

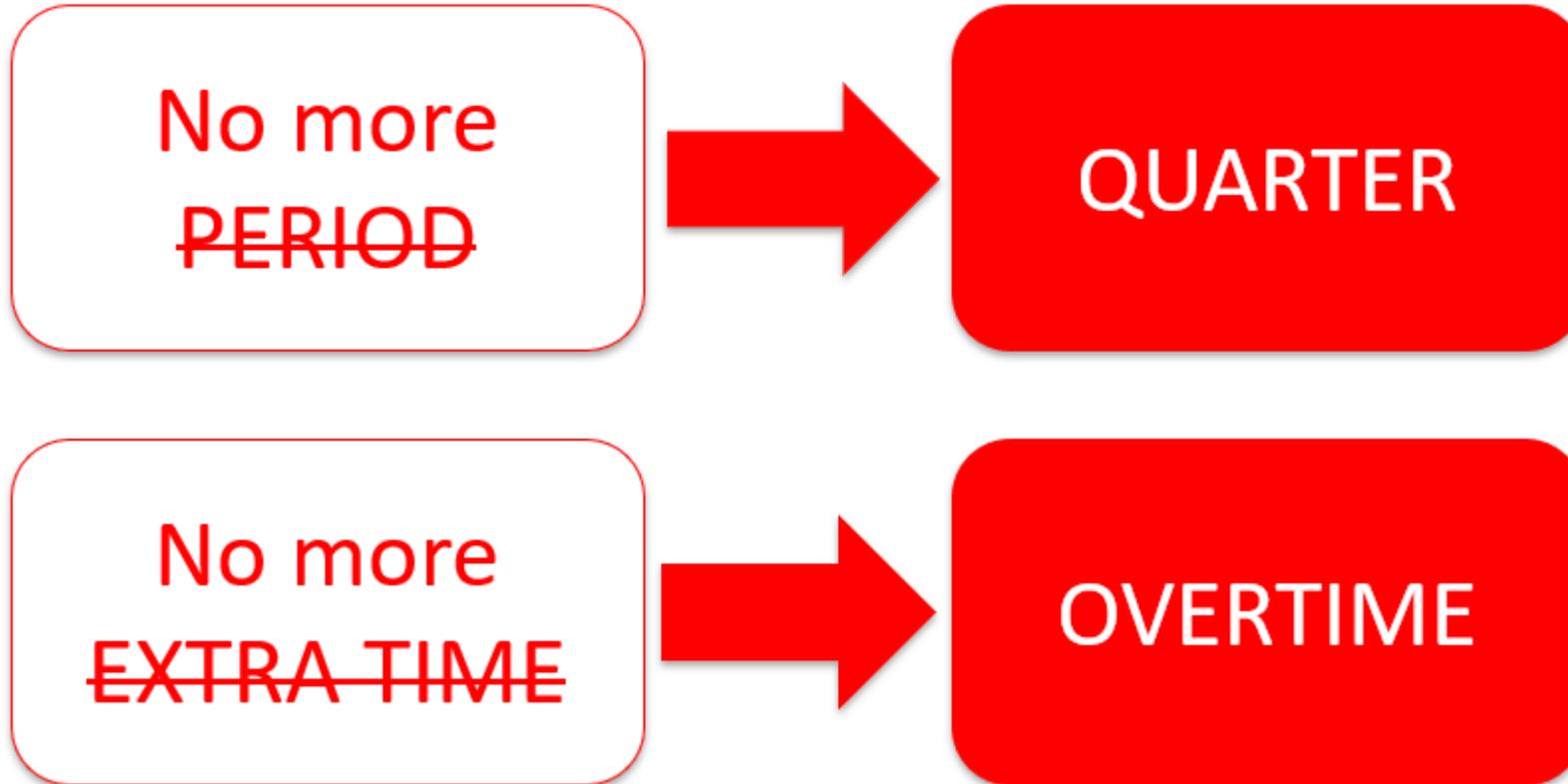


# New Rules 2018

**#TOGETHERWEAREBASKETBALL**

**[WWW.BASKETBALLENGLAND.CO.UK](http://WWW.BASKETBALLENGLAND.CO.UK)**

# Terminology



# Uniform

## **FIBA Regulation**

Any accessories USED BY the team must be IN ONE SAME SOLID colour (ANY COLOUR)

## **BE Amendment**

Any accessories USED BY the team must be IN ONE SOLID colour (ANY COLOUR).

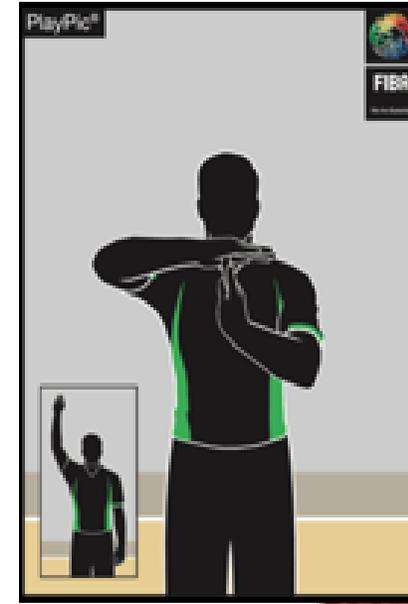
This can vary between members on the same team, but must be on solid colour.

