

RULE FOUR – PLAYING REGULATIONS

Article 8 Playing time, tied score and overtime

- 8.1 The game shall consist of 4 quarters of 10 minutes each.
- 8.2 There shall be an interval of play of 20 minutes before the game is scheduled to start.
- 8.3 There shall be the intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half) and before each overtime.
- 8.4 There shall be a half-time interval of play of 15 minutes.
- 8.5 An interval of play starts:
- 20 minutes before the game is scheduled to start.
 - When the game clock signal sounds for the end of the quarter or overtimes.
- 8.6 An interval of play ends:
- At the start of the first quarter when the ball leaves the hand(s) of the crew chief on the toss for the jump ball.
 - At the start of all other quarters and overtimes when the ball is at the disposal of the player taking the throw-in.
- 8.7 If the score is tied at the end of the fourth quarter, the game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.
- If the aggregated score of both games for a 2-games home and away total points series competition system is tied at the end of the second game, this game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.
- 8.8 If a foul is committed near the end of a quarter and overtime, the referee shall determine the remaining playing time. A minimum of 0.1 second shall be shown on the game clock.
- 8.9 If a technical, unsportsmanlike or disqualifying foul is committed during an interval of play, any eventual free throw(s) shall be administered before the start of the following quarter or overtime.

Article 9 Start and end of a quarter, overtime or the game

- 9.1 The first quarter starts when the ball leaves the hand(s) of the crew chief on the toss for the jump ball in the centre circle.
- 9.2 All other quarters or overtimes start when the ball is at the disposal of the player taking the throw-in.
- 9.3 The game cannot start if one or both teams are not on the court with 5 players ready to play.
- 9.4 For all games, the first team named in the schedule (home team) shall have, when facing the court from the scorer's table:
- its team bench is on the left side of the scorer's table,
 - its warm-up before the game in the half-court in front of its team bench.
- However, if both teams agree, they may exchange the team benches and/or warm-up half-courts for the first half.

- 9.5 Teams shall exchange their warm-up half-courts and baskets for the second half.
- 9.6 In all overtimes the teams shall continue to play towards the same baskets as in the fourth quarter.
- 9.7 A quarter, overtime or game shall end when the game clock signal sounds for the end of the quarter or overtime. When the backboard is equipped with red lighting around its perimeter, the lighting takes precedence over the game clock signal sound.

Article 10 Status of the ball

- 10.1 The ball can be either live or dead.
- 10.2 The ball becomes **live** when:
- During the jump ball, the ball leaves the hand(s) of the crew chief on the toss.
 - During a free throw, the ball is at the disposal of the free-throw shooter.
 - During a throw-in, the ball is at the disposal of the player taking the throw-in.
- 10.3 The ball becomes **dead** when:
- Any goal or free throw is made.
 - A referee blows his/her whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 - Another free throw(s).
 - A further penalty (free throw(s) and/or possession).
 - The game clock signal sounds for the end of the quarter or overtime.
 - The shot clock signal sounds while a team is in control of the ball.
 - The ball in flight on a shot for a goal is touched by a player from either team after:
 - A referee blows his/her whistle.
 - The game clock signal sounds for the end of the quarter or overtime.
 - The shot clock signal sounds.
- 10.4 The ball does not become dead and the goal counts if made when:
- The ball is in flight on a shot for a goal and:
 - A referee blows his/her whistle.
 - The game clock signal sounds for the end of the quarter or overtime.
 - The shot clock signal sounds.
 - The ball is in flight on a free throw and a referee blows his/her whistle for any rule infraction other than by the free-throw shooter.
 - The ball is in the control of a shooter for a goal who finishes his/her shot with a continuous motion which started before a foul is committed by any opponent player or on any person permitted to sit on the opponents' team bench.
- This provision does not apply, and the goal shall not count if after a referee blows his/her whistle an entirely new act of shooting is made.

Article 11 Location of a player and a referee

- 11.1 The location of a player is determined by where he/she is touching the floor.
While he/she is airborne, he/she retains the same status he/she had when he/she last touched the floor. This includes the boundary line, the centre line, the 3-point line, the free-throw line, the lines delimiting the restricted area and the lines delimiting the no-charge semi-circle area.
- 11.2 The location of a referee is determined in the same manner as that of a player. When the ball touches a referee, it is the same as touching the floor at the referee's location.

