

# OFFICIAL BASKETBALL RULES

## SUMMARY OF CHANGES 2017

# NOTE



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*FIBA Referee Department*

## **Art 25 Travelling (1)**

### 25.1 Definition

25.1.1. Travelling is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court.

25.1.2 A pivot is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept at its point of contact with the floor.

## **Art 25 Travelling (2)**

25.2.1 Establishing a pivot foot by a player who catches a live ball on the playing court:

If a player who receives the ball while standing with both feet on the floor:

The moment one foot is lifted, the other foot becomes the pivot foot.

To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).

To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s).

### **Art 25 Travelling (3)**

If a player who receives the ball while he is progressing upon completion of a dribble may take two steps in coming to a stop, passing or shooting the ball:

- 1.If receiving the ball the player shall release the ball to start his dribble before his second step.
- 2.The first step occurs when one foot or both feet, touch the floor after gaining control of the ball.
- 3.The second step occurs after the first step when the other foot touches the floor, or both feet touch the floor simultaneously.
- 4.If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously may pivot using either foot as his pivot foot. If he then jumps with both feet no foot may return to the floor before the ball is released from the hand(s).

## **Art 25 Travelling (4)**

5. If a player lands with one foot first he may only pivot using that foot.
6. If a player jumps off one foot on the first step he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor no foot may return to the floor before the ball is released from the hand(s).
7. If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted, the other foot becomes the pivot foot.
8. A player may not touch the floor consecutively with the same foot or both feet, after ending his dribble or gaining control of the ball.



# Summary of Changes Rules 2017+

## Art 25 Travelling (5)

25.2.2. A player falling. lying or sitting on the floor:

It is legal when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.

It is a violation if the player then rolls or attempts to stand up while holding the ball

# Summary of Changes

## Rules 2017+



### Art. 37 Unsportsmanlike foul (1)

#### 37.1. Definition

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

- Not a legitimate attempt to 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 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.**
- 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.  
**This applies until the offensive player begins his act of shooting.**
- 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. 37 Unsportsmanlike Foul



## **Art. 37 Unsportsmanlike foul (2)**

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

# ART. 37 Unsportsmanlike Foul

## Art. 37 Unsportsmanlike foul (3)

### 37.2. Penalty

37.2.1. An unsportsmanlike foul shall be charged against the offender.

37.2.2. Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball in the centre circle to begin the first period.

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 two unsportsmanlike fouls or with one technical foul and one unsportsmanlike foul.

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

## **Foul Penalties**

Whenever a person has been disqualified and this foul is charged by the rules to the coach as a bench foul the penalty shall be **2 free throws** as with any other disqualifying foul. In the scoresheet such fouls shall be entered as **B2**.

This applies to all disqualifying fouls against team bench personnel, namely substitutes, assistant coaches and excluded players and applies also for a fighting situation.

## **Duties of the Coaches**

The list with the team members and all further team information as required with Art. 7.1 shall be given to the scorer at least **40 minutes** before the game is scheduled to begin.

## Team Definition

The maximum number of accompanying delegation members who may sit on the team bench with special responsibilities, has been extended to **7**.

Therefore there shall be a maximum of **16** seats available in the team bench area.

Team includes: max 12 players, 2 coaches and 7 accompanying members = totally 21.

## Scoresheet (1)

The scorer **shall** use 2 different colours of pen:

- **RED** for the 1<sup>st</sup> and 3<sup>rd</sup> period
- **BLUE** or **BLACK** for the 2<sup>nd</sup>, 4<sup>th</sup> and all extra periods.



## **Scoresheet (2)**

Small changes for how to write the score sheet:

- A team presents less than 12 players
- A team presents a player coach
- Foul section of the score sheet
- Correction of scorekeeping errors
- Signature of the table officials

## Team Uniforms

- If shirts have sleeves they must end above the elbow. Long sleeved shirt are not permitted.
- Socks need to be visible.
- Shoes may have any colour combination, but left and right shoes must match.  
No flashing lights, reflective material or other adornments are permitted.

## Teams' Equipment (1)

The following equipment is permitted:

- Arm compression sleeves of the black or white or the dominant team uniform colour as shirts but one same colour for all players of the team \*.
- Leg compression sleeves of the black or white or the dominant team uniform colour as shorts but one same colour for all players of the team \*.

