



**FIBA Rule Transition
Year 1 (2006-07)
As approved August 11, 2006
REVISED
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RULE	FIBA	NFHS
Starting each half	Jump Ball at the beginning of the game. AP for the rest	Jump Ball at the beginning of the game and all overtimes, AP for the rest
Jump ball	Players may move onto or around the circle prior to toss.	Players may not move onto or around the circle until the ball has left the official's hand.
Throw-in spot	Point nearest to infraction At free throw line extended following cancelled basket or free throw violation by free throw shooter At mid-court following <ul style="list-style-type: none"> • technical foul • unsportsmanlike foul • time-out granted to team entitled to the ball in final 2 minutes 	Point nearest to infraction At mid-court following intentional technical foul
Throw-ins	Front court throw-in – cannot throw the ball to the back court. Allowed to throw ball over backboard on throw-in.	Can be thrown anywhere on the court. Cannot throw ball over rectangular backboard on throw-in. Can be thrown over fan-shaped backboard.
Substitution	Permitted during any stoppage of play Subs not allowed during free throw activity but permitted prior to free throw activity and after free throw activity if last free throw successful or followed by throw-in Last 2 minutes of 4 th period or overtime, subs permitted for team scored upon.	Permitted during any stoppage of play. Subs permitted prior to any free throw or after last free throw if successful. During time-outs – player must report prior to 15 sec. warning.
Time outs	2 in the first half and 3 in the second half. No carry-over. T.O. must be requested at the scorer's table by the coach. Granted <u>only</u> at the next stoppage of play or if scored upon. No T.O. between free throws. T.O. is 1 minute in duration- warning at 50 seconds. Teams must stay in their huddle for 50 seconds. One T.O per overtime	3 full (60 sec.) + 2 Mini (30sec.). Warning issued 15 seconds prior to end of a 60-second time-out and 10 seconds prior to the end of a 30-second time-out. Used anytime during the game. May be granted at request of player or coach while a player on the requesting team is in control or during dead ball. T.O. may be granted between free throws. T.O. can be shortened if both teams are ready to play. Add one T.O. per overtime T.O. can be carried over Extra T.O. may be "bought" at the expense of an indirect technical foul.
Free throws	Maximum 5 players in designated lane spaces. Spaces are exclusive to each team. Violation by either team (excluding the shooter) is called <u>only</u> if free throw is unsuccessful. Violation by free-thrower takes precedence over other violations	Maximum 6 players in lane spaces (Max. 2 offensive players). First 2 spaces must be occupied by defense. Open spot may be taken by opponent. No player shall occupy the fourth space. Players not in the marked lane spaces must be behind the 3-point line and the free throw line extended. Violation on offensive team called immediately. Delay against defensive team. No free throws on a team control foul. Ten seconds to release the try. Restrictions end when ball touches rim, backboard, or free throw ends.
Timing	Clock stops last 2 minutes of 2 nd half & extra periods on made field goals.	No rule.
Overtime	Overtime rule to be implemented and enforced as indicated in Basketball Ontario Coaches Manual	Same direction & jump ball. 4 minutes. (3 minutes for a game with 6 minute quarters.) 1 additional 60 sec. T.O.
Airborne shooter	Considered in act of shooting until both feet return to the floor.	No longer airborne shooter when one foot returns to the floor. Airborne shooter charges after release of ball, disallow basket, player control foul
Blocked shot	Player returning to floor without losing control of ball – Travel	Player returning to floor without losing control of ball – Held Ball = AP
Falling	Player with ball permitted to fall.	Player with ball travels if falls



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VIOLATIONS	FIBA	NFHS
Closely guarded	5 second count only on a player holding the ball anywhere on the court.	5 second count on a player holding the ball in front court only.
Count in back court	8 seconds to advance into front court Count continues if ball deflected out of bounds and returns to same team	10 seconds to advance into front court New count if play stoppage
Back court	Front court status once ball or either foot crosses division line.	Front court status once 3 points (ball + both feet) cross division line. A player from the team not in control may jump from the front court, catch a tapped jump ball or a throw-in and land in the back court (even with one foot touching in the front court first)
Basket Interference	Offense and defense may touch ball once it contacts rim unless a period ending horn or a whistle has sounded before. In that case, nobody may touch the ball as long as it has a chance of entering the basket.	Neither team may touch ball within imaginary cylinder above the basket, except when the hand is on the ball and brought it into the cylinder—as in a dunk or dunk attempt or in blocking a dunk attempt
Faking during free throw	Free-thrower may not fake free throw.	Free-thrower may not fake free throw Violation if player along lane fakes to draw a player into lane early.

FOULS	FIBA	NFHS
Personal fouls	Contact by an opponent during a live or dead ball.	Contact by an opponent during a live ball only.
Team/Player Control	No free throws on any team control foul	No free throws on team control foul. Includes airborne shooter after release of ball. No team control on a throw-in
Penalty (bonus)	2 shots starting on the 5th team foul in each quarter.	1 + 1 starting on the 7th team foul in each half and 2 shots starting on the 10th.
Technical foul	Non-contact fouls – live or dead ball. Player on the court and bench – 2 shots plus possession at division line.	Dead ball- contact & non-contact fouls Live ball- non-contact fouls Technical = 2 shots and resume play at point of interruption. Intentional Technical Foul – Contact by a player during a dead ball = 2 shots + ball at division line. Flagrant Technical Foul = ejection + 2 shots + ball at division line.
Unsportsmanlike foul	2 (3) shots and possession at division line. Exception: Made field goals = 1 shot + possession	2 shots, even if a basket was scored at the time and possession at point of foul.

Additional FIBA rules:

There shall be an "X" marked on the floor directly in front of the scorer for subs to wait.

A player who has lost consciousness is not allowed to return to play without written authorization from a physician.

Team members cannot remove their shirt or pants within the visual confines of the gym – technical foul.

Once a direct or indirect technical foul has been charged to the head coach, the coach loses the coaching box privilege and must remain seated.

Ball over fan-shaped backboard is NOT out-of bounds.