

During its meeting in July 2017, the FIBA Central Board approved several rule changes. You will find below a summary of the rule changes valid as of 1 October 2017.

Travelling rule (Art. 25.2)

Purpose: To have a common worldwide travelling rule that better reflects the actions on the court.

New wording:

- While moving and having one foot on the floor while catching the ball or ending a dribble the next foot or feet to touch the floor is „Step 1“ and will become the pivot foot.
- Please refer to the additional material on the new travelling rule which is included in a separate presentation.

Unsportsmanlike foul (Art. 37.1.1)

Purpose: To gain more clarity on when to call an unsportsmanlike foul and protect the dynamics of the game in transition.

New wording:

An unsportsmanlike foul is a player contact foul which, in the judgement of an official, is:

- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- Contact by the defensive player with no legitimate attempt to directly play the ball within the spirit and intent of the rules causing an unnecessary contact in order to stop the fast break or the progress of the offensive team in transition.
This applies until the offensive player begins the act of shooting.
- Please refer to the additional material on the unsportsmanlike foul rule which is included in a separate presentation.

Foul penalties (B.8.3)

Purpose: To have the same penalty for disqualifying fouls; 2 free throws + possession.

Changes:

Whenever a person has been disqualified and this foul is charged by the rules to the coach as a bench foul the penalty shall be **2 free throws** as with any other disqualifying foul. In the scoresheet such fouls shall be entered as **B2**.

This applies to all disqualifying fouls against team bench personnel, namely assistant coaches, substitutes, and excluded players which also apply to a fighting situation.

Duties of the coaches (Art. 7.1)

Purpose: To have the score sheet ready in order to not delay the start of the game.

New wording:

The list with the team members and all further team information shall be given to the scorer at least **40 minutes** before the game is scheduled to begin.

Team definition (Art. 4.2.1 and Art. 2.4.5)

Purpose: To adapt to the practical needs.

Changes:

The maximum number of accompanying delegation members who may sit on the team bench with special responsibilities, has been extended to **7**. Therefore, there shall be a maximum of **16** seats available in the team bench area. The max total number of the team members is 21 (12 players, 2 coaches and 7 accompanying delegation members)

Score sheet (B)

Purpose: To adapt to the practical needs.

Changes:

The following small changes for filling in the scoresheet shall apply:

- The scorer shall use 2 different colours of pen
- When a team presents less than 12 players
- When a team presents a player coach
- Foul section of the score sheet after the first half and after the end of the game
- How to correct scorekeeping errors
- Signatures of the table officials after the game

Team uniforms (Art. 4.3)

Purpose: To provide new details.

Changes:

- The shirts and shorts must be of the same dominant colour.
- If shirts have sleeves they must end above the elbow. Long sleeves shirts are not permitted.
- Socks need to be visible.
- Shoes may have any colour combination, but left and right shoes must match. No flashing lights, reflective material or other adornments are permitted.

Team's equipment (Art. 4.4)

Purpose: To provide new details on the uniform accessories.

Changes:

The following equipment (accessories) is permitted:

- Arm compression sleeves of the black or white or the dominant team uniform colour, but one same colour for all players of the team. *
- Leg compression sleeves of the black or white or the dominant team uniform colour, but one same colour for all players of the team. *
- Headgear, black or white or the dominant uniform colour as shirts but one same colour for all players on the team. The headgear cannot cover any part of the face entirely or partially (eyes, nose, lips etc.) and cannot be dangerous to the player wearing it and/or to other players. The headgear cannot have opening/closing elements around the face and/or neck and cannot have any parts extruding from its surface. *
- Wristbands, maximum of 10 cm wide textile material of the black or white or the dominant team colour as shirts, but one same colour for all players of the team. *
- Taping of arms, shoulders, legs etc. of the black or white or the dominant team colour as shirts, but one same colour for all players of the team.
- Ankle braces of the transparent or black or white but one same colour for all players of the team.
- * *All accessories must be of the same colour for all players of the team (either black, white or team uniform dominant colour).*

New definition of the officiating team

Purpose: To avoid confusion of terms.