## **Teams' Equipment (2)**

The following equipment is permitted:

- Headgear, black or white or the dominant uniform colour as shirts but one same colour for all players on the team \*. The headgear cannot cover any part of the face entirely or partially (eyes, nose, lips etc.) and cannot be dangerous to the player wearing it and/or to other players. ...

## **Teams' Equipment (3)**

The following equipment is permitted:

... The headgear cannot have opening/  
closing elements around the face and/or neck  
and cannot have any parts extruding from its  
surface.

## **Teams' Equipment (4)**

The following equipment is permitted:

- Wristbands, maximum of 10 cm wide textile material of the black or white or the dominant team colour as shirts, but one same colour for all players of the team.
- Taping of arms, shoulders, legs etc. of the black or white or the dominant team colour as shirts, but one same colour for all players of the team.



## **Teams' Equipment (5)**

The following equipment is permitted:

- Ankle braces of the transparent or black or white but one same colour for all players of the team.

## **Teams' Equipment (6)**

- \* All accessories must be of the same colour for all players of the team (either black, white or team uniform dominant colour).

## **New Definition for the Officiating Team**

The lead of the officiating team with special tasks and responsibilities is now called:

**Crew Chief** (before Referee)

Any officiating team members are called: **Officials**

## **Player in the Act of Shooting (AOS)**

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

## Game Disqualification

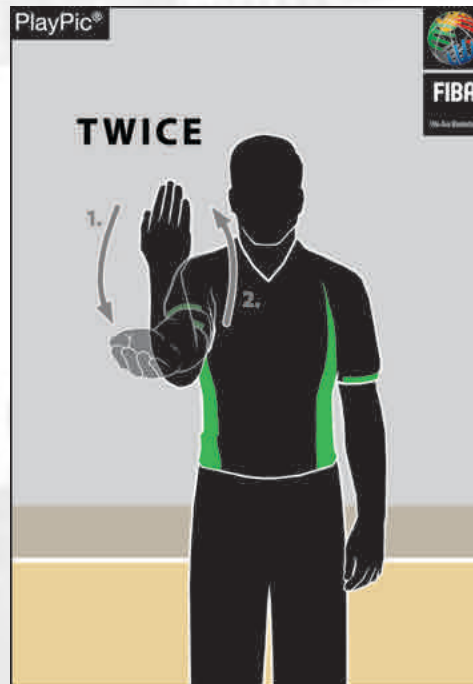
A player shall also be disqualified for the remainder of the game when he is charged with

**1 technical and 1 unsportsmanlike foul.**

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## New Officials' Signals (1)

### FAKE A FOUL

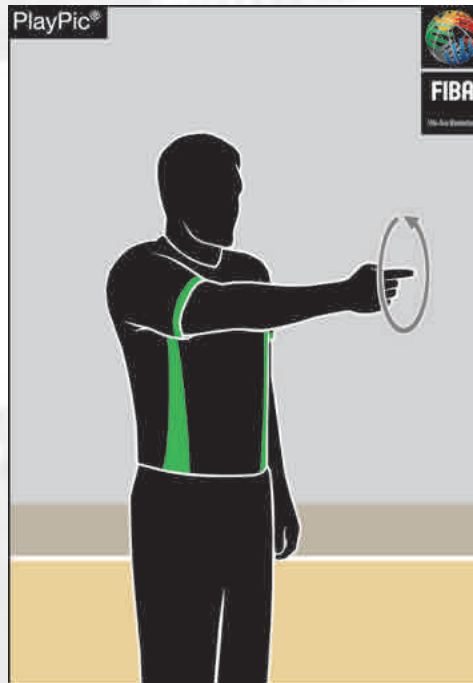


**Rise the lower arm twice  
(starting from top)**



## New Officials' Signals (2)

### IRS REVIEW



**Rotate hand with horizontal  
extended index finger**

## **Classification of Teams (1)**

1. For a 2-games home and away total points series (aggregate score) competition system the 2 games shall be considered as 1 game of 80 minutes duration.
2. If the score is tied at the end of the 1<sup>st</sup> game, no extra period shall be played.

