

FIBA Interpretations 2018-19

1. Shot clock violation –if shot clock horn sounds when shot is in the air, ball misses rim and shot clock violation is called, throw in is at the point of the infraction (endline) If shot clock horn sounds with the ball in the player's hands, the throw in is at the point nearest the infraction. Be patient; if ball is in the air, shot clock sounds, and ball misses rim, wait to see what happens- fumble means shot clock violation. Ball hitting floor does not necessarily cause violation.
2. The 24 second shot clock, on a throw- in, will start the same time as the game clock; the 8 second count is the same. All other times, the shot clock begins on team control
3. A- 3 second call is only in effect when there is team control in the front court (does not apply during a throw-in)!
4. Once team control is established in the frontcourt and the ball then returns to the backcourt, and an offensive player is the first to touch the ball; that is a backcourt violation. **Player control must be established in front court before there can be a back court violation.**
5. All technical fouls (except those before the game) are 1shot; play then resumes at point of interruption.
6. Game always begins with jump ball--Technical fouls that are called prior to the game carry a penalty of 1shot(any starter may shoot) – Similarly, U fouls prior to game, the player fouled will shoot 2 free throws (Interp 9-9) ; U fouls or D fouls during other intervals carry penalty of 2 and possession at front court throw in line; does not affect AP process
7. **Player technical fouls DO count toward the penalty;** while technical fouls to coaches or bench personnel DO NOT count toward the penalty;**during intervals, anyone in uniform is a player.** 2 Technical fouls to a player results in disqualification.
8. Once team member is disqualified, no further penalties can be administered to that team member
9. The act of shooting, including tapping the ball, does not end until BOTH feet are back down to the floor.
10. The ball may pass over the backboard in either direction at any time.
11. Unsportsmanlike (Intentional) fouls are penalized by 2 shots and possession at the front court throw in line opposite the scorer's table, with 14 seconds on shot clock. If a player commits an unsportsmanlike foul on a player in the act of shooting and the shot is successful, the penalty is one (1) shot and possession. **Two unsportsmanlike fouls result in disqualification.**
- 12 **An unsportsmanlike foul will be called when a player causes contact with an opponent from behind or laterally in an attempt to stop a break away- that is when there is no opponent between the offensive player and the opponent's basket- any foul in this situation is deemed to be unsportsmanlike resulting in 2 shots and possession of the ball. However, once that offensive player is in the act of shooting, the foul will now be called as normally called.**
13. It is NOT traveling to fall with the ball **or slide on the floor with the ball due to momentum.** It is, however, traveling, if while on the floor, the player rolls, or attempts to stand up while holding the ball.

14. Double fouls are only double fouls if penalties are the same; for example if A1 and B1 are involved in double foul but that is Team A's 5th foul of quarter, it is no longer a double foul and you shoot the penalty free throws. If double foul penalties involve shots and /or possession, and are not equal, no longer a double foul; you administer in order they happened, and you must decide which order.

15. If a double foul occurs after any successful score, fouls are administered and the ball is awarded to the non- scoring team on the end line. The out of bounds player may run the end line!

16. Double foul with a team in control, the ball goes back to the offensive team, with no reset on the 24 second clock or no reset on 8 second backcourt count.

17. Quarter # 1 begins when CC tosses ball up- clock starts on a legal tap; if there is a foul before clock starts, no substitutes, or time outs. All other periods begin when thrower in has ball for throw in

18. 5th foul on player; player is excluded and must be replaced and play should resume in 30 seconds; the time permitted is for the Coach to get sub ready- the minute coach calls his players over, official firmly and professionally asks for sub.

19. Closely guarded is within 1 meter anywhere on the court for 5 second violation.

20. All time outs (2 in the 1st half and 3 in the 2nd half, and 1 for each extra period) are 60 sec in length with a warning buzzer at 50 seconds, and a second buzzer at 60 seconds---- and the time outs may not be shortened. Time outs do not carry over to the next half or over time period. **Officials should be in front of time out huddles before the warning buzzer ready to request that teams come out to play.**

21. If an injured player is not ready to play immediately (15 sec), and remains in the game, there must be a time out charged: this could be a time out called by either team!