Changes:

The lead of the officiating team with special tasks and responsibilities is now called: **Crew chief** (before Referee)

The officiating team consists: Crew Chief and Umpire 1 and Umpire 2 (if applicable)

Player in the act of shooting (Art. 15.1.3)

Purpose: To clarify the definition of the act of shooting.

Change:

When a player is in the act of shooting and after being fouled, he passes the ball off, he is no longer considered to be in the act of shooting.

Game disqualification (Art. 36.3.3 and Art. 37.2.3)

Purpose: The game disqualification is now also valid for 1 technical foul and 1 unsportsmanlike foul.

Changes:

A player shall also be disqualified for the remainder of the game when he is charged with 1 technical and 1 unsportsmanlike foul.

A player coach shall also be disqualified for the remainder of the game when he is charged with 2 technical fouls against his person where 1 of these fouls may also be an unsportsmanlike foul against him as a player.

Fake a foul (Art. 33.16)

Purpose: A definition and procedure for faking a foul has been introduced.

Change:

Fake is any action by a player to pretend being fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an unfair advantage.

The infraction can be committed by an offensive and a defensive player.

A new signal with an accompanying procedure has been introduced.

Officials' signals (A)

Purpose: To introduce 2 new officials' signals.

Change:

1. Fake a foul: Raise the lower arm twice (starting from top) - signal 53.
2. IRS review: Rotate hand with horizontal extended index finger - signal 54.
3. Hooking: Move lower arm backwards - signal 43.

Protest procedure (C)

Purpose: To adapt the protest procedure to match FIBA's Internal Regulations.

Changes:

- A team may file the protest if its interest have been affected by
 - an error in scorekeeping, time-keeping or shot clock operations which was not corrected by the officials.
 - a decision to forfeit, cancel, postpone, not resume or not play the game.
 - a violation of the applicable eligibility rules.
- In order to be admissible, a protest shall comply with the following procedure:
 - The captain shall, no later than 15 minutes following the end of the game, sign the scoresheet in the column 'Captains signature in case of protest'.

- The reasons for the protest shall be submitted in writing no later than 1 hour following the end of the game.
- A fee of CHF 1.500 shall be applied only if the protest is rejected.
- The crew chief shall report in writing the incident to the FIBA Representative or the President of the Technical Committee.
- The competent body shall decide on the protest as soon as possible, and no later than 24 hours following the end of the game.
- The decision of the competent body is also considered as a field of play rule decision and is not subject for further review or appeal.

Classification of Teams (Art. 8.7, D.5 and D.6)

Purpose: To complete the classification regulations with a 2-game, home and away, total points series competition system.

Change:

- For a 2-game, home and away, total points series (aggregate score) competition system the 2 games shall be considered as 1 game of 80 minutes duration.
- If the score is tied at the end of the 1st game, no extra period shall be played.
- If the aggregate score of both games is tied, the 2nd game shall continue with as many extra periods of 5 minutes as necessary to break the tie.
- The winner of the series shall be the team that:
 - is the winner of both games.
 - has scored the greater number of aggregate points at the end of the 2nd game, if both teams have won 1 game.

Basketball Equipment (Chapter 2 and 10)

Purpose: To adapt to the current technical needs.

Change:

For level 1 and 2:

- The backboards shall be equipped with lighting along its perimeter at the top, mounted on the inside borders of the backboards and which lights up in yellow only when the shot clock signal sounds.
- The shot clock shall have the signal sounding for the end of the shot clock period when the display shows zero (0.0).
- The shot clock shall indicate the time remaining in seconds; and tenths (1/10) of a second only during the last 5 seconds of the shot clock period.
- Recommendation 1 Oct 2017 / Mandatory 1 Oct 2018

Basketball Equipment (Chapter 2 and 10)

Purpose: To indicate additional technical changes.

Change:

- Introduction of the ball size 5 for mini competitions
- The ball test has more details
- The lighting chapter has been completely revised
- The advertising board provisions have been revised

General

Small adjustments have been made for a better interpretation.

Referee's Manual for Officiating

Beginning of a period or the game – warning whistle

Use the “warning whistle” (by the active referee) at the beginning of the game before entering the centre circle for administering the jump ball and at the beginning of all other periods and extra periods before placing the ball at the disposal for the throw-in at the centre line shall be included.

Mies, 20 September 2017

