

# FIBA Official Basketball Rules 2022



CANADA  
BASKETBALL



# Overview of the changes

## MAJOR

- Art. 8 End of playing time
- Art. 34/37 Throw-in foul – L2M
- Art. 37 Unsportsmanlike foul
  - C4 improved wording
  - C5 eliminated
- Appendix A Referee' Signals
- Appendix F Instant Replay
  - New text
  - Goaltending & Interference
  - Head Coach Challenge (HCC)

## MINOR

- Art. 4 Uniforms, improved wording (IW)
- Art. 9 Direction of play changed
- Art. 12 Simplified how 1<sup>st</sup> alternating possession established
- Art. 15 Player in act of shooting – (IW)
- Art. 42 Special situations – (IW)
- Art. 48-49 Modified duties for scorer and timer
- Appendix B New Scoresheet



# Minor changes

OBR 2022





# Minor Changes

## Improved wording & minor changes

- **Art 4 . Teams**

- The language “compression sleeves” is replaced by “compression **garments**”
- Minimum size of uniform numbers: back **16 cm** (-4 cm), front **8 cm** (-2 cm) & minimum distance for advertising **4 cm** (-1 cm)

- **Art 15 . Player in act of shooting**

- A “player in act of shooting” is now known as a “**shooter**”

- **Art 42. Special situations**

- Definition  
In the same stopped-clock period which follows an infraction, special situations may arise when additional infraction(s) are or **have been** committed



# Minor Changes

## Improved wording & minor changes

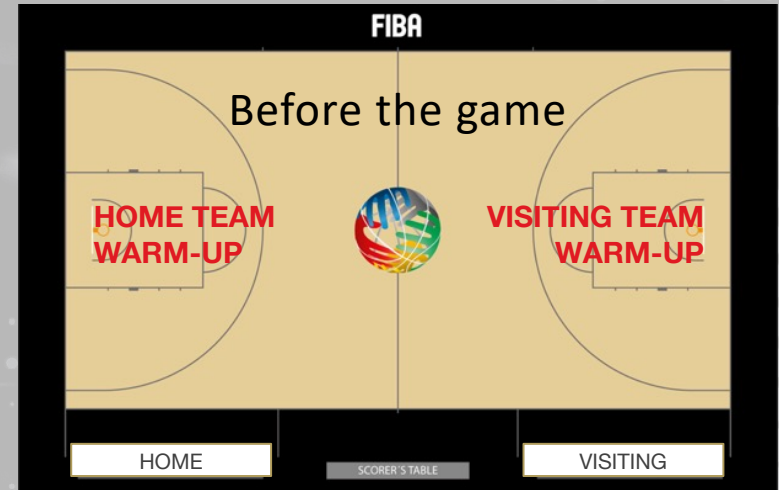
- **Art 12. Alternating possession arrow**
  - The team that does not gain the **first team control of a live ball** after the jump ball shall be entitled to the first alternating throw-in. The words “on the playing court” have been deleted.
- **Art. 48/49 Scorer / Timer**
  - Modifications in duties for scorer and timer: **moved 5 personal fouls notification and time-out requests from scorer to timer & added HCC marking to scorer.**



# Minor Changes

## Improved wording & minor changes

- **Art. 9 Start and end of a quarter, overtime or the game**
  - Home team bench is the one to the left of scorer's table
  - Each team will warm up before the game in front of their team bench
  - However, by mutual agreement, teams can exchange team bench and/or warm up zone
- **Appendix A - Scoresheet**
  - Modifications



Team A				
Time-outs				
H1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
H2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
OT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Team fouls									
Q1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Q2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Q3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Q4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HCC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					



