

FIBA INTERPRETATIONS 2015

1. Shot clock violation –if shot clock horn sounds when shot is in the air and there is a 24 second violation , throw in is at the point of the infraction. If shot clock horn sounds with the ball in the player’s hands, the throw in is at the point nearest the infraction.
2. The 24 second shot clock [on a throw- in] will commence the same time as the game clock; the 8 second count is the same.
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 off the offensive player and the offense is the first to touch the ball; that is a backcourt violation. Picking up the ball straddling the centre line and pivoting to the backcourt is a legal play.
5. ALL technical fouls (except those before the game) are 1shot and possession of the ball at the centre line extended opposite the scorer’s table - on this throw in, the ball may be passed in to any part of the court.
6. Technical fouls that are called prior to the game carry a penalty of 1 shot – the game will always begin with a jump ball.
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.
8. The act of shooting, including tapping the ball, does not end until BOTH feet are back down to the floor.
9. The penalty begins on the 5th team foul of each quarter, and the penalty is 2 shots. Each extra period is an extensions of the 4th quarter
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 centre line extended opposite the scorer’s table- on this throw in, the ball may be passed to any part of the court. 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 at the centre line extended opposite the scorer’s table. 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. During the last 2 minutes of regulation time or any overtime period, the clock is stopped on every successful basket.
14. 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. Remember, a player has no pivot foot when he/she is airborne and lands on one foot and then lands on two feet simultaneously.

15. If a double foul occurs on 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. During a jump ball, the period starts when the official releases the ball. In all other situations, it is when the ball is at the disposal of the thrower-in.
17. 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.
18. Closely guarded is within 1 meter anywhere on the court.
19. 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.
20. 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!
21. Throw in must be released in 5 seconds
22. Regardless of how many players leave the bench during a fight, the coach is assessed only one (1) technical foul. Only the coach and assistant coach may leave the bench in this situation, and only to help restore order.
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. No reset of the shot clock or new back court count on an offensive injury
28. Any ball (during play) lodges between the basket and board is a jump ball- goes to AP- if this happens on a shot and the offensive team gets the ball back, there is NO RESET on the shot clock ** If this happens during a throw-in, it is a violation. If the ball is lodged and the shot clock horn sounds, this is a shot clock violation.
29. 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.
30. Players may not travel during a fumble; 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 a shot for goal and miss and go and get the ball and dribble again.

31. T shirts are not permitted at college and university level - compression tops, both short and long sleeve are acceptable. They must be same color as jersey; sleeves can be any color –high school and below will permit players to wear T shirts of similar color to jersey. Undergarments under shorts must be of the same color as the shorts. AUS and ACAA may have special provisions.
32. 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
33. If a team requests a change in starting line- up due to injury; the opponent may replace a player as well.
34. Either the head coach or the head assistant coach may stand during the game. The one not standing must be seated.
35. After a player has committed his/her 5th foul, he/she is considered to be a sub, and if he/she takes an additional foul at that time, that foul is assessed to the coach.
36. 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
37. All fouls during intervals of play are technical fouls. This is a time before the game and between quarters.
38. Excessive time outs are not permitted; there are no time outs before the start of any period
39. Dunking is permitted in warm ups and during the game (by rule). High schools do not permit pre-game dunking.
40. 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.
41. – In the last 2 minutes of the game, when a team is entitled to the throw in, in the back court, including after a score, calls a TIME OUT, the throw in after the time out will be at the front court throw in line opposite the table, and the throw in must stay in the front court. Technical fouls and unsportsmanlike fouls are administered at half under all circumstances. A full rest as well.
42. Unlimited subs on all violations, including basket interference or goaltending; unlimited subs after a last successful free throw, but no subs between free throws-.
43. 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.
44. 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.
45. Five seconds to shoot a free throw. Five seconds, closely guarded, anywhere on the court.
46. 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.
47. On free throw, the block is a neutral zone- no players are permitted on the block