22. Regardless of how many players leave the bench during a fight, but do not become involved in fight, the coach is assessed only one (1) technical foul. **Because of players leaving bench, and being disqualified, this now results in 2 shots and possession at front court throw in line with 14 seconds on shot clock—but again, coach is assessed only a technical foul.** Only the coach and assistant coach may leave the bench in this, situation, and only to help restore order. **If anyone leaving bench becomes involved in fight, they would be disqualified and an additional 2 shots and possession for each foul of that nature. For example, if A9 and A10 leave bench and become involved, Team B would have 6 shots and possession- 2 for the Coach T, and 2 each for A9 and A10**

23. **Basket interference** will be called if the ring is vibrated while the ball is on the way to the basket, on or in the ring, above the ring, against the board and the official determines that the ball has a chance to go in- this is not a technical foul.-**please wait until you see whether ball goes in or not- if it does, there is no violation- you may allow subs on a basket interference call !**

24. When a player secures a loose ball while lying on the floor, he/she may begin a dribble while on the floor and rise to his/her feet.

25. Once the ball has hit the ring, the ball may be played while on or above the ring- the exception is when a whistle blows or the buzzer to end the period sounds- at that point the ball may not be touched!!!

26. Correctable errors may be corrected up until the 2nd live ball.
27. Correctable error (**special situation**)-- free throws were not awarded and that team takes ball out of bounds, and scores-- the error, even if noticed after the score, is ignored at this point.
28. Correctable error (**special situation**) -- penalty free throws are not awarded, team takes ball out of bounds, throw it in and the ball, let's say, is knocked out of bounds- the error is now discovered—**if there has been no change of possession**, shoot the free throws and play from the free throws as you would any free throws.
29. Correctable error – wrong player shooting free throws- if noticed before free throws, officials put correct shooter on the line with no penalty; if error is noticed after first free throw(do not shoot second), or after last successful free throw- cancel the free throws and award the ball to opposition at free throw line extended.
30. No reset of the shot clock or back court count on an offensive injury, or Technical foul on offense, or a double foul that goes back to offense
31. Any ball (during play) lodging between the basket and board is a jump ball- that ball HAS NOW HIT RIM - goes to AP- if offensive team gets the ball back- 14 seconds; if defense has AP arrow,- 24 seconds, of course. If ball hits rim directly from a throw, it is a violation.
32. Thrower in may cover no more than a meter, whether he/she goes in one direction or two- so thrower in may move in both directions but not cover more than 1 meter in total movement.
33. It is impossible to travel during a fumble or during a dribble; for example, dribbler ends dribble and begins act of shooting- as he/she jumps, the ball squirts out of his/her hands- the player may retrieve this ball in all situations. It is legal to dribble and shoot an air ball, then go and get the ball and dribble again.
34. TRAVELING -if player catches ball **on the move with one foot on floor**, either catching pass or loose ball, or picking ball up off dribble, that foot is no longer pivot foot- the player is now permitted to take 2 more steps before passing or shooting- have a very patient whistle – but only if player is on the move.
35. TRAVELING – if player catches ball on the move with one foot on the floor, and dribbles, he/she must begin that dribble before 3rd step, or if you prefer the “0, 1, 2” scenario- before the second step
36. Throwing ball off the back board is **no longer a dribble**
37. Canadian Modifications on Undergarments 2018-19– At AUS level, undergarments must be compression; compression **tops and bottoms must be short sleeve, or sleeveless. All team members must wear same color of undergarments. AUS and ACAA may have special provisions. Waiting for direction from CCAA and ACAA High school and below are permitted to wear short sleeve Tshirts**
38. Team control on a throw in begins when the thrower in has the ball for the throw in, or when the free thrower has the ball for a free throw
39. If a team requests a change in starting line up due to injury; the opponent may replace a player as well. If there is a foul prior to game, either T or U, **any** starter must shoot the shot(s)
40. Either the head coach or the head assistant coach may stand during the game.

41. After a player has committed his/her 5th foul, he/she is excluded, and if he/she takes an additional foul at that time, that technical foul is assessed to the coach. The penalty is one shot and game resumes at point of interruption

42. Personal fouls involve contact by players, regardless of whether the clock is running or not. Technical fouls during the playing of the game are those fouls NOT involving contact

43. Dunking is not permitted in ACAA warm ups, but is permitted during AUS warm ups, and during the game (by rule). High schools do not permit pre-game dunking.

44. Shot is taken, buzzer then sounds to end period, and the ball is now tipped (blocked) on its upward flight- that ball is now dead- no score! Of course, if ball is tipped before buzzer to end period and the ball goes in, it would count.