# Major changes

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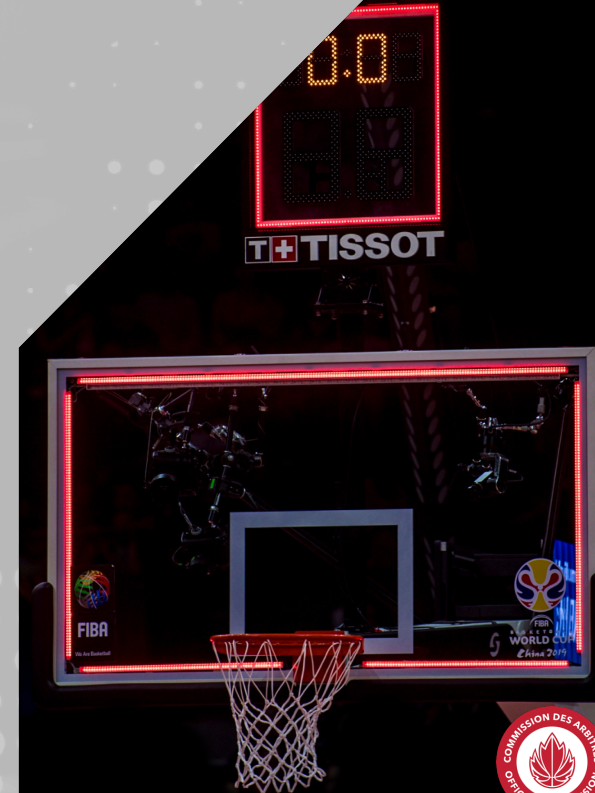


# Art. 8 Playing time, tied score and overtime

## When a foul is called near the end of the quarter

- The referees shall determine if the foul was before time expired
- The referees shall determine the remaining playing time and reset the game clock accordingly
- The game clock must show at a minimum 1/10 second to administer the foul(s) and penalty

Game clock	Q1, Q2 & Q3	Q4 & OT
0.1 sec minimum	Foul(s) to be administered	
0.0 sec	<ul style="list-style-type: none"><li>• PF disregarded</li><li>• UF, TF, DF administered as interval of play foul</li></ul>	<ul style="list-style-type: none"><li>• Any foul disregarded</li><li>• After the game report to the disciplinary body</li></ul>

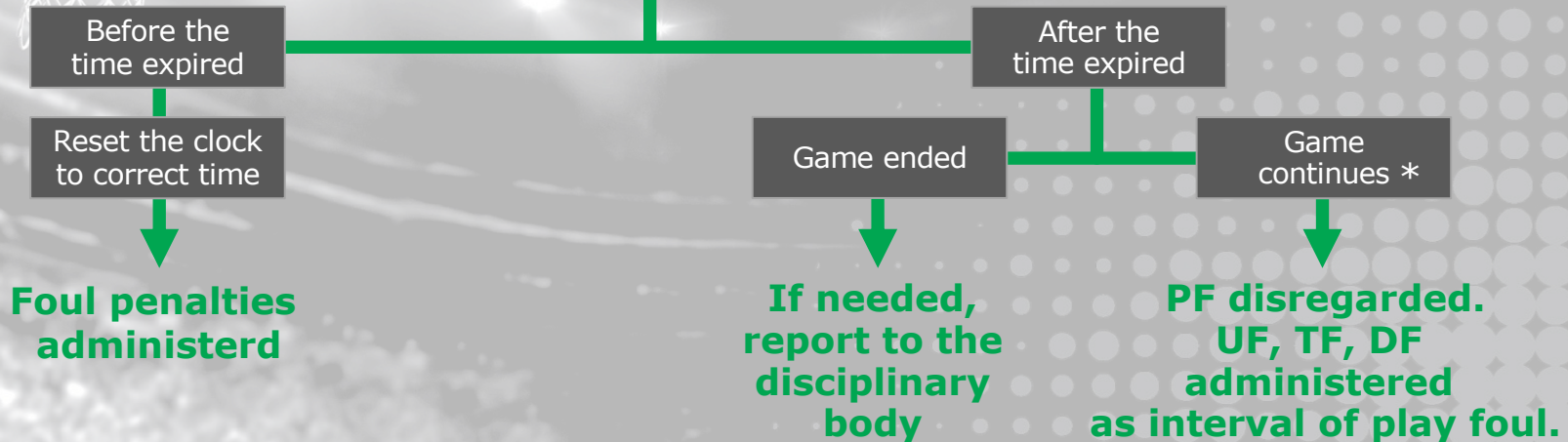




# When a foul is called near the end of the quarter

## FOUL CALL and TIME EXPIRES

Referees determine if the foul was in time or not.



