

FIBA Rules Major Points

- Court:** 1 circle – trapezoid lane
- Officials:** 2 or 3 persons
- Bench & Basket:** Home team's bench to the left of table, warm-up at opposite end.
- Duration:** 4 X 10 minutes stop time (modified for CMBA to 4 X 11 minute made up as 9 minute running time and 2 minute stop time) – ball is handled after every stoppage of play.
- Timing:** Clock stops last 2 minutes of each quarter & extra periods after successful field goals.
- Overtime:** Same direction & no jump ball. 2 minutes – 1 timeout only.
- Intervals of Play:** 3-minute half time; 1 minute between each quarter.
- Shot Clock:** 24 seconds. Ball must be released prior to sounding of horn and subsequently hit rim. Clock begins on player control inbounds. If shot doesn't hit rim or go in and defense gets immediate control, no whistle, play continues.
- Shot Clock Reset when:**
- Ball hits rim
 - Change of possession
 - Score
 - Technical stoppage, no advantage
 - Injury to opponent
 - All fouls (except double and cancellation of equal penalties and same team retains possession)
 - All violations by defense (exc. Out of bounds).
- 8 Seconds:** a player gains control of a live ball in his backcourt, his team must cause the ball to go into its frontcourt within eight (8) seconds. The eight (8) second period will not reset when the team that previously had control of the ball is awarded a throw-in in the backcourt as a result of:
- A ball having gone out-of-bounds.
 - A player of the same team having been injured.
 - A jump ball situation.
 - A double foul.
 - A cancellation of equal penalties against both teams.
- 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 only 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. If the last free throw is successful, the team scored upon may be granted a timeout. If the free throw(s) is followed by a throw-in at the centre line, a sub or T.O. shall be granted by either team. In the last two minutes of the 4th quarter (or OT), the ball is advanced to centre by the team with the ball entitled to a throw-in in the back court (including after a successful field goal by the opponents) and the ball can be passed anywhere on the court.

Starting Each Half: Jump Ball only to start the game. AP for the rest

Personal Fouls: contact by an opponent during a live or dead ball. Player fouls out on the 5th foul (personal & technical).

Team/ Player Control: No free throws on any team control foul.

Penalty (Bonus): 2 shots starting on the team foul in each quarter. Exception – offensive foul. Team fouls = all personal and player technical fouls. Team fouls in the 4th quarter carry over to the overtime periods.

Technical Foul: Non-contact fouls – live or dead ball. 2 shots plus possession at division line.

Unsportsmanlike Foul: 2 (3) shots and possession at division line. Exception: Made field goal = 1 shot + possession.

Ball over Backboard: It is legal for the ball to pass over the backboard in either direction provided that the ball does not contact any of the supports.

Zone Defense: A juvenile level only.

*****NOTE*** These Rules are just the major points of the FIBA Rules. IT IS NOT THE COMPLETE RULE BOOK. Refer to the FIBA Official Basketball Rules 2006 for clarification.**