

Official Basketball-Rules 2004

Summary of the changes effective September 1st 2004

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- FIBA have earlier approved the use of a size 6 basketball for women's competitions, the use of the 12 panel basketball for all FIBA competitions and 3 person officiating. These changes become effective from September 1st 2004.

A - Structural changes in the rulebook

- Many articles experienced editorial changes and clarifications.
- All technical description of equipment is moved to the Basketball Equipment Appendix.
- The number of articles is reduced to 50.

B - Rule changes

1. Art. 4 Teams, players and substitutes

- In all games 12 players are entitled to play.
- For national competitions one and two digit numbers are allowed as numbers on the shirt. For all FIBA competitions only numbers 4 to 15 remain valid.
- For the main official competitions of FIBA the players of the same team may wear shoes and socks in any colour or colour combination.

2. Art. 5 Players: Injuries

- An injured player or any player who is bleeding and recovers during a charged time-out taken by either team in the same stopped clock period, that player may continue to play.

3. Art. 9 Beginning and end of a period or the game

For all games, the first team named in the programme (home team) shall have its team bench and own basket on the left side of the scorer's table facing the playing court. However, if the two teams involved agree, they may interchange the benches and/or the baskets.

4. Art. 12 Jump ball and alternating possession

There will be only one jump ball administration during a game, including extra periods - at the beginning of the first period.

For all other jump ball situations the alternating possession arrow shall be applied.

5. Art.18 Charged time-out

A time-out opportunity ends when the ball is at the disposal of the player for the first or only free-throw.

6. Art. 19 Substitution

- A substitution opportunity ends when the ball is at the disposal of the player for the first or only free-throw.
- Both teams are allowed to substitute after a violation.

7. Art. 23 Player out-of-bounds and ball out-of-bounds

In a held ball situation, if a player(s) moves to out-of-bounds or to his backcourt, a jump ball situation occurs.

8. Art. 26 Three seconds

A player shall not remain in the opponents restricted area for more than three (3) seconds while his team is in control of the ball in their front court.

9. Art. 28 Eight seconds

The same eight (8) second period will continue from the time remaining when the same team that previously had the control of the ball is awarded a throw-in in the backcourt as a result of:

- A ball having gone out-of-bounds.
- An injured player of the same team.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

10. Art. 29 Twenty-four seconds

- If the 24-second device sounds in error irrespectively if a team has control of the ball or not, the signal shall be disregarded and the game shall continue, unless a team is placed at a disadvantage.
- When a shot for goal is attempted near the end of the 24-second period and the signal sounds while the ball is in the air, if the ball misses the ring, a violation has occurred unless the opponents have gained a clear control of the ball.

11. Art. 31 Goal tending and Interference

While the ball is in flight on a shot for goal and then;

- An official blows his whistle
- The game clock signal sounds for the end of a period

No player shall touch the ball as long as the ball still has the possibility to enter the basket after the ball has touched the ring.

12. Art. 37 Disqualifying foul

A player shall be disqualified when he is charged with two (2) unsportsmanlike fouls as a result of his personal unsportsmanlike behaviour.

13. Art. 38 Technical foul

- It is considered as a technical foul when a player falls down to fake a foul.
- All foul committed during intervals of play shall be treated and penalised at the beginning of the following period or extra period, as if they occurred during playing time. However, the first period shall start with a jump ball administration.
- Irrespectively against whom (players, coaches, team followers) and at what time (during playing time, intervals of play) a technical foul is called, the penalty is always two (2) free throws followed by possession of the ball.

14. Two-person mechanics

- The lead official administers all free throws.
- The officials shall not exchange the positions when:
 - o An offensive foul is called by the lead official.
 - o A defensive foul is called by the trail official.