## **Classification of Teams (2)**

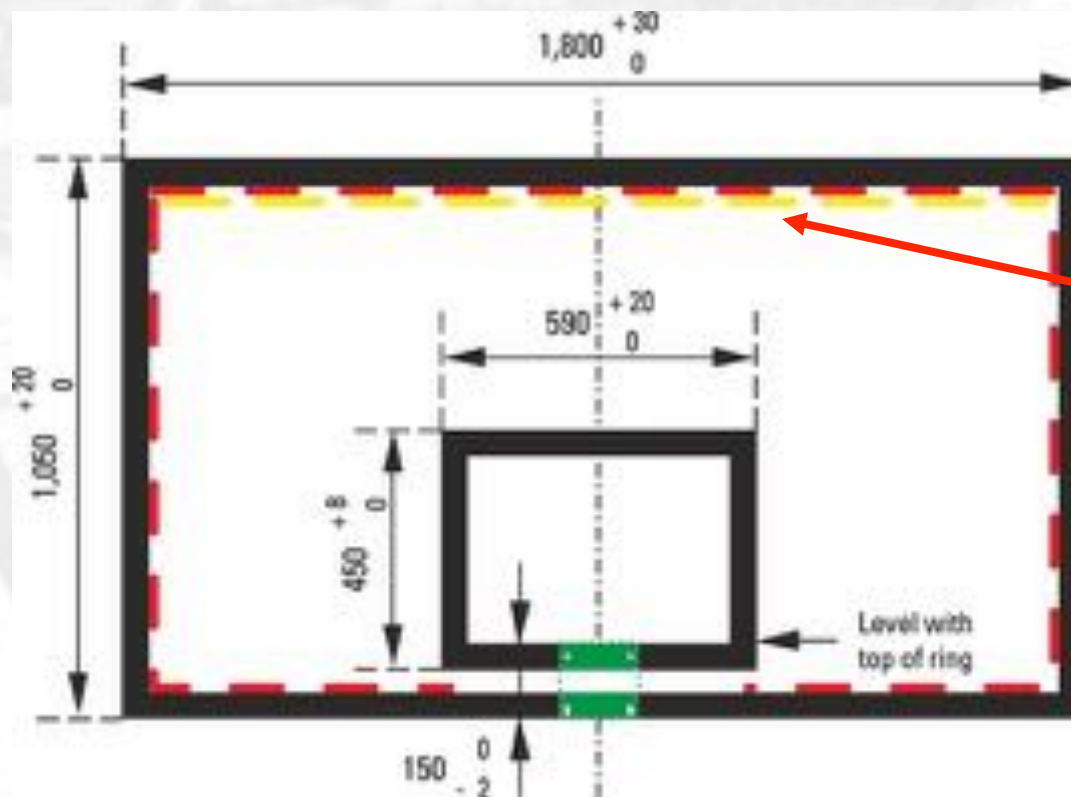
3. If the aggregate score of both games is tied, the 2<sup>nd</sup> game shall continue with as many extra periods of 5 minutes as is necessary to break the tie.
4. The winner of the series shall be the team that
  - is the winner of both games.
  - has scored the greater number of the aggregate points at the end of the 2<sup>nd</sup> game, if both teams have won 1 game.

## **Basketball Equipment (1)**

For level 1 and 2 the backboards shall be equipped with lighting along its perimeter at the top, mounted on the inside borders of the backboards and which lights up in yellow only when the shot clock signal sounds.

Recommendation 1 Oct 2017 / Mandatory 1 Oct 2018

## Basketball Equipment (2)



Yellow lighting  
for the end of  
the shot clock  
period

## Basketball Equipment (3)

For Levels 1 and 2 the shot clock shall:

- Have the signal sounding for the end of the shot clock period when the display shows zero (0.0).
- Indicate the time remaining in seconds; and tenths (1/10) of a second only during the last 5 seconds of the shot clock period.
- Recommendation 1 Oct 2017 / Mandatory 1 Oct 2018



## **Basketball Equipment (4)**

Further technical changes:

- Introduction of the ball size 5 for mini competitions
- The ball test has more details
- The lighting chapter has been completely revised
- The advertising board provisions have been revised

## **Beginning of a Period – Warning Whistle**

Use the “warning whistle” (by the active referee) at the beginning of the game before entering the centre circle for administering the jump ball and at the beginning of all other periods and extra periods before placing the ball at the disposal for the throw-in at the centre line.

(Same as endline throw-in on the frontcourt)