Article 12 Jump ball and alternating possession

12.1 Jump ball definition

- 12.1.1 A **jump ball** occurs when a referee tosses the ball between any 2 opponents.
- 12.1.2 A **held ball** occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2 Jump ball procedure

- 12.2.1 Each jumper shall stand with both feet inside the half of the centre circle nearest to his/her own basket with one foot close to the centre line.
- 12.2.2 Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.
- 12.2.3 The referee shall then toss the ball vertically upwards between the 2 opponents, higher than either of them can reach by jumping.
- 12.2.4 The ball must be tapped with the hand(s) of at least one of the jumpers after it has started its downward flight.
- 12.2.5 Neither jumper shall leave his/her position until the ball has been legally tapped.
- 12.2.6 Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the court.
- 12.2.7 If the ball is not tapped by at least one of the jumpers, the jump ball shall be repeated.
- 12.2.8 No part of a non-jumper's body may be on or over the circle line (cylinder) before the ball has been tapped.

An infraction of Article 12.2.1, 12.2.4, 12.2.5, 12.2.6, and 12.2.8 is a violation.

12.3 Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard.

12.4 Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the referees are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last free throw.

- A live ball lodges between the ring and the backboard except:
 - Between free throws,
 - After the last free throw followed by a throw-in from the throw-in line in the team's frontcourt.
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties on both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
- All quarters other than the first quarter and all overtimes are to start.

12.5 Alternating possession definition

Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.

12.6 Alternating possession procedure

- 12.6.1** In all jump ball situations teams shall alternate possession of the ball for a throw-in from the place nearest to where the jump ball situation occurs, except directly behind the backboard.
- 12.6.2** The team that does not gain the first team control of a live ball after the jump ball shall be entitled to the first alternating possession throw-in.
- 12.6.3** The team entitled to the next alternating possession at the end of any quarter or overtime shall start the next quarter or overtime with a throw-in from the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.
- 12.6.4** The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow shall be reversed immediately when the alternating possession throw-in ends.
- 12.6.5** A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The direction of the alternating possession arrow shall be reversed immediately, indicating that the opponents of the violating team shall be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in from the place of the original throw-in.
- 12.6.6** A foul by either team:
- Before the start of a quarter other than the first quarter or an overtime, or
 - During the alternating possession throw-in,
- does not cause the team entitled to the throw-in to lose that alternating possession.

Article 13 How the ball is played

13.1 Definition

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

13.2 Rule

A player shall not run with the ball, deliberately touch the ball, kick or block it with any part of the leg or strike it with the fist.

However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.

An infraction of Article 13.2 is a violation.

13.3 Penalty

The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard.

Article 14 Control of the ball

14.1 Definition

14.1.1 Team control **starts** when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his/her disposal.

14.1.2 Team control **continues** when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

14.1.3 Team control **ends** when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a goal or for a free throw.

Article 15 Player in the act of shooting

15.1 Definition

15.1.1 A shot for a goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket.

A tap for a goal is when the ball is directed with the hand(s) towards the opponents' basket.

A dunk for a goal is when the ball is forced downwards into the opponents' basket with one or both hands.

A continuous movement on drives to the basket or other moving shots is an action of a player who catches the ball while he/she is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

15.1.2 The act of shooting:

- Starts when the player begins, in the judgement of a referee, to move the ball upwards towards the opponents' basket.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

- 15.1.3 The act of shooting in a continuous movement on a drive to the basket or other moving shot:
- Starts when the ball has come to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player begins, in the judgment of the referee, the shooting motion preceding the release of the ball for a goal.
 - Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.
- 15.1.4 There is no relationship between the number of legal steps taken and the act of shooting.
- 15.1.5 During the act of shooting the player might have his/her arm(s) held by an opponent, thus preventing him/her from scoring. In this case it is not essential that the ball leaves the player's hand(s).
- 15.1.6 When a player is in the act of shooting and after being fouled he/she passes the ball off, he/she is no longer considered to have been in the act of shooting.

Article 16 Goal: When made and its value

16.1 Definition

- 16.1.1 A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely.
- 16.1.2 The ball is considered to be within the basket when the slightest part of the ball is within the basket and below the level of the ring.

16.2 Rule

- 16.2.1 A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows:
- A goal released from a free throw counts 1 point.
 - A goal released from the 2-point goal area counts 2 points.
 - A goal released from the 3-point goal area counts 3 points.
 - After the ball has touched the ring on a last free throw and is legally touched by any player before it enters the basket, the goal counts 2 points.
- 16.2.2 If a player **accidentally** scores a goal in his/her team's basket, the goal counts 2 points and shall be entered on the scoresheet as having been scored by the captain of the opponents' team on the court.
- 16.2.3 If a player **deliberately** scores a goal in his/her team's basket, it is a violation and the goal does not count.
- 16.2.4 If a player causes the entire ball to pass through the basket from below, it is a violation.
- 16.2.5 The game clock or the shot clock must show 0.3 (3 tenths of a second) or more for a player to gain control of the ball on a throw-in or on a rebound after the last free throw in order to attempt a shot for a goal. If the game clock or the shot clock show 0.2 or 0.1 the only type of a valid goal that can be made is by tapping or directly dunking the ball, provided that the hand(s) of the player are no longer touching the ball when the game clock or the shot clock show 0.0.