45. – **In the last 2 minutes of the game**, when a team is entitled to the throw in, **in the back court**, and they call a Time Out, the Coach now has option of advancing the ball to front court throw in line or not. If they choose to advance, they only get 14 seconds on shot clock in most cases(there are some cases where they would get less). If they choose to take throw in in the back court, they get whatever is on clock- for example after a score- 24; after a back court foul-24, after ball knocked out of bounds in back court with 18 seconds- 18 seconds, same as usual. **The coach must let officials know of his decision on advancing or not , at the latest, at the 50 second buzzer.**

46. Unlimited subs on all violations, including basket interference or goaltending; unlimited subs after a last successful free throw, but no subs between free throws.

47. A substitute must stay in for a tick of the clock and a player being substituted must stay out for a tick of the clock. Exception - unless a mistake is made by the table. For example, if Coach brings sub in to shoot technical free throw, he/she must stay in for a tick of the clock

48. Ball in the back court and knocked out of bounds by the defense, the offense will only have what is remaining in their 8 sec count to get ball over half. **Official's count will take precedence over shot clock operator if there is a problem here.**

49. Team A has team control but ball is loose and bounces in air over boundary line. B1 jumps out over boundary line and saves ball – if B1 taps ball, no change in possession, but if he/she catches ball or ball comes to rest in one hand, this will result in change of possession- if he/she saves it only to have Team A catch ball- that will be a new shot clock

50. Only 5 players on the lanes during free throws, 3 defenders and 2 offensive players and players may only occupy spaces to which they are entitled, but do not have to occupy any spots.

51. In FIBA, offense has 24 seconds to hit the rim or score –for example, if a shot misses the rim and the play results in a jump ball by 2 opponents- - if the possession arrow favors the offense, they will only have what is remaining on the shot clock.

52. All offensive violations on free throws, whether it be an offensive lane violation on a last missed free throw; or a shooter violation on a last made or missed free throw- the throw in will be at foul line extended

53. Only the free thrower could violate his/her own successful free throw- all lane violations are ignored if the free throw is successful.
54. Overtime starts with the possession arrow - there is no jump ball. Only one jump ball and that is to start the game.
55. Team is not penalized if wrong numbers are on the scorer's sheet at any time, but the name of a player cannot be added after the game has started.(U 17 Goble rule)- not sure of NSHSF policy on this.
56. Offensive player returns to the floor with the ball and defender also has hand or hands firmly on ball, we call a jump ball situation- not a travel!
57. A timeout request may be cancelled only until the buzzer for the time out has sounded.
- 58. The dribbler is not in the front court until both feet and the ball are touching the front court front court – therefore, 8 sec count will continue until dribbler and ball are in front court- any player straddling center line holding ball may pass to back court or to a player straddling, or may dribble to back court. The eight second count ends when the ball touches a defensive player or referee who is straddling the center line or in the frontcourt.**
59. Accidentally scoring in own basket - credit 2 points to opposing captain; deliberately scoring in your own basket is a violation and basket is cancelled.
- 60. Any player who jumps from his/her front court and establishes a NEW team control while in the air and lands in back court or straddling the division line is okay- this could be on a defensive interception or the jump ball to start game – that player may land straddling the center line, even if one foot comes down in front court first – this player may now pass or dribble into back court, but he/she may not pass the ball in the back court to a team mate while in the air during the interception.**
61. Disqualifying foul on a made basket is one shot and ball at front court throw in line opposite the table.
62. Three point shot that is touched inside the two point area counts as 3 points.
63. On an inadvertent whistle, subs and timeouts are granted- when the error is by the floor official, we may allow subs to take place.
64. On an inadvertent buzzer, we would attempt to ignore; if an official blows the whistle, you must check the situation- if the timer sounded buzzer in error as the request for time out is late – time out or subs would not be allowed in this case .(Case 18-21)
65. B1 while dribbling in backcourt has ball intentionally kicked by A1 - new backcourt count and a reset on the shot clock; if this play happens in front court, the offensive team would have either what is remaining on shot clock if above 14 and if under 14 seconds, the shot clock is set to 14 seconds
68. If play is stopped by an official for a foul or violation(not OB) by defensive team, or any valid reason by defensive team, or any valid reason not connected with either team:
Ball would be awarded to team who had ball previously; if backcourt- 24 sec; if front court – remaining time unless 13 or below and then you set shot clock to 14 sec

****However, if the game is stopped for any valid reason not connected to either team, and if officials feel that by resetting clock, it would be a disadvantage to opponents- the clock would continue from the time it was stopped.(29.2.1)**

69. Goaltending or basket interference on the last free throw is a technical foul plus 1 point for the free throw.

70. In the last 2 minutes of the game, the **non- scoring team may initiate subs** after a field goal. **If they do initiate subs, the scoring team may sub as well. Once the official blows whistle to stop game, a time out may be granted to either team.**

71. If team A is playing with too many players, blow it immediately unless Team B is placed at a disadvantage.

72. The centre line is part of the backcourt.

73. Successive time outs may be called.

74. A team loses the right to run the end line after a made basket if a foul is called on either team.

75. Neither team may have a time out during any interval.

76. Excessive swinging of elbows by a player without contact could result in a technical foul – generally give a warning first.

