New Rules 2018

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Learning Outcomes

- To explore 2018 Rule changes
- To highlight particular new or changed Rules which may catch us out
- To identify any changes to mechanics / interpretations based on new or changed Rules

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Basic terminology

- Periods are now called **quarters**.
- Extra periods are now called **overtime**.

[Art 8]

Illegal boundary line crossing on a throw-in

- Wave arm parallel to boundary line
  (in last 2 minutes of the fourth quarter and overtime)

- Penalty after warning is a T



[Art 17.3.3]

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Throwing the ball against the backboard

- It is no longer deemed to be a dribble if a player throws the ball against the backboard and regains control of the ball.

[Art 24.1.4]



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!



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Double foul - example

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

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 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.

The demise of mid-court possession for fouls

- **Only** at the beginning of Q2, 3 and 4 + any periods of overtime, when shot clock is blanked and reset to 24s

UF and DF inbounds – shot clock operators beware!

- UF penalty is now 2 shots to opposing team + **possession at throw-in line in front court with 14s visible on the shot clock**

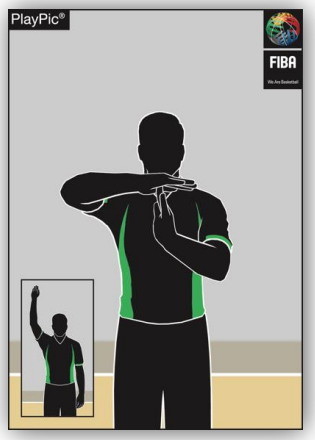
  [Art 37.2]

- DF penalty is now 2 shots to opposing team + **possession at throw-in line in front court with 14s visible on the shot clock**

  [Art 38.2]

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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.

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‘Offensive’ and ‘Defensive’ Technical Fouls (B_1, C_1, T_1)

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

!! BIG NOTE !! **How the game restarts is different for each of these**

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‘Offensive’ and ‘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

[Art 29.2.1, 36.3, 50.3]

‘Offensive’ and ‘Defensive’ Technical Fouls

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

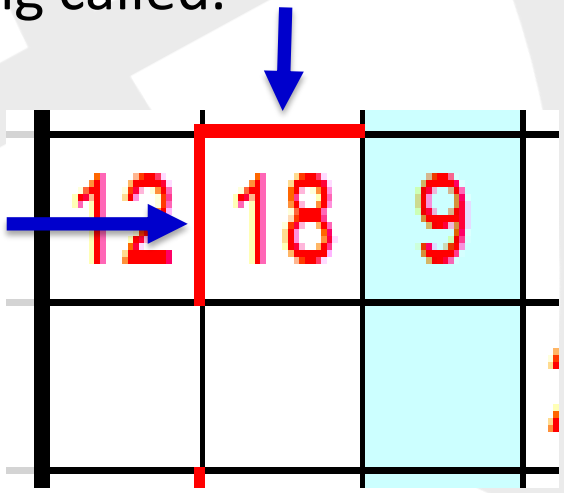
The game is **restarted** by the team in control of the ball **from the place where the ball was** when the game was interrupted, **with the same time left on the shot clock** (unless there are other penalties to be taken).

[Art 50.2]

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:



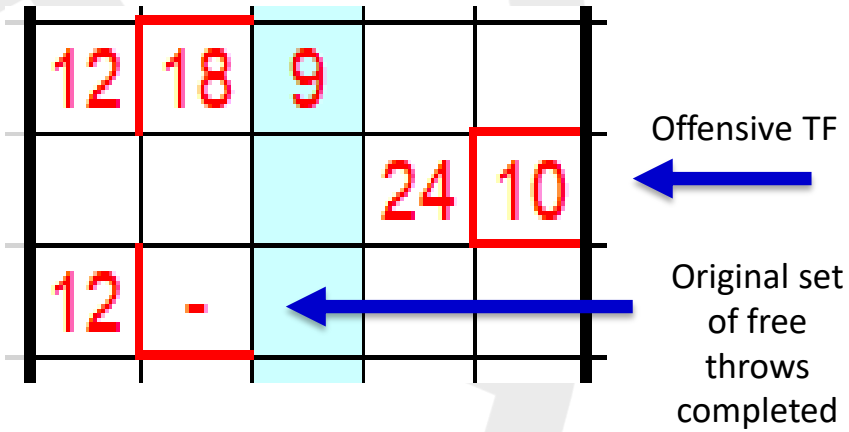
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Technical Fouls inside a set of free throws

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:



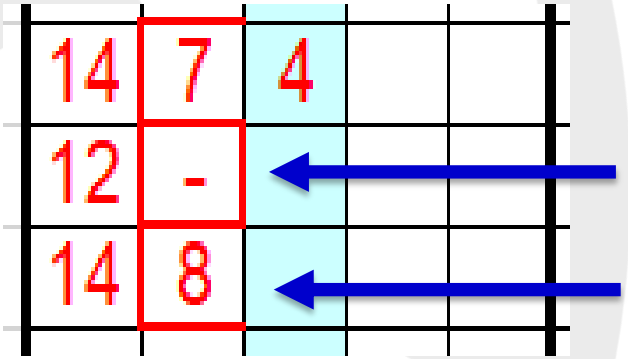
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Technical Fouls inside a set of free throws

