

FIBA Pre Level 1 Rules

2021-22

Court and Terminology

- Boundaries are out of bounds
- Team Benches – Team A(Home) and B(Vis)
 - 3 point line is 2 points
 - Free throw line and lanes
 - Restricted area- the KEY!- 3 seconds
 - Back court and front court- Center (Division) line
 - Free throw line up- only 5 players on lane
 - No foul reporting area
 - Trail, Lead Diagonal

Jewelry

- Absolutely no jewelry-or anything that is not basketball related, like metal pieces
- Minor does not require matching undershirts,; jr & sr high must have undershirts of same color

Playing Regulations

- 8 – 4 min periods(shifts) in U12 with a 1 min interval between quarters and 4-5 minutes at half time-
- U14- some play 6 – 4 min. periods and last quarter normal
- Intervals of play are prior to game, between quarters, half time; all other time is “playing time”
- Game must start with jump ball

Playing regulations

- Periods 2, 3, 4, and overtimes begin with Alternating Possession (AP) throw in at Center court opposite table
- In overtime periods, teams shoot in the same direction as 2nd half.

Baskets and Benches

- Home team sits to the left of scorer's table (as teams face the court) and shoots opposite in 1st half; however, teams may agree to change benches and/or baskets.
- Shoot at opponent's basket

TEAMS

- 5 players to start game
- Jerseys to be tucked in!
- A team member, in FIBA, is entitled to play as long as his/her name is in the scorebook, and as long as she/he has not been disqualified. In minor, no player will be denied the right to play.

Bleeding Player

- Any player who is bleeding or has an open wound must be substituted. He may return to the court only after the bleeding has stopped

Coaches

- Coaching box -5 meters from center and continues to baseline
- Either Head Coach or Ass. Coach may stand during the game (not both), but either coach may approach scorer's table to request time out, or to obtain information. Assistant coach may not address officials.

Jump Ball To Start Game

- Penalty for Technical Foul before game is 1 shot - this is the exception as the game must begin with a jump ball- starter must shoot
- Penalty for U foul before game is 2 shots by player who was fouled

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JUMP BALL

- Non-Jumpers:
 - Team mates may not occupy adjacent positions, if an opponent wants space in between.
 - May move around the circle or court.
 - May not enter circle until ball is tapped

Violation or Foul in Front Court

- On a non shooting foul, a kicked ball, or a defensive injury in front court, the shot clock will stay if 14 or above; if less than 14, clock is reset to 14 seconds- anytime throw in is in front court- this is the process. If the foul is in the act of shooting, shot clock is reset to 24
- If play is in back court, these 3 scenarios above are a reset to 24 sec

TEAM CONTROL

- Starts when player is in control of a LIVE ball by holding, dribbling or when ball is being passed between team mates. (there is team control when thrower in has ball, and when free thrower has ball)
- Ends when:
 - An opponent gains control
 - The ball becomes dead.
 - The ball has left the shooters hand(s) on a field goal or for a free throw.

Player – Act of Shooting

Ends- when the ball has left the player's hands, but in the case of the airborne shooter, when **BOTH** feet have returned to the floor.

- **Begins** –with upward motion on jump shot from standing position; with the gathering of the ball from a catch or dribble on the move

Throw-Ins

- Throw-in takes place closest to where the infraction occurred, but never directly behind the backboard.
- Cancelled baskets - throw in is at free throw line extended
- Throw in takes place at mid-court across from the scorer's table to start last 3 periods; throw in line in front court after U foul; point of interruption after a T foul.

Thrower-In May Not:

- Touch the ball on the court before it has touched another player.
- Take more than 5 sec to release the throw in.

Move more than 1 meter total in both directions (permitted to move in both directions) Allowed to move backward as far as circumstances permit.

Time Outs

- Called by Coach or Assistant to the scorer's table; officials **absolutely do not** accept requests for time outs.(but may have to manage this)
- No conditions on time outs ! – not “if they score”
- In the last 2 minutes of 4th quarter, if the team entitled to the throw in from the back court calls a time out- the throw in will now be moved to the front court “throw in” line, and may only be thrown into front court

Charged Time Out

- After a successful field goal is scored, a time out may be granted to the team scored upon- provided the time out is called before the ball is alive on the throw in
- Time Out May be called by either team, after the last or only successful free throw, BUT before the ball becomes LIVE. (Never between free throws)

SUBSTITUTION

- On any whistle
- Unlimited subs by both teams after a last or only successful free throw.
- Substitute must stay in game for a “click of the clock” and player going out is the same

Travel

- Ending a Dribble- if one foot is on the floor when dribble ends, that is the pivot foot; dribble ends when ball comes to rest in one or both hand(s)
- Both feet off floor on a catch, and the player lands on both feet simultaneously, either foot may become the pivot foot.
- Normally, one foot is on the floor to end the dribble- in this case, if the player jumps to land on both feet, there is no pivot.
- If players catches ball on the move with one foot on floor, that player is allowed 2 mores steps before shot or pass- this is big change in travel rule

Travel

It is LEGAL to fall to the floor with the ball, to slide on floor after gaining a loose ball or to gain control while lying on the floor.