# Throw-in (L2M)

1. Last 2 minutes of 4<sup>th</sup> quarter or overtime
2. Defensive player cannot move over the boundary line

## REFEREE

- Uses preventative warning signal
- If violation, IMMEDIATE TF AGAINST DEFENSIVE PLAYER



# Double foul - definition

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



[Art 35.1.2]

**This has clear implications if one team is in the penalty and the other is not!**

# Double foul - example

**Example:** Team A has 2 team fouls and team B has 5 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

**Interpretation:** **The penalties against both teams are not equal**, therefore it is not a double foul. A1's foul shall be penalised with a team B throw-in. B1's foul shall be penalised with 2 free throws for A1. The officials shall apply the special situations rule and decide which foul has occurred first.

If B1's foul occurred first, A1 shall attempt 2 free throws, no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the fouls have occurred.

If A1's foul occurred first, the team B throw-in shall be cancelled. A1 shall attempt 2 free throws and the game shall be resumed as after any last free throw.

# UF and DF inbounds

- UF penalty is now 1, 2 or 3 free throws to opposing team + **possession at throw-in line in front court with 14s visible on the shot clock**

[Art 37.2]

- DF penalty is now 1, 2 or 3 free throws to opposing team + **possession at throw-in line in front court with 14s visible on the shot clock**

[Art 38.2]

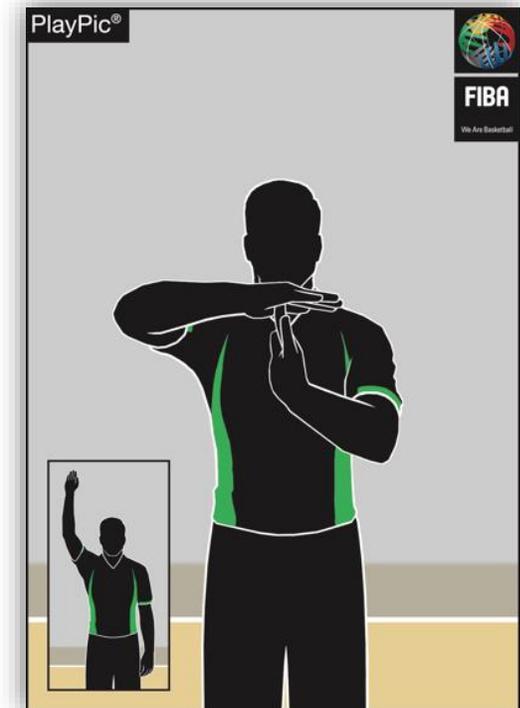
# Dribbling

- To throw the ball against the backboard is no longer classified as a dribble.
- This means a “backboard dunk” is now allowed after a dribble, i.e. an “alley-oop” to yourself is now legal play.



# Technical Fouls ( $B_1$ , $C_1$ , $T_1$ )

- FIBA's rationale for making this big change to the penalty for TF is to reduce the severity of the penalty by avoiding a double penalty situation.
- There is now **no mid-court possession** associated with a TF.



## 'Offensive' and 'Defensive' Technical Fouls (B<sub>1</sub>, C<sub>1</sub>, T<sub>1</sub>)

For the sake of convenience only (not FIBA terminology):

- '**defensive**' Ts are those called on the team **NOT IN CONTROL** of the ball
- '**offensive**' Ts are those called on the team **IN CONTROL** of the ball

How the game restarts is different for each of these!

# 'Defensive' Technical Fouls

If a TF is awarded to the **defensive** team, the penalty is 1 free throw, to be taken immediately.

The game is restarted by the team in control of the ball from the place where the ball was when the game was interrupted (unless there are other penalties to be taken). For shot clock operators, this is treated like any other foul:

- Ball in back court = blanked 24s
- Ball in front court = visible reset to 14s or same time showing if above 14s

[Art 29.2.1, 36.3, 50.3]

# 'Offensive' Technical Fouls

If a TF is awarded to the **offensive** team, the penalty is 1 free throw, to be taken immediately.

The game is restarted by the team in control of the ball from the place where the ball was when the game was interrupted.

If the throw-in is in the backcourt, the game resumes with the same time left on the shot clock (unless there are other penalties to be taken).

If the throw-in is in the frontcourt, the game resumes with 14 seconds on the shot clock, if there were 14 seconds or more previously.

