

## OFFICIAL FIBA RULE CHANGES - 2019

Bolded words are changes or updates.

### ART. 17 THROW-IN

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 called, unless otherwise stated in these rules.**

### ART. 36 TECHNICAL FOUL

#### 36.3. Penalty

36.3.1. If a technical foul is committed:

- By a player, a technical foul shall be charged against him as a player foul and shall count as one of the team fouls.
- By any **person permitted to sit on the team bench**, a technical foul shall be charged against the coach and shall not count as one of the team fouls.

36.3.2. The opponents shall be awarded 1 free throw. The game shall be resumed as follows:

- **The free throw shall be administered immediately. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped.**
- **The free throw shall also be administered immediately, regardless whether the order of any other possible penalties for any other fouls has been determined or whether the administration of the penalties has been started. After the free throw for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place where the game has been interrupted for the technical foul penalty.**
- **If a valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.**
- **If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.**
- **With a jump ball in the centre circle to begin the first quarter.**

### 36-25 STATEMENT

**After having committed his fifth foul a player becomes an excluded player. After his fifth foul any further technical fouls called against him shall be charged against his coach and recorded as 'B1'. This is also valid if one of his 5 fouls was a technical or unsportsmanlike foul. He is not disqualified and may stay in his team bench area.**

#### 36-26 EXAMPLE:

**B1 has committed a technical foul during the first quarter. In the fourth quarter, B1 has committed his fifth foul. This is team B's second foul in the quarter. On the way to his team bench B1 is charged with a technical foul.**

#### INTERPRETATION:

**With his fifth foul B1 has become an excluded player. Any further technical fouls against him shall be charged against his coach and recorded as 'B1'. B1 is not disqualified. Any team A player may attempt 1 free throw. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.**

#### 36-28 EXAMPLE:

B1 is charged with his fifth personal foul. On the way to his team bench B1 is charged with a disqualifying foul.

#### INTERPRETATION:

With his fifth foul B1 has become an excluded player. Any further disqualifying fouls against him shall be charged against his coach as a technical foul and recorded as 'B2'. Any team B player shall attempt 2 free throws. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

## ART. 42 SPECIAL SITUATIONS

**42.2.4. If a technical foul is called, that penalty shall be administered first, regardless whether the order of the penalties has been determined or whether the administration of the penalties has been started.**

42-2 EXAMPLE: A1 attempts a jump shot for a field goal. While the ball is in the air, the shot clock signal sounds. After the signal, with A1 still in the air, B1 commits an unsportsmanlike foul on A1 and:

- (a) The ball misses the ring.
- (b) The ball only touches the ring but does not enter the basket.
- (c) The ball enters the basket.

INTERPRETATION: In all cases, B1's unsportsmanlike foul cannot be disregarded.

(a) A1 in his act of shooting for a field goal is fouled by B1. The team A shot clock violation (the ball misses the ring) shall be disregarded as it has occurred after the unsportsmanlike foul. A1 shall attempt 2 or 3 free throws, no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

(b) No shot clock violation has occurred. A1 shall attempt 2 or 3 free throws, no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

(c) A1 shall be awarded 2 or 3 points and 1 additional free throw, no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

## ART. 46 CREW CHIEF: DUTIES AND POWERS

46.12 Be authorised to approve before the game and use, if available, an Instant Replay System (IRS) to decide before he signs the scoresheet:

During any time of the game - whether the successful field goal shall count for 2 or 3 points.

- whether 2 or 3 free throws shall be awarded, after a foul was called on a shooter for an unsuccessful field goal.
- whether a personal, unsportsmanlike or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.

**46.14 After being notified by the timer, shall blow his whistle before the first and third quarter when 3 minutes and 1.5 minutes remain until the beginning of the quarter. The crew chief shall also blow his whistle before the second and fourth quarter and each overtime when 30 seconds remain until the beginning of the quarter and overtime.**

## ART. 50 SHOT CLOCK OPERATOR: DUTIES

50.2 Stopped, but not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as a result of:

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

**Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation (including for the ball having gone out-of-bounds).**

50.3 Stopped and reset to 24 seconds, with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
  - As the result of a foul or violation (**not for the ball having gone out-of-bounds**).
  - **As the result of a jump ball situation.**
- The game is stopped because of an action not connected with the team in control of the ball.
- The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team is awarded free throw(s).

50.4 Stopped and reset to 14 seconds, with 14 seconds visible, when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
  - As the result of a foul or violation (not for the ball having gone out-of-bounds).
  - The game being stopped because of an action not connected with the team in control of the ball.
  - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- **The team that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:**
  - **Personal, unsportsmanlike or disqualifying foul,**
  - **Violation (including for the ball having gone out-of-bounds),**
  - **Jump ball situation.**
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- **The game clock shows 2:00 minutes or less in the fourth quarter or in each over-time following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the coach decides that the game shall be resumed with a throw-in for his team from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.**