It is a VIOLATION to gain an advantage on the floor by rolling, or attempting to stand up while holding the ball.

Blocked shot that stays in the hands of the shooter and returns to floor with ball

– Travel ! –

3 Seconds

- Only in the front court while clock is running and the violation is for more than 3 seconds !!!(4)
- Individual – not a team call
- If player is taking ball to basket or player in key is on way out, suspend the count- this is not a visible count

Closely Guarded

- 5 Seconds call (visible count) -- Holding a live ball *anywhere* on the court and an opponent is in an active guarding position at a distance of more than 1 meter (rule of thumb – one arm length).
- 5 Seconds call- thrower in has 5 seconds to release throw in

10 Seconds

- A team has 10 seconds (visible count) to get the ball out of its backcourt--10 sec count begins with team control in the court, except on a throw in.
- Official must count the 10 seconds count in back court

30 Sec Clock on Throw In

- Shot clock starts on touch (same time as game clock) on a throw in- but on control in all other situations

30 second

- Ball must leave the players hands before the 30 seconds expires, and must hit the ring or enter the basket.
- Throw in for 30 sec. violation at nearest point from where ball was shot

30 second Violation

- If ball is shot and shot clock expires, and ball misses the ring, hold whistle (even if ball hits floor), if defensive team secures rebound directly- if the ball is fumbled or deflected- violation!

Back Court Violation

- Basic principles:
 - Once team establishes player control in the front court--
 - If offensive team is the last to touch the ball in the front court. And first to touch ball in back court – violation!!
 - Center line is in back court.

Back Court

- Ball is not in front court until ball and both feet are touching the front court (any part of front court)- ball and both feet have to be **completely** in front court (whole ball, whole man)
Player straddling may now dribble or pass in any direction

Back Court

- If a backcourt violation is called, the ball is taken out of bounds, in front court, at nearest point of infraction.
- Cannot throw the ball from the front court to the backcourt from out of bounds.

Backcourt Violation

- Defensive player who makes a great play by intercepting a pass in the air, leaving from his front court and landing in his back court or straddling the line- this is legal because this player established a new team control in the front court !- this would also apply to the same situation on the jump ball.

Fouls

- Personal Foul is a Contact foul
 - Contact foul with an opponent during the playing of the game
 - Team control fouls- never any free throws

Team Fouls/Penalty

- Team foul penalty occurs when a team commits 5 fouls in a quarter. (after 4th- on the 5th)—penalty (not called bonus anymore) or is 2 shots.

Fouls

■ Double Foul

- Two opponents commit fouls of same category against one another at approximately the same time.
- Charge fouls, and resume as follows:
 - If basket is scored, award ball on endline to team scored against.
 - If there was team control, or a team was entitled to control, throw-in at the nearest place of the infraction. (no reset on shot clock)
 - Neither team in control – AP (Reset)

Unsportsmanlike Foul

- Not a legitimate attempt to directly play the ball, or may be a hard play on the ball- severe contact must be called unsportsmanlike- penalty is 2 shots and possession at division line opposite table

Unsportsmanlike Foul

- Any foul by the defence on a break away, or clear path situation from beside or behind without any defender between offensive player and basket, whether the defensive player plays the ball or not- if you call a foul- it is an unsportsmanlike foul- until the act of shooting begins.

Unsportsmanlike Foul

- In the last 2 minutes of the game , if there is a defensive foul in the court when the ball is out of bounds, either at the disposal of the official or the thrower in- U foul
- Any foul intended to stop fast break is U Foul

Technical Fouls – Player

Non Contact Foul

- Technical fouls carry a penalty of 1 shot and plays resumes at point of interruption. (Player technical fouls count toward penalty)
- Examples:
 - Disregarding warnings by game officials (warn player and his coach- then warning has been issued to the entire team).
 - Disrespectfully communicating with the officials, the table officials or his opponents.

5 Fouls By Player

- After committing 5 fouls (combination of personal and technical) a player must be removed immediately and be replaced within 30 seconds.