sup></b> D | Note that “National federations have the authority to approve, for their competitions, any other numbers with a maximum of two (2) digits” has been deleted.   |
| <b>5.7</b>    | +                       | When an injured player(s) receives treatment between (one series of) free-throws that player must be substituted; in which case the opponent has the right to substitute the same amount of players, if they want to.<br><i>Note: this article used to be only applicable for the starting five players.</i> |
| <b>7.4</b>    |                         | The coach <b>OR</b> the assistant coach may go to the scorer's table during the game (only) to obtain statistical information, only when the ball becomes dead and the gameclock is stopped.   |
| <b>16.2.1</b> | A                       | The verb “to release” has been added...<br>So touching the ball by a defensive player (jumping off) from the 2-point-area on a 3-point-shot is no longer of any significance!!   |

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A shot released from 3 (or 2)-point-area will count for 3 (or 2), even when touched by a defensive player jumping off from 2 (or 3)-point-area. The value of the score does not change anymore when the ball is touched in an attempt to block the shot!

18.2.5 2<sup>nd</sup> A During the last 2 minutes of the 4<sup>th</sup> quarter only 2 time-outs are permitted by each time team; even when that team has not used a time-out during the 2<sup>nd</sup> half.

### **Violations**

29.2.3 + After the ball has touched the ring of the opponents’ basket, the shotclock will be reset to  
- 24 sec if the opposing team gains control of the ball;  
- 14 sec 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; *even when the ball bounces of the ring with more than 14 seconds on the shotclock!!*

*Note that an interception by a defensive team on their front court will still result in the shotclock being reset to 24.*

30.1.1 Just rewritten

30.1.2 2<sup>nd</sup> + When the ball bounces on the backcourt after a pass from an offensive player who is in his front court (so therefore the ball is in that team’s frontcourt) and is caught by another offensive player in his frontcourt this now also is to be considered a backcourt violation.  
Example: Two players standing really close to the centreline in their frontcourt (so the ball is in the frontcourt and the 8-seconds rule is not applicable anymore): player A1 bounces the ball via the backcourt to A2, who catches the ball still being completely in the frontcourt.  
This is now to be considered a backcourt violation.

### **Fouls**

33.10 3<sup>rd</sup> A A defensive player is considered to be within the NCSC when at least 1 foot is in contact with the NCSC-line or within the NCSC.  
So, having one foot touching the NCSC-line and the other foot outside the NCSC-line is also considered to be within the NCSC.  
Note that the conditions for a legal guarding position are still applicable.

34.2.2 A Like in art.16.2.1 the verb “to release” has been added.

36 / 37 / 38 The article numbers for Technical, Unsportsmanlike and Disqualification fouls have swapped places; that is Technical comes first now as 36.

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*Note that FIBA-document “Official Basketball Rules Changes (effective as of 1<sup>st</sup> October 2014)” still refers the “old” article number 38*

- 36.3.3 + A player charged with his 2<sup>nd</sup> technical foul will be disqualified automatically **for the remainder of the game (only)**. See also B.8.3.2 until B.8.3.5.
- 36.3.5 + When a player has been disqualified because of his 2<sup>nd</sup> technical foul, that technical foul will be the only foul to be penalised (the same as when a coach gets disqualified because of multiple technical fouls). See also B.8.3.2 until B.8.3.5.
- 36.4.1 A Penalty for a technical foul either by a coach (bench) or a player: **1 free throw** and a throw-in at the centre line extended opposite the scorer’s table (or a jump ball to start the first period).
- 37.1.1 A The old article numbers 36.1.1 and 36.1.3 have been merged into 37.1.1
- 37.2.3 A A player shall be disqualified **for the remainder of the game** when he is charged with 2 unsportsmanlike fouls. See also 2 technical fouls 36.2.3 and B.8.3.2 until B.8.3.5.
- 38.2.4 1<sup>st</sup> + An extra bullet has been added to this article mentioning this penalty is applicable for a non-contact disqualification foul as well.