\* In case the game continues with Q2, Q3, Q4 or OT



# Art. 34/37 Throw-in Foul – L2M

## Introducing a Throw-in Foul

Unsportsmanlike Foul criteria for L2M throw-in situations (C5) deleted

When?	Throw-in situation in the L2M (4Q or OT)
Who?	A defensive player
What?	A Personal Foul before the ball is released on the throw-in Note: All other UF criteria remains still valid



# Art. 34/37 Throw-in Foul – L2M

## Introducing a Throw-in Foul

Penalty	<ul style="list-style-type: none"><li>• One free-throw by the player who is fouled</li><li>• Game resumed by a throw-in at the nearest place to where the foul was committed</li></ul>
Note	<p>Shot clock:</p> <ul style="list-style-type: none"><li>• 24 seconds if the foul was committed in the backcourt</li><li>• The remaining time, but never less than 14 seconds, if the foul was committed in the frontcourt</li></ul>





# Art. 37 Unsportsmanlike foul

## Unsportsmanlike Criteria "Clear Path" (C4) clarified

Foul – behind or lateral –

On a player progressing towards opponents' basket without any other opponent players between him and the basket, and

<p>(A) Progressing player controls the ball</p>	<p><b>NEW</b> OR (B) Progressing player attempts to gain control of the ball</p>	<p><b>NEW</b> OR (C) Progressing player attempts to catch a pass* made to him/her.</p>
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\* = ball is released



# Appendix F – Instant Replay System

## The timing of IRS review clarified

### General

If a time-out has begun or a substitution has occurred when the referees identify the need for an IRS review, the time-out and any substitutions shall be cancelled until the final decision is communicated.

The head coach may withdraw the time-out request when the final decision is communicated or either head coach may request a time-out, or either team may request a substitution.



# IRS – SHOT CLOCK VIOLATION (L2M)



## SUCCESSFUL SHOT & SC SOUNDS

(A)

Before the ball is live for the throw-in after the basket

Violation

No

Yes

Referees stop the game for an IRS review

After the ball is live for the throw-in after the basket

(B)

(C)

After the ball is live following 1<sup>st</sup> stop by referees

Time limit for IRS use has ended. The original decision remains valid.

SC signal is disregarded. The goal counts.

The goal shall not count. Defensive throw-in from the place nearest to where the SC violation occurred.

The goal counts. The SC signal is disregarded.

No

Violation

Yes

The goal shall not count.

Throw-in for the team that had control of the ball when the referees stopped the game, from the place nearest to where the ball was located when the game was stopped, or free throws if applicable.





# Appendix F – Instant Replay System

## L2M – Goaltending & Basket Interference



<p><b>(A)</b> A valid basket scored</p>	<p><b>(B)</b> A player has gained an immediate and clear control of the ball (incl. OOB)</p>	<p><b>(C)</b> Neither team has gained an immediate and clear control of the ball</p>
<p>↓</p> <p>Throw-in from the endline</p>	<p>↓</p> <p>Throw-in from the place nearest to where the ball was when the game stopped</p>	<p>↓</p> <p>A jump ball situation</p>



# Appendix F – Instant Replay System

## Head Coach's Challenge

In all games where the Instant Replay System (IRS) is applied the coach may request a head coach's challenge.

i. e. Ask the referees to verify their decision by using the IRS to review the game situation.