77. Reaching up through the basket and touching the ball is basket interference when the play take place in the court; if this happens on a throw in, it is a violation and no points can be scored as play did not originate from within the court

78. When the ball is out-of-bounds for a throw-in during the last 2 minutes of the game, and in the hands of the official or the thrower-in , and a defensive foul is called on the court , this isan unsportsmanlike foul- no judgment is needed – it is an unsportsmanlike foul(FIBA Interpretation)

79. On any injury, play must not be stopped until the play by the team in control of ball is completed; or the team in control of ball loses control, or withholds the ball from play to the basket- of course, if the injury seems serious in nature, the official relies on the rule “ Safety First”, and blows the play down.

80. An errant pass is considered to be a dribble if the same player picks the ball up; if A1 has completed a dribble and then passes to A2, who fails to see the pass, and A1 goes and touches the ball- that is a double dribble violation.

81. Attempting to draw a foul call by embellishing the contact or lack of could lead to a warning, and then lead to a Technical foul- Flopping ! Once you use the prescribed FIBA signal (palm up and raising hand up twice), you now will warn coach of that team at first stoppage of play.

82. With 00.3 seconds remaining in any period, the official will decide if ball is released for goal before time expires; with less than 00.3, the ball may not be caught and shot- only tipped, tapped , or directly dunked

83. Shot clock will **not be reset** if throw in hits the rim. (otherwise reset)

84. **On any foul or defensive violation, or defensive injury is called, causing the throw in to be in the front court, the shot clock will no longer be reset to 24- if the clock is 14 or above , it will stay as is; if below 14, the clock will be reset to 14.**

85. When we have a time out request and then a 5th foul situation occurs, all administration of 5th foul will be handled first, and then the time out- whistle for time out will be after all admin of sub for disqualified player

86. Penalty for delaying coming out of time out, if the team has already been warned, is now a time out- if the team does not have a time out remaining, the penalty is a technical foul

87. Violation on opening jump ball before either team has control- the possession arrow will favor the team that does not get control of ball in the court on the throw in- and no subs until clock starts!

88. On the jump ball, non jumper A1 commits violation in his/her backcourt- Team is awarded throw in in front court with 14 seconds on shot clock. Similarly, A1 commits a charging foul in back court- Team is awarded throw in in front court with 14 seconds on clock

89. **Any front court throw in on a new team control means shot clock is set at 14 seconds – could be a foul on offense in back court, violation by offense in back court, including out of bounds violation,** For example, dribbler in back court commits a charging foul; or dribbles ball off his/her foot out of bounds, could be a back court violation, or an 8 second call- means new team possession in front court with 14 seconds on shot clock

90. ALL cancelled baskets are administered free throw line extended.

91 Three timeouts in the second half – but no more than two during the last two minutes of the 4th period.

92. The semi-circle rule will only apply in gyms that have the markings. The airborne shooter or passer cannot be called for an offensive foul if the defender has any part of his feet touching or in the circle.

93. Alternate possession ends when the ball is legally touched or when a team in possession commits a violation. In case of a foul, you do not lose AP but on a violation you do lose AP arrow.

94. Neither team can touch ball once shot hits backboard above the level of rim with chance to score.[goaltending]

95. The 8 second starts on **CONTROL** after the ball is returned legally from the front court to the back court.

96. During Free throws - before the last or only personal foul free throw the shot clock will be reset to 14.

97. When a field goal attempt hits the rim on a shot and the ball is last touched (not controlled) by the defense and then goes out of bounds the,SC is reset to 14 regardless of whether throw-in is in frontcourt or backcourt.

98. Disqualifications because of two technical fouls or two unsportsmanlike fouls, or one T and one U, shall be the only foul to be penalized and no additional penalty for the disqualification shall be administered. Note the actions on the score sheet. According to rule, all disqualification fouls will have the coach or player removed from the vicinity of the bench. Not sure where high schools are with this

99. There is a difference between being disqualified and being excluded- excluded player has received 5 fouls.

100. Kicked ball violation- ball must be intentionally struck with any part of the leg; if the ball is thrown off a leg, no violation