Article 17 Throw-in

17.1 Definition

17.1.1 A throw-in occurs when the ball is passed on to the court by the out-of-bounds player taking the throw-in.

17.1.2 A throw-in:

- **Starts** when the ball is at the disposal of the player taking the throw-in.
- **Ends** when:
 - The ball touches or is legally touched by any player on the court.
 - The team taking the throw-in commits a violation.
 - A live ball lodges between the ring and the backboard during a throw-in.

17.2 Procedure

17.2.1 A referee must hand or place the ball at the disposal of the player taking the throw-in. He/she may also toss or bounce pass the ball provided that:

- The referee is no more than 4 m from the player taking the throw-in.
- The player taking the throw-in is at the correct place as designated by the referee.

17.2.2 The player shall take the throw-in from the place nearest to the infraction or where the game was stopped, except from directly behind the backboard.

17.2.3 At the start of all quarters other than the first quarter and all overtimes, the throw-in shall be administered from the centre line extended, opposite the scorer's table.

The player taking the throw-in shall have one foot on either side of the centre line extended, opposite the scorer's table, and shall be entitled to pass the ball to a team-mate at any place on the court.

17.2.4 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

17.2.5 Following a personal foul committed by a player of the team in control of a live ball, or of the team entitled to the ball, the game shall be resumed with a throw-in from the place nearest to the infraction.

17.2.6 Following a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul was committed, unless otherwise stated in these rules.

17.2.7 Following an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt, unless otherwise stated in these rules.

17.2.8 Following a fight, the game shall be resumed as stated in Article 39.

17.2.9 Whenever the ball enters the basket, but the goal or the last free throw is not valid, the game shall be resumed with a throw-in from the free-throw line extended.

17.2.10 Following a successful goal or a successful last free throw:

- Any player of the non-scoring team shall take the throw-in from any place behind that team's endline. This is also applicable after a referee hands or places the ball at the disposal of the player taking the throw-in after a time-out or after any

interruption of the game following a successful goal or a successful last free throw.

- The player taking the throw-in from behind the endline may move laterally along the endline and/or backwards and the ball may be passed between team-mates, but the 5-second count starts when the ball is at the disposal of the first player out-of-bounds.

17.3 Rule

17.3.1 The player taking the throw-in shall not:

- Take more than 5 seconds to release the ball.
- Step on to the court while having the ball in his/her hand(s).
- Cause the ball to touch out-of-bounds, after it has been released on the throw-in.
- Touch the ball on the court before it has touched another player.
- Cause the ball to enter the basket directly.
- Move from the designated throw-in place behind the boundary line laterally in one or both directions, exceeding a total distance of 1 m before releasing the ball. However, he/she is permitted to move directly backwards from the boundary line as far as circumstances allow.

17.3.2 During the throw-in other player(s) shall not:

- Have any part of their bodies over the boundary line before the ball has been thrown-in across the boundary line.
- Be closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance between the boundary line and any out-of-bounds obstructions.

17.3.3 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in, the referee shall use an illegal boundary line crossing signal as a warning while administering the throw-in.

If a defensive player:

- Moves any part of his/her body over the boundary line to interfere with a throw-in, or
- Is closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance,

it is a violation and shall lead to a technical foul.

An infraction of Article 17.3 is a violation.

17.4 Penalty

The ball shall be awarded to the opponents for a throw-in from the place of the original throw-in.

Article 18 Time-out

18.1 Definition

A time-out is an interruption of the game requested by the head coach or first assistant coach.

18.2 Rule

18.2.1 Each time-out shall last 1 minute.

18.2.2 A time-out may be granted during a time-out opportunity.

18.2.3 A time-out opportunity starts when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended his/her communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last free throw.
- For the non-scoring team, a goal is scored.

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

18.2.5 Each team may be granted:

- 2 time-outs during the first half.
- 3 time-outs during the second half with a maximum of 2 of these time-outs when the game clock shows 2:00 minutes or less in the fourth quarter.
- 1 time-out during each overtime.

