



VALID AS OF 1 OCTOBER 2026

FIBA 2026 Rule Changes

2026 NSBO Panel Meeting

What changes on the court this season



Act of Shooting redefined

Article 15 tightens when a shot starts and ends, closing loopholes players used to draw fouls.



Double dribble clarified

Article 24 sets three exact conditions that allow a second dribble.



A new foul architecture

Articles 36 to 38 replace the old unsportsmanlike fouls and recategorize technical fouls



Disqualification thresholds

Massive changes on disqualification, although logical.

Act of Shooting, redefined



Why the change was made

The old wording let offensive players artificially create or manipulate contact to make it look like a shooting foul, especially in transition and half court sets. Article 15 clarifies with a stricter definition of when a shot begins and ends.

Jump shots

Article 15 | Two fixed points now define the act of shooting



STARTS

When the player begins to move their **shoulders and the ball** upward, **toward the opponent's basket**.



ENDS

When the ball leaves the hands, a new action occurs (e.g., a pass off), or an airborne shooter's feet return completely to the floor.

Drives to the basket

Article 15 | Continuous movement toward the rim



Starts

When the ball is gathered and comes to rest in the hands on a catch or post-dribble, provided the player continues moving dynamically toward the basket.



Stick to the FIBA 50/50 protocols – if it is close, err towards putting the shooter on the free throw line

Crucial exceptions and cancellations

Article 15 | Two situations remove a player from the act of shooting



Backcourt shots

Disregarded entirely as an act of shooting, unless the shot is thrown up at the buzzer, meaning the end of a quarter, overtime, or a shot clock expiration.



The pass-off

If a fouled player manages to pass the ball away, they are immediately no longer considered to be in the act of shooting.

Double dribble clarification

Article 24 | Clarification in terminology

A player cannot dribble a second time after their first dribble ends, unless they lose control of a live ball through exactly one of three conditions below.

1



A shot

A clear try for a goal.

2



Opponent touch

The ball is deflected or poked by a defender.

3



Pass or fumble

The ball touches, or is touched by, another player.

The new foul architecture

Articles 36 to 38 | Old C3 and C4 U-fouls are now “Disruptive Fouls” and do not count towards Game Disqualification (GD)



Technical, Category 1

Art. 36

Severe behavioural issues: disrespecting officials, baiting, taunting, faking fouls, waving hands over the shooter’s eyes, going under shooters.

COUNTS TOWARD GD



Technical, Category 2

Art. 36

Administrative or minor issues: delaying the game, hanging on the rim unnecessarily, defensive goaltending on the final free throw.

SAFE



Disruptive Foul

Art. 37

Illegal contact meant to stop transition, without safety risk.

SAFE



Flagrant Foul

Art. 38

Illegal contact that explicitly violates sportsmanship, is not basketball related, or involves dangerous or violent force.

COUNTS TOWARD GD

Article 37

Disruptive Foul examples

- An unnecessary contact caused by the defensive player, not legitimately attempting to directly play the ball, in order to stop the progress of the offensive team in transition. This applies until the offensive player starts the act of shooting.
- An unnecessary contact caused by the defensive player anywhere on the court, not legitimately attempting to directly play the ball, in order to stop the game clock and/or shot clock, at the end of a quarter or overtime.
- An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent's basket and with no opponents between the progressing player and the basket, and:
 - The progressing player is in control of the ball, or
 - The progressing player is attempting to gain control of the ball, or
 - The ball has been released on a pass to the progressing player. This applies until the offensive player starts an act of shooting.

Two new fouls

Disruptive Foul and Flagrant Foul both carry the same penalty



Disruptive Foul

Article 37

Replaces the old minor unsportsmanlike foul. Illegal contact meant to disrupt transition, or to stop the game or shot clock late in a quarter, without safety risk (NEW concept, but old C1 U-foul).

Penalty: 2 free throws + frontcourt possession



Flagrant Foul

Article 38

Illegal contact that explicitly violates sportsmanship, is not basketball related, or involves dangerous, reckless, or violent force.

Penalty: 2 free throws + frontcourt possession

Game disqualification (GD)

GD once one individual hits these exact counts



Players

2 Category 1 Technical Fouls

OR

2 Flagrant Fouls

OR

1 Category 1 Technical Foul and 1 Flagrant Foul



Head Coaches

2 Category 1 Technicals assigned directly for personal unsportsmanlike behavior, recorded C on scoresheet

3 Category 1 Technicals accumulated from bench infractions, recorded as B on scoresheet

Before you take the floor

Four habits to carry into the season



Learn the new Disruptive Foul call and signal.



Be mindful of disruptive fouls near the end of the game that are not a legitimate attempt to play the ball.



Ensure Cat. 1 and 2 technicals are properly communicated and recorded by the minor officials (i.e., table crew).



Track Category 1 technicals and flagrant per participants as these count towards game disqualification.

Questions?