# Appendix F – Instant Replay System

## Head Coach's Challenge

### The Rule

- Only **one head coach's challenge granted per team**, regardless of whether the challenge is successful or not.
- Only situations as in the Article F.3 may be challenged, **without time restrictions.**
- The head coach's challenge may be requested at any time in the game. The request shall be final and irreversible.



Team A		BC MIES									
Time-outs		Team Fouls									
H1	2 8	Q1	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	Q2	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>
H2	9 10 10	Q3	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	Q4	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>
OT		HCC	3Q		5						

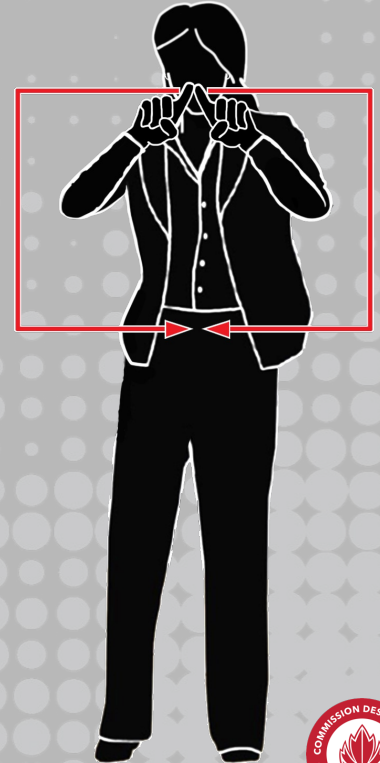


# Appendix F – Instant Replay System

## Head Coach's Challenge

### Procedure

1. Visual contact with the nearest referee
2. Say loudly in English "challenge" and show the signal 
3. Must request at the latest when game is stopped for the first time after the decision to be reviewed
4. Indicate the situation to be reviewed to the nearest referee 
5. Referees confirm the requested challenge is valid and the head coach's challenge has been granted

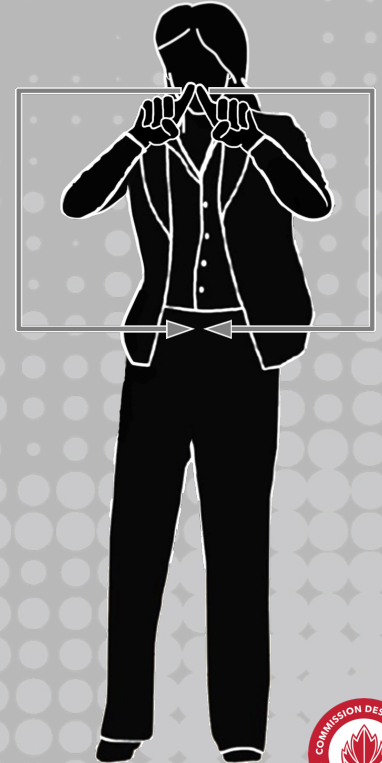


# Appendix F – Instant Replay System

## Head Coach's Challenge

### Procedure

6. During the IRS review the players remain on the court
7. If the challenge is successful, the initial decision is overturned
8. If the challenge is not successful, the initial decision remains
9. Referees use the same procedure as in the IRS review rule
10. Game shall be resumed as after any IRS review



# Appendix A - New signals

## Goaltending & Basket Interference

Rotate finger, extend index finger over the other hand with a large circle  
– replicating the size of the ring.