18.2.6 Unused time-outs may not be carried over to the next half or overtime.

18.2.7 A time-out is charged against the team whose head coach or first assistant coach first made a request unless the time-out is granted following a goal scored by the opponents and without an infraction having been committed.

18.2.8 A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime and, following a successful goal unless a referee has interrupted the game.

18.3 Procedure

18.3.1 Only a head coach or first assistant coach has the right to request a time-out. He/she shall establish visual contact with the scorer's table or he/she shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his/her hands.

18.3.2 A time-out request may be cancelled only before the timer's signal has sounded for such a request.

18.3.3 The time-out period:

- Starts when the referee blows his/her whistle and gives the time-out signal.
- Ends when the referee blows his/her whistle and beckons the teams back on the court.

18.3.4 When a time-out opportunity starts, the timer shall sound his/her signal to notify the referees that a team has requested a time-out.

If a goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound his/her signal.

18.3.5 During the time-out and during an interval of play before the start of the second and fourth quarter or each overtime the players may leave the court and sit on the team

bench and any person permitted to sit on the team bench may enter the court provided they remain within the vicinity of their team bench area.

18.3.6 If the request for the time-out is made by either team after the ball is at the disposal of the free-throw shooter for the first free throw, the time-out shall be granted if:

- The last free throw is successful.
- The last free throw, if not successful, is followed by a throw-in.
- A foul is committed between free throws. In this case the set of free throws shall be completed, and the time-out shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
- A foul is committed before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the new foul penalty is administered.
- A violation is committed before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the throw-in is administered.

In the event of consecutive sets of free throws and/or possession of the ball resulting from more than 1 foul penalty, each set is to be treated separately.

Article 19 Substitution

19.1 Definition

A substitution is an interruption of the game requested by the substitute to become a player.

19.2 Rule

19.2.1 A team may substitute a player(s) during a substitution opportunity.

19.2.2 A substitution opportunity starts when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended his/her communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last free throw.
- For the non-scoring team, a goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

19.2.3 A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first free throw.

19.2.4 A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a game clock running period, unless:

- The team is reduced to fewer than 5 players on the court.
- The player entitled to the free-throws as the result of the correction of an error is on the team bench after having been legally substituted.

19.2.5 A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful goal when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime unless a referee has interrupted the game.

19.2.6 If the player receives any treatment or any assistance, he/she must be substituted unless the team is reduced to fewer than 5 players on the court.

19.3 Procedure

19.3.1 Only a substitute has the right to request a substitution. He/she (not the head coach or the first assistant coach) shall go to the scorer's table and ask clearly for a

substitution, making the proper conventional sign with his/her hands, or sit on the substitution chair. He/she must be ready to play immediately.

- 19.3.2 A substitution request may be cancelled only before the timer's signal has sounded for such a request.
- 19.3.3 When a substitution opportunity starts, the timer shall sound his/her signal to notify the referees that a request for a substitution has been made.
- 19.3.4 The substitute shall remain outside the boundary line until the referee blows his/her whistle, gives the substitution signal and beckons him/her to enter the court.
- 19.3.5 The player being substituted is permitted to go directly to his/her team bench without reporting either to the timer or the referee.
- 19.3.6 Substitutions shall be completed as quickly as possible. A player who has committed 5 fouls or has been disqualified must be substituted immediately (taking no more than 30 seconds). If, in the judgement of a referee, there is a delay of the game, a time-out shall be charged against the offending team. If the team has no time-out remaining, a technical foul for delaying the game may be charged against the head coach, entered with a 'B'.
- 19.3.7 If a substitution is requested during a time-out or during an interval of play other than the half-time interval, the substitute must report to the timer before entering the game.
- 19.3.8 If the free-throw shooter must be substituted because he:
- Is injured, or
 - Has committed 5 fouls, or
 - Has been disqualified,

the free throw(s) must be attempted by his/her substitute who may not be substituted again until after he/she has played in the next game clock running period.

- 19.3.9 If the request for a substitution is made by either team after the ball is at the disposal of the free-throw shooter for the first free throw, the substitution shall be granted if:
- The last free throw is successful.
 - The last free throw, if not successful, is followed by a throw-in.
 - A foul is committed between free throws. In this case the free throw(s) shall be completed, and the substitution shall be permitted before the new foul penalty is administered, unless otherwise stated in these rules.
 - A foul is committed before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the new foul penalty is administered.
 - A violation is committed before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the throw-in is administered.

In the event of consecutive sets of free throws and/or possession of the ball resulting from more than 1 foul penalty, each set is to be treated separately.