48. Correctable error (special situation)--penalty free throws were not awarded and that team takes ball out of bounds, and score-- the error, even if noticed after the score, is ignored at this point.
49. 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.
50. Shot clock rule – shot clock sounds while ball is in the air and the shot misses the rim—if the defense secures this rebound immediately or goes to him directly from the floor, play on! If the ball is fumbled at all - it is a shot clock violation.
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. Teams that call time outs may not shorten their timeouts. Players must stay within the vicinity of the bench.
55. Overtime starts with the possession arrow - there is no jump ball. Only one jump ball and that is to start the game.
56. 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.
57. Offensive player returns to the floor with the ball after being stuffed is a jump ball situation.
58. A timeout request may be cancelled only until the buzzer for the time out has sounded.
59. 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 are straddling the centre line or who are in the frontcourt.
60. Accidentally scoring in own basket - credit 2 points to opposing captain; deliberately scoring in your own basket is a violation and basket is cancelled.
61. 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 center 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(10-11), but he/she may not pass the ball in the back court to a team mate while in the air during the interception.
62. Frontcourt sideline throw in touched in front court, then controlled in back court by the same team - back court violation (Team control during throw in).

63. Disqualifying foul on a made basket is one shot and ball at center line extended opposite the table; similar to unsportsmanlike.

64. Three point shot that is touched inside the two point area counts as 3 points.

65. On an inadvertent whistle, subs and timeouts are granted- when the error is by the floor official, we may allow subs to take place.

66. 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)

67. 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. 29.2.1 The shot clock shall be reset whenever the game is stopped by an official:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
- For any valid reason by the team not in control of the ball,
- For any valid reason not connected with either team.

In these situations the possession of the ball shall be awarded to the same team that previously had control of the ball. Then

- If the throw-in is administered in the backcourt, the shot clock shall be reset to 24 seconds.
- If the throw-in is administered in the frontcourt, the shot clock shall be reset as follows:
 - If 14 seconds or more is displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
 - If 13 seconds or less is displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

However, if the game is stopped by an official for any valid reason not connected with either team and, in the judgement of an official, the reset of the shot clock would place the opponents at a disadvantage, the shot clock shall continue from the time it was stopped.

69. Officials do not handle defensive goal tending, but do handle offensive interference on the sideline.

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

71. 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.

72. If team A is playing with too many players, blow it immediately unless Team B is placed at a disadvantage. If a foul occurs on a team with too many players on the floor, any player on the court may shoot the free throws.

73. The centre line is part of the backcourt.

74. Successive time outs may be called.

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

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

79. Excessive swinging of elbows by a player without contact could result in a technical foul – generally give a warning first.
80. Reaching up through the basket and touching the ball is basket interference when the play takes 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
81. 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 shall be judged as an unsportsmanlike foul- no judgment is needed – it is an unsportsmanlike foul) FIBA Interpretation)
82. 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.
84. 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- similar to throwing the ball off the backboard.
85. 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 !
86. 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
87. Shot clock will not be reset if throw in hits the rim.
88. 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- this does not include the ball going Ob with the same retaining- in all cases in this scenario, the team will have only what is remaining- this has not changed.
89. 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
90. 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
100. If the 24 second clock expires and the officials judge that the opponents will gain immediate and clear control of the ball (even if it hits the floor), play on - if the ball is fumbled call the violation immediately.
101. 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!
102. Any cancelled baskets are administered free throw line extended.
103. Three timeouts in the second half – but no more than two during the last two minutes of the 4th period.
104. Technical foul – one shot plus possession (must be centre line – straddled). Two technical fouls disqualifies player. Coach must have two direct technical fouls (no more than 3 total).

105. 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.

106. 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.

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

108. A free throw lane violation is awarded on the sideline, not the endline.

109. The 8 second starts on touch after the ball is returned legally from the front court to the back court.

110. A jump ball situation is created when a defensive player forces the offensive player back to the ground with his hand on the ball.

111. (SC) will reset to 14. If the offense controls a rebound the SC will start from 14. If the defense controls the rebound it is reset to 24.

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

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 would be reset to 14 regardless of whether the throw-in shall be in the frontcourt or in the backcourt.

When a field goal attempt hits the rim on a shot and then a held ball is called and the arrow favours the offense the clock will be reset to 14 prior to the throw in.

112. Disqualification fouls[contact or non contact] are two shots and the ball, unless the ball goes in (one shot).

Disqualification fouls because of two technical fouls or two unsportmanlike fouls 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. All disqualification fouls will have the coach or player removed from the vicinity of the bench.

Exception: if a player commits a fifth foul, that player must leave the game but does not have to leave the bench area. Any additional fouls charged to that player will be charged to the coach as a B foul and the penalty is one shot and the ball.