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

If a **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:



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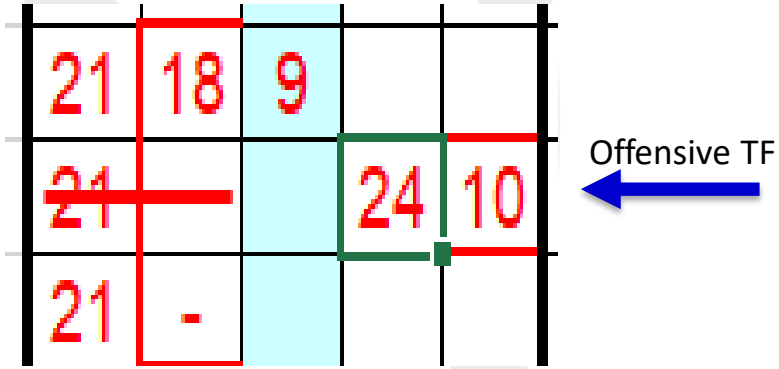
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Technical Fouls inside a set of free throws

What do I do if I forget the new mechanic?

Don’t panic!

Simply rule through the box that you’ve created:



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ACTIVE fighting fouls – BEWARE of D_2 and cancelled penalties

[Art 39]



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ACTIVE fighting fouls – BEWARE of D_2 and cancelled penalties

[Art 39]

!! BIG NOTE !!

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.

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ACTIVE fighting fouls – BEWARE of D_2 and cancelled penalties

[Art 39]

In this case, any of the above who are named on the scoresheet shall be awarded **D_2**, followed by **F**s in the remaining foul spaces. These **D_2** fouls can be cancelled across both teams if necessary, and the **2** replaced by a **c**. For any such **D_2** fouls not cancelled the resulting free throws must be taken.

Irrespective of the number of such bench clearances a single **B_2** foul shall also be awarded to the coach.

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ACTIVE fighting fouls – BEWARE of D_2 and cancelled penalties

[Art 39]

Penalties for **ACTIVE** fighting

For assistant coach, sub and excluded players (named on the sheet) – **D_2** for each + single **B_2** for coach

For delegation members – **B_2** for coach for each member (!)

[Art 38.3.4]

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Turnover in the backcourt

- 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]

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Advanced ball after a time-out in final 2:00 minutes

If 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 (ie reset **downwards**!)

- **Visible same time left** if 13s or fewer displayed before the time-out

[Art 29.2.3]

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Quarter 1 and 3 scores in the quarter colour

Scorer	MAIER, N.	Scores	Quarter ①	A 15	B 18
Assistant scorer	SABAY, O.		Quarter ②	A 19	B 10
Timer	LEBLANC, R.		Quarter ③	A 26	B 19
Shot clock operator	AUSTIN, K.		Quarter ④	A 16	B 25
			Overtimes	A /	B /
Crew chief	M. Walton	Final Score	Team A 76	Team B 72	
Umpire 1	Y. Chang	Umpire 2	K. Bartok	Name of winning team	HOOPERS	
Captain's signature in case of protest		Game ended at (hh:mm)	21:50		

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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 = 14s shot clock**
- **Other team = 24s shot clock**

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Points of emphasis

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Protect the shooter

Any contact on the shooter gives an advantage to the defence while putting the offence at a disadvantage.

- If a player is in the act of shooting and receives contact by a defensive player who is moving or who has hands/leans/steps outside his cylinder this will be called as a foul.
- A player in the act of shooting who leaves the floor is entitled to return to that space, provided that it is vacant when he first leaves the floor. Watch for the player who steps under the shooter or who contacts the shooter (especially in a layup situation) after the ball is released but before the player returns both feet to the floor.

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Calling contact correctly and consistently

It is our responsibility to call a fair and clean game.

- Pre-game is necessary to discuss criteria (same as co-official)
- Referee the defence (Is it a basketball action?)
- Mechanics - move to see the gaps to help make better decisions
- Call the first bump/foul that has an impact on the play
- Apply charge/block consistently

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Act of shooting

Begins when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of an official, he has started an attempt to score by throwing, tapping or dunking the ball towards the opponents' basket.
Ends when the ball has left the player's hand(s) and, in the case of an airborne shooter, both feet have returned to the floor. [Art 15.1.2]

During his act of shooting the player might have his arm(s) held by an opponent, thus preventing him from scoring. In this case it is not essential that the ball leaves the player's hand(s).
When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting. [Art 15.1.2]

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Travelling

Standing start: A static player who is holding a live ball on the playing court must establish which foot is his pivot foot to correctly apply the travel rule.

Euro-step: A player who catches the ball while he is progressing, or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball.

Travelling in the post: Referee the whole play to ensure the violation is called before any contact is whistled.

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