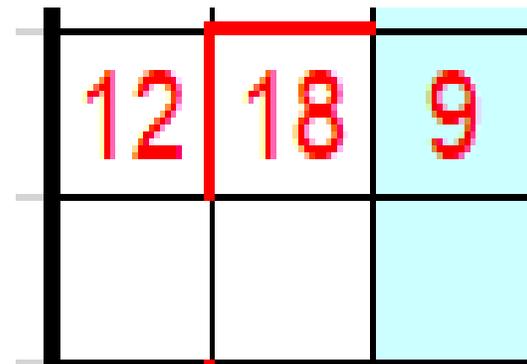
If the throw-in is in the frontcourt, the game resumes with the same time left on the shot clock, if there were 13 seconds or less previously.

[Art 50.2]/[INT 17-39]

# Technical Fouls inside a set of free throws

A new mechanic of ruling a set of free throws needs to be used to allow for the possibility of TFs being called.

Start the set by ruling the top and side of the free throw box ONLY:



# Technical Fouls inside a set of free throws

A new mechanic of ruling a set of free throws needs to be used to allow for the possibility of TFs being called.

If an **offensive** TF is called, simply add it as a single free throw to the other column as usual, then finish the original set:

12	18	9		
			24	10
12	-			

# Technical Fouls inside a set of free throws

A new mechanic of ruling a set of free throws needs to be used to allow for the possibility of TFs being called.

If an **defensive** TF is called, simply add it as a single free throw to the same column but **completely box it in**, then finish the original set:

14	7	4		
12	-			
14	8			

# Technical Fouls inside a set of free throws

What do I do if I forget the new mechanic?

**Don't panic!**

Simply rule through the box that you've created:

21	18	9		
<del>21</del>	-		24	10
21	-			

# Technical Fouls inside a set of free throws

Note that despite the referee blowing his whistle and interrupting a set of free throws, **this is NOT an opportunity for substitutions or time-outs for either team.**

[Int 18/19-15, 16, 17]

# ACTIVE fighting fouls

BEWARE of D<sub>2</sub> and cancelled penalties



[Art 39]

## ACTIVE fighting fouls

It is now possible for coaches, assistant coaches, substitutes, excluded players and accompanying delegation members to be formally disqualified from the game (DF) if they leave the team bench area and (actively) **participate** in fighting.

## ACTIVE fighting fouls

In this case, any of the above who are named on the scoresheet shall be awarded **D<sub>2</sub>**, followed by **F**s in the remaining foul spaces.

These **D<sub>2</sub>** fouls can be cancelled across both teams if necessary, and the **2** replaced by a **c**. For any such **D<sub>2</sub>** fouls not cancelled the resulting free throws must be taken.

Irrespective of the number of such bench clearances a single **B<sub>2</sub>** foul shall also be awarded to the coach.

# ACTIVE fighting fouls

Penalties for **ACTIVE** fighting

For assistant coach, substitutes and excluded players (named on the sheet) – **D<sub>2</sub>** for each + single **B<sub>2</sub>** for coach

For delegation members (not named on sheet) – **B<sub>2</sub>** for coach for each member (!)

Note the circle around the technical foul and these shall NOT count towards coach's TF limits [OBR B.8.3.13]

# Turnover in the backcourt

- Whenever a team gains new team control, with a throw-in in their new front court; for example, team control foul or dribbling the ball out-of-bounds

The game is **restarted** by new team in control (in their front court) with shot clock showing **visible 14s!**

[Art 29.2.2]

# Advanced ball after time-out in L2M

Process:

1. Coach who is entitled to possession in his back court requests a time-out and it is granted.
2. Once 40 seconds have elapsed, referees move to a position close to the teams (Crew Chief specifically to the team that called the time-out)
3. Once 50 seconds have elapsed, timer will sound their horn to inform teams there are 10 seconds left
4. Once 60 seconds have elapsed, the Crew Chief will ask the coach who has taken the time-out “Backcourt or frontcourt?”
5. Coach should immediately answer, and their first answer is the only answer that can be accepted
6. Crew Chief to inform opposition coach, and inform table officials particularly shot clock operator en route
7. Ball to be inbounded from position designated by coach

# What happens to the shot clock if the coach chooses to advance?

If the coach decides to advance the ball to the front court throw-in line then the game is restarted with

- **Visible 14s** if 14s or more was displayed before the time-out (i.e. reset downwards!)
- **Visible same time left** if 13s or fewer displayed before the time-out

N.B. this is the only time where a team will lose time from the shot clock if it has already started.



# Ball lodged between backboard and ring

Ball is now **deemed to have touched the ring**.

A jump ball is called in this situation and the game is resumed as follows from the place nearest the infraction (ie end line):

- Same team = **visible 14s shot clock**
- Other team = **blank 24s shot clock**





If you have any questions with regards to  
the new rules, please contact  
[officiating@basketballengland.co.uk](mailto:officiating@basketballengland.co.uk).

**#TOGETHERWEAREBASKETBALL**

**[WWW.BASKETBALLENGLAND.CO.UK](http://WWW.BASKETBALLENGLAND.CO.UK)**