Remember  
**VERBAL SUPPORT!**





# Appendix A - New signals

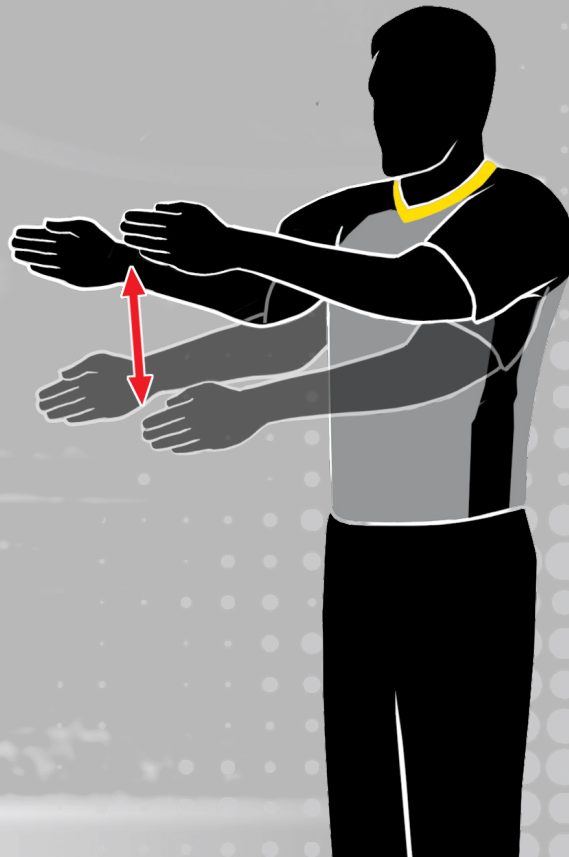
## Cylinder Play

Both arms with hands vertical moving up and down.

It is critical to use your voice on all decisions. Even more so with new signals.

**VERBAL SUPPORT!**

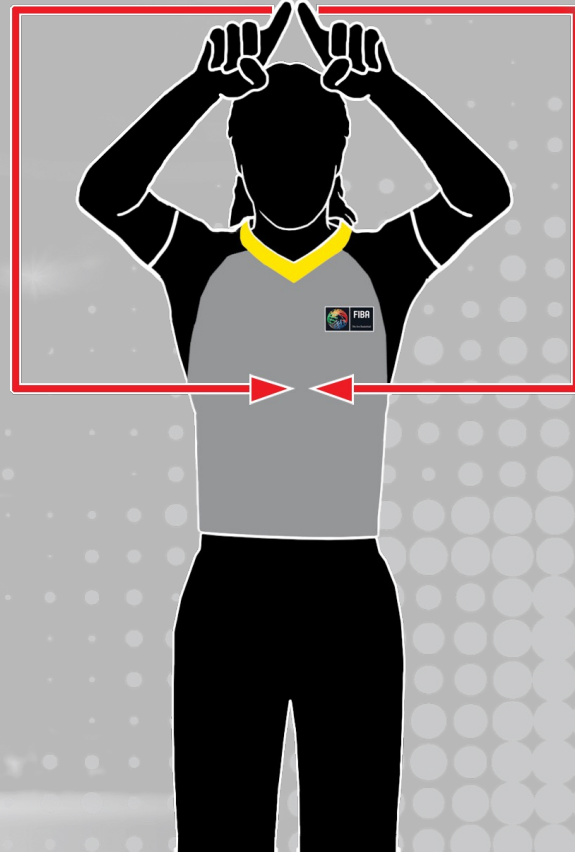
**USE ONLY IN  
CYLINDER PLAY FOULS!**



# Appendix A - New signals

## Head Coach's Challenge

When granting the HCC request, draw a rectangle with your index fingers





# **IOT MANUAL Changes**

OBR 2022





# FIBA IOT MANUAL UPDATE – WARNING WHISTLE

## A “warning whistle” should occur:

- Prior to **crew chief (CC) entering the jump circle** for the opening toss
- Prior to ball being **placed at the disposal of the thrower-in** at the start of each new quarter or overtime
- Prior to ball being **placed at the disposal of the thrower-in on a frontcourt endline throw-in**
- Prior to ball being **placed at the disposal of the thrower-in to restart the game after a time-out**



# FIBA IOT MANUAL UPDATE – 3 POINT SHOT

The correct mechanic on a 3 points shot is:

- **only the primary referee** (trail or center) signals a 3-point attempt
- the other **outside referee** (trail or center) **does not mirror** the attempt
- in dual coverage area both outside referees (trail and centre) **may** signal the attempt
- if the basket is **made, both outside referees** (trail and centre) signal the successful basket

