

FIBA 2026 RULE CHANGES

OFFICIAL SUMMARY & OPERATIONAL BREAKDOWN

VALID AS OF:
1 OCTOBER 2026

ART. 15 | ACT OF SHOOTING (AOS) REDEFINED

Reason for Change: Prevents offensive players from artificially creating or manipulating rules to harvest shooting fouls during transition or half-court sets.

Jump Shots & Moving Shots

- Starts:** When the player begins to move their shoulders and the ball upwards toward the opponents' basket.
- Ends:** When the ball leaves the hand(s), a new action occurs, or an airborne shooter's feet return completely to the floor.

Drives to the Basket (Continuous Movement)

- Starts:** When the ball is gathered and comes to rest in the hand(s) on a catch or post-dribble, provided the player continues moving dynamically toward the basket.
- Typically kicks off in the frontcourt between the offensive 3-point arc and the rim.

Crucial Exceptions & Cancellations

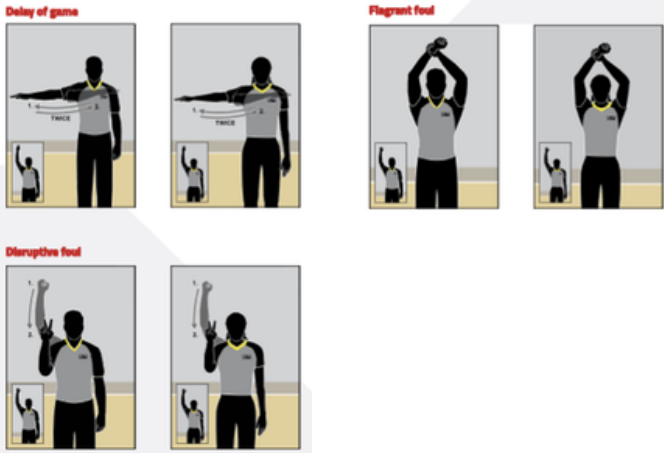
- Backcourt Shots:** Disregarded entirely as an act of shooting, **unless thrown up at the buzzer** (end of a quarter, OT, or shot clock expiration).
- The Pass-Off Nullification:** If a fouled player manages to pass the ball away or moves the ball upwards away from the basket, they are immediately **no longer** considered in the AOS.

ART. 24 | DOUBLE DRIBBLE CLARIFICATION

To establish absolute consistency and clean up interpretation errors, a player cannot dribble a second time after their first dribble ends **unless** they lose control of a live ball through exactly one of these conditions:

- | | | |
|---|--|---|
| 1. A Shot
A clear try for a goal. | 2. Opponent Touch
The ball is deflected/poked by a defender. | 3. Pass or Fumble
The ball touches or is touched by another player. |
|---|--|---|

NEW AND UPDATED SIGNALS



ARTS. 36, 37, 38 | THE NEW FOUL ARCHITECTURE

Reason for Change: The previous dual unsportsmanlike/technical rule was deemed overly strict. The new framework introduces strict proportionality.

Foul Type & Tier	Core Definition & Criteria	Ejection Status
Technical (Cat. 1) Art. 36	Severe behavioural issues: Disrespecting officials, taunting/baiting, faking fouls, or waving hands over eyes.	COUNTS (GD)
Technical (Cat. 2) Art. 36	Administrative/minor issues: Delaying the game by touching the ball post-basket, or hanging on the rim unnecessarily. Includes defensive goaltending on the final free throw (awards 1 pt + Tech).	SAFE
Disruptive Foul Art. 37 (New)	Illegal contact meant to disrupt a transition break or stop the game/shot clock late in a quarter without safety risks. Replaces minor unsportsmanlikes. Penalty: 2 FTs + Frontcourt Possession.	SAFE
Flagrant Foul Art. 38	Illegal contact that explicitly violates sportsmanship, is non-basketball related, or involves dangerous, reckless, or violent force. Penalty: 2 FTs + Frontcourt Possession.	COUNTS (GD)

GAME DISQUALIFICATION (GD) THRESHOLDS

Ejections trigger automatically when a single individual hits these precise thresholds:

Players

- 2 Category 1 Technical Fouls, OR
- 2 Flagrant Fouls, OR
- 1 Category 1 Technical Foul + 1 Flagrant Foul

Head Coaches

- 2 Category 1 Technicals assigned directly for personal unsportsmanlike behavior ('C').
- 3 Category 1 Technicals accumulated from bench infractions ('B' or 'BD').