

FIBA 2026 Rule Changes Briefing

Executive Overview & Rules Update for Officiating Staff, Coaches, and Operational Personnel

Article 15 Player in the Act of Shooting (AOS)

MAJOR REVISION

The 2026 rule update introduces a far more precise definition of the continuous movement and the Act of Shooting (AOS). This change directly addresses offensive players manipulating contact to create foul calls during transition and half-court sets.

Drive / Continuous Movement

The AOS starts when the ball has come to rest in the player's hand(s) upon gathering and the upward/forward motion toward the basket has initiated prior to the illegal contact.

Jump Shots & Pull-Ups

For jump shots, the AOS begins when the player initiates the motion upwards prior to releasing the ball. Gathering alone in a backcourt location no longer automatically confers shooting status.

Frontcourt Requirement & Exception

Under Art. 15.1.4, a player must be in their frontcourt to be considered in the act of shooting. **Exception:** A player may be anywhere on the court if the attempt occurs during the last action before time expires in a quarter or overtime.

The **Pass-Off Nullification** still applies. If a fouled player manages to pass the ball away or moves the ball upwards away from the basket, they are immediately no longer considered in the AOS.

Article 24 Dribbling Rules & Loss of Control

CLARIFICATION

Article 24.2 has been updated to remove ambiguity in illegal dribble (double dribble) rulings. The update clearly defines the exact conditions under which a player loses control of a live ball on the court.

Condition	Rule Application & Officiating Standard
1. Shot for Goal	A legal shot attempt for a field goal releases ball control. A subsequent recovery allows a new dribble.
2. Opponent Touch	The live ball is touched or struck by an opponent, causing a loss of control for the dribbler.
3. Pass/Fumble	A pass or accidental fumble that has touched or been touched by another player on the floor.

Note: Accidental fumbles at the start or end of a dribble without opponent contact do not entitle a player to a second dribble sequence.

Foul Architecture 2026 Re-Classification Framework

CORE OVERHAUL

The traditional Unsportsmanlike Foul has been completely removed from the FIBA rulebook. In its place, FIBA establishes two separate categories to ensure proportional penalties and clearer tactical intent.

Foul Type	Key Criteria & Description	Penalties & Re-set
Disruptive Foul (DI)	Illegal contact without legitimate attempt to play the ball to stop transition; tactical fouls at the end of quarters; or clear path fouls from behind/side without opponent between player and basket.	2 free throws (or goal + 1 FT if in AOS) plus frontcourt throw-in opposite scorer's table. Does NOT count toward DQ.
Flagrant Foul (FL)	Contact of excessive severity, violent nature, or unnecessary roughness that endangers an opponent's safety.	2 free throws (or goal + 1 FT if in AOS) plus frontcourt throw-in. Counts toward game disqualification.
Technical Foul C1	Severe behavioral infractions, direct disrespect, taunting/baiting, faking fouls or unsportsmanlike conduct by personnel.	1 free throw. Counts toward game disqualification.
Technical Foul C2	Administrative infractions, minor procedure delays, equipment non-compliance.	1 free throw. Does NOT count toward DQ.

Disqualification Updated Game Disqualification (DQ) Rules

To eliminate overly harsh automatic ejections for minor administrative technicals, the game disqualification matrix has been streamlined around high-severity infractions.

Game Disqualification Thresholds (Art. 36.2.3 & 38.2.3)

A player or head coach shall be disqualified for the remainder of the game upon receiving:

- Two (2) Category 1 Technical Fouls (C1)
- Two (2) Flagrant Fouls (FL)
- One (1) Category 1 Technical Foul (C1) + One (1) Flagrant Foul (FL)

Appendix A New & Updated Signals

Official signals have been updated to reflect the new foul classifications:

Disruptive Foul (DI)	Flagrant Foul (FL)	Delay of Game
		