### **General provisions & the rest**

- 44.2.7 + Shot clock has been added to this article. So now also time (left) on the shotclock can be corrected at any time; just as playing time and the scoresheet.
- 46.12 + A lot of situations for using Instant Replay System (IRS) have been added; see the article itself.  
*Note: this will very likely not be used in Dutch regular and cup game competition, nor for Final4’s or Play-Offs.*
- 48.1 3<sup>rd</sup> + The scorer will also notify the referee when a player has committed his 2<sup>nd</sup> Technical foul.
- 50.2 “Stopped but not reset”. This used to be 50.3; nothing changed.
- 50.3 / 50.4 / 50.5 Basically the as same what used to be mentioned in 50.2 sub1, sub2 and sub3.
- 50.5 2<sup>nd</sup> + 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 (after an offensive rebound on an unsuccessful shot for a field goal or free throw, or a pass), the shot clock will be reset to 14; **even when the shot clock showed 15 or more**.
- B.3.3.2 A The shirt numbers determine the order in which the names should be entered on the scoresheet.  
So no empty lines in between anymore; and (B3.3.3):

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- B.3.3.3** A If a team presents fewer than 12 players it'll be only the last lines that will be left empty and through which the scorer will draw a line.
- B.7.2** + In case of unused time-outs 2 horizontal lines will be drawn in that box(es) (nothing new so far).  
In the case that the 1<sup>st</sup> time-out in the 2<sup>nd</sup> half has not been granted at the start of the last 2 minutes of the 4<sup>th</sup> quarter (games clock showing 2:00 or less), the scorer will mark the first box with 2 horizontal lines.
- B.8.3.2-5** + In case a player or coach gets disqualified for receiving the 2<sup>nd</sup> U or the 2<sup>nd</sup> T or C (or the 3<sup>rd</sup> in combination B or C), in the following space “GD” will be entered, meaning Game Disqualification.
- B.8.3.10 & 11 Used to be B.8.3.10; has now been split up.
- D Has just been rewritten with more examples.

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### **Added after the publication of “FIBA Basketball Rules – Official Interpretations 2014”**

*Not all differences in the interpretations have been addressed here. Not those that have already been mentioned above and are additionally described in the interpretations, but the ‘older’ aspects that were not mentioned in the changes while now mentioned in the Interpretations.*

#### **Double foul**

It has now explicitly been noted that an ordinary P-foul and a U-foul, committed almost at the same time by two opponents against each other are now regarded as a double foul.

#### **Start of “Interval of Play” with a foul in the buzzer and free throws**

If a foul is called in the buzzer with no time left on the game clock, the free throws will be dealt with first and after the final free throw the interval of play will start.

#### **“Backcourt” pass after a throw-in at the Centre line with less than 8 seconds left**

If a throw-in needs to be taken at the Centre line and there are less than 8 seconds left to cause the ball to go into the Frontcourt and the ball is passed to a team member in his Backcourt, then the team will have the remainder of the 8 seconds to cause the ball to go into the Frontcourt.

#### Example:

A1 dribbles in his backcourt for 5 seconds when A3 and B2 engage in a “verbal dispute” which causes substitute players A6 and B7 to enter the court and start fighting.

A3 and B2 receive a T (each their first), A6 and B7 are disqualified with Fighting fouls and both coaches are charged with a Tb (their first T). A1 had possession of the ball, so after the cancellation of equal penalties this is what remains. Throw-in at the centre line; A1 passes to A5 who is in his Backcourt; team A now has 3 seconds left to cause the ball to go into their Frontcourt.

#### **Technical foul for a coach on delaying resuming play at the end of the time-out while no more time-out left**

When the coach, after being warned, still delays ending the time-out, he will be given another time-out by the referee. In case the coach had no more time-out left, he will get a Technical foul, recorded as **B** (was c).