

RULE CHANGES VALID AS OF 1 OCTOBER 2018

Please note the below texts reflect the principles of the changes to the rules but will not appear word for word as such in the new and updated Official Basketball Rules which will be available in August 2018.

Terminology from Period to Quarter and Extra Period to Overtime

Reason for change

To unify the terminology worldwide and used by all stakeholders.

New Rule

To change everywhere in the rule book:

- a) Period for Quarter
- b) Extra Period for Overtime

Art 4 Uniforms - accessories

Reason for change

To minimize the limitations for the uniforms' accessories without jeopardising the designated image of the game.

New rule

Any accessories* on the team must be of the same, one solid colour**.

- * = Arm, leg compression sleeves, headgear, wrist/arm bands.
- ** = All accessories* of the team with same one solid colour.

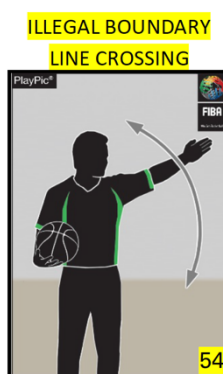
Art. 17 Throw-in

Reason for change

To prevent the throw-in violations and delay during the last 2 minutes of the game.

New rule

17.2.8 When the game clock shows 2:00 minutes or less in the fourth period and in each extra period, on a throw-in the defensive player shall not move any part of his body over the boundary line to interfere with the throw-in. The official shall use a preventative signal (next page) as a warning while administering the throw-in. A violation after the warning shall lead to a technical foul.



Wave arm parallel to boundary line

Art. 24 Dribbling

Reason for change

To allow for more spectacular play and to meet the reality of the game.

New Rule

A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor.

Deleted from the rule: "or deliberately throws it against the backboard".

Art. 29 24 seconds

Reason for change

To shorten the time the offensive team has at its disposal for a shot, once a team is already in the frontcourt. To allow for more opportunities for a shot for a field goal during the game.

Amended rule

29.2.3 The shot clock shall be reset whenever the game is stopped by an official for a foul or violation committed by the team in control of the ball.

In these situations, the possession of the ball shall be awarded to the opponent 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 to 14 seconds.

29.2.4 When the game clock shows 2:00 minutes or less in the fourth quarter and in overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the coach of that team has the right to decide whether the subsequent throw-in shall be administered at the throw-in line opposite the scorer's table in the team's frontcourt or in the team's backcourt.

If the throw-in shall be administered at the throw-in line opposite the scorer's table in the team's 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 clock was stopped, the shot clock shall be reset to 14 seconds.
- If 13 seconds or less is displayed on the shot clock at the time when the game clock was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.

If the throw-in shall be administered in the team's backcourt the shot clock shall be reset to new 24 seconds or continue from the time it was stopped as defined by the rules.

Art. 35 Double Foul

Reason for change

To simplify the foul principles in the situation when 2 opponents commit personal fouls against each other at approximately the same time.

New rule

35. Double foul

35.1. Definition

35.1.1 A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.

35.1.2 To consider 2 fouls as a double foul, the following conditions shall be required:

- Both fouls are player's fouls.
- Both fouls involve physical contact.
- Both fouls are between 2 opponents fouling each other.
- Both fouls have the same penalty.

Art. 36 Technical foul

Reason for change

To avoid double penalty situation after a technical foul is called and to ensure the balance between team with the ball or without the ball.

New rule

If a technical foul is called, 1 free throw shall be awarded. After the free throw, the game shall be resumed by the team which had control of the ball or was entitled to the ball from the point when the technical foul was called.

Art. 39 Fighting

Reason for change

To penalise team bench members for leaving the team bench area during the fight on the court differently (whether they are actively involved in the fight or not).

Proposed new rule

Any team bench personnel who, after leaving the team bench area, is actively involved in a fight shall be disqualified according to the respective articles (D-foul).

Art. 46 Crew chief: Duties and powers / Instant Replay Review

Reason for change

To add 3 more cases for the Instant Replay System (IRS) reviewable game situations.

Proposed new rulebook text

46.12 **Last two minutes of the game 2:00:**
whether a goaltending or basket interference violation was called correctly.

During any time of the game

- after a foul was called on a shooter for an unsuccessful field goal whether 2 or 3 free throws shall be awarded.
- whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be up- or downgraded.

Art. 50 Shot clock operator: Duties

Reason for change

The ball lodging between the ring and the backboard shall be considered as the ball having touched the ring. To be in line with the other similar articles.

New rule

Live ball lodges between the ring and the backboard, unless between free throws and unless a possession of the ball is part of the foul penalty, it is a jump ball situation resulting in an alternating possession throw-in. As the ball has touched the ring, the shot clock shall be reset to 14 or new 24 seconds.

Throw-in after an unsportsmanlike or disqualifying foul

Reason for change

To speed up the game, to allow for more possession thus for possibly more scoring. To eliminate complex situations after a throw-in from the center line.

Amended rule

- All throw-ins as the part of an unsportsmanlike and disqualifying foul shall be administered from the throw-in line in the team's frontcourt.
- All throw-ins to resume the game after a fighting situation has occurred shall be administered from the throw-in line in the team's frontcourt.
- In all cases the team shall have 14 seconds on the shot clock.

The throw-in to start any quarter other than the first quarter and any overtime shall remain from the center line, as they are not part of a penalty for an infraction.

B - Scoresheet

Reason for change

To clarify when a technical foul against a coach shall be penalised with 1 or 2 free throws.

New rule

38.2.4 The number of free throws shall be awarded as follows:

...

- If the foul is a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member, including for leaving the team bench area in a

fighting situation, and this foul is charged to the coach as a technical foul: 2 free throws.

D - Classification of Teams

Reason for change

To accommodate the new competition format for the World Cup qualifiers.

New rule

Chapter D.3 has detailed examples/cases if a team forfeits for a 2nd time in a competition played in groups to have all the teams in all groups with the same number of the games played.

Basketball Equipment/Shot clock device

Reason for change

To have the shot clock display with two units with double sided surface to be visible to everyone in the game.

New rule

For Level 1, have 3 or 4 display surfaces per unit or **two units with double sided surface** (recommended for Level 2 and 3) to be clearly visible to everyone involved in the game, including the spectators.

- May be equipped with lighting around its perimeter (optional), which lights up in red only when the game clock signal sounds for the end of a period.
- May be equipped with lighting along its perimeter at the top (optional), which lights up in yellow only when the shot clock signal sounds and be mounted directly below the red lighting for the game clock.

