



2025-26
**OFFICIAL
RULES**



RULES INDEX

	PAGE
Court Diagram	8
Rule No. 1 – Court Dimensions – Equipment	9
Section I – Court and Dimensions	9
Section II – Equipment	9
Rule No. 2 – Officials and Their Duties	10
Section I – The Game Officials	10
Section II – Duties of the Officials	10
Section III – Elastic Power	11
Section IV – Different Decisions by Officials	11
Section V – Time and Place for Decisions	11
Section VI – Correcting Errors	12
Section VII – Duties of Scorers	13
Section VIII – Duties of Timers	14
Rule No. 3 – Players, Substitutes, and Coaches	15
Section I – Team	15
Section II – Starting Line-Ups	15
Section III – The Captain	15
Section IV – The Coach and Others	15
Section V – Substitutes	16
Section VI – Uniforms (Players' Jerseys)	17
Rule No. 4 – Definitions	17
Section I – Basket/Backboard	17
Section II – Dribble	17
Section III – The Gather	17
Section IV – Fouls	18

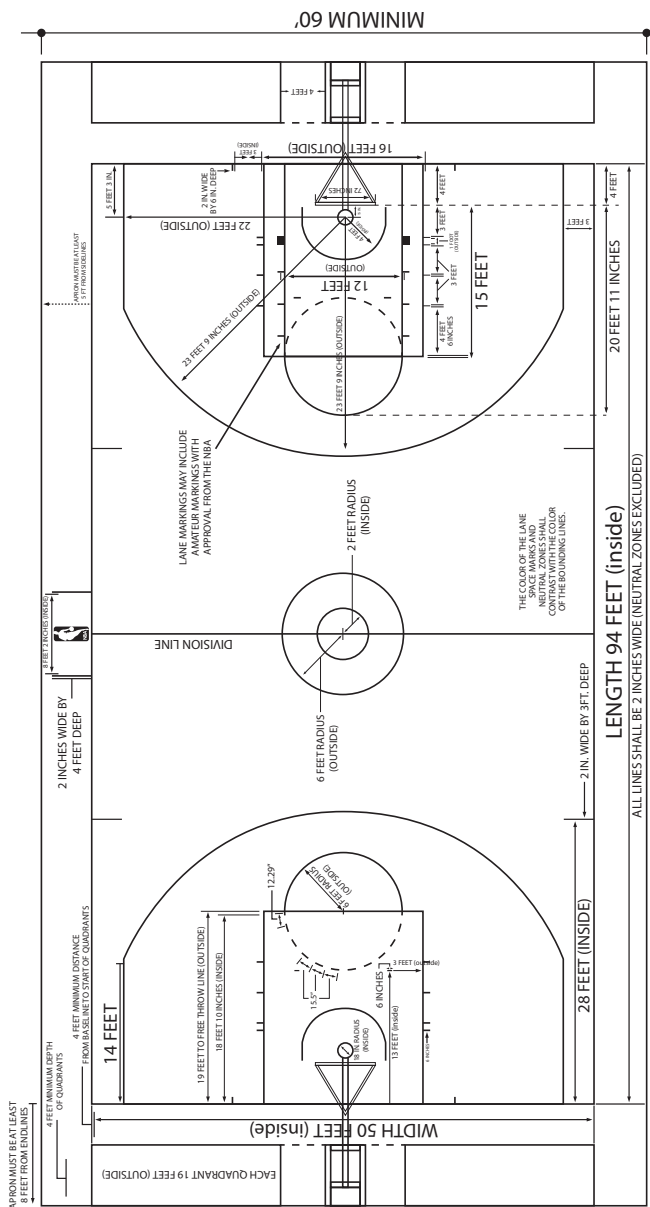
	PAGE
Section V – Free Throw	19
Section VI – Frontcourt/Backcourt	19
Section VII – Held Ball	19
Section VIII – Pivot	19
Section IX – Traveling	19
Section X – Screen	19
Section XI – Field Goal Attempt	20
Section XII – Throw-In	20
Section XIII – Last Two Minutes	20
Section XIV – Suspension of Play	20
Section XV – Point of Interruption	20
Section XVI – Team Control	20
Section XVII – Team Possession	21
Section XVIII – Fumble	21
Rule No. 5 – Scoring and Timing	21
Section I – Scoring	21
Section II – Timing	21
Section III – End of Period	22
Section IV – Tie Score – Overtime	22
Section V – Stoppage of Timing Devices	22
Section VI – Timeouts – Mandatory/Team	22
Section VII – Timeout Requests	24
Section VIII – Time-In	24
Rule No. 6 – Putting Ball in Play – Live/Dead Ball	25
Section I – Start of Games/Periods and Others	25
Section II – Live Ball	26
Section III – Ball is Alive	26

	PAGE
Section IV – Dead Ball	26
Section V – Jump Balls in Center Circle	26
Section VI – Other Jump Balls	27
Section VII – Restrictions Governing Jump Balls	27
Rule No. 7 – Shot Clock	28
Section I – Definition	28
Section II – Starting and Stopping of Shot Clock	28
Section III – Putting Ball in Play After Violation	29
Section IV – Resetting Shot Clock	29
Rule No. 8 – Out-of-Bounds and Throw-In	30
Section I – Player	30
Section II – Ball	30
Section III – The Throw-In	30
Rule No. 9 – Free Throws and Penalties	31
Section I – Positions and Violations	31
Section II – Shooting of Free Throw	33
Section III – Next Play	34
Rule No. 10 – Violations and Penalties	34
Section I – Out-of-Bounds	34
Section II – Dribble	34
Section III – Thrower-In	35
Section IV – Strike the Ball	35
Section V – Jump Ball	35
Section VI – Offensive Three-Second Rule	35
Section VII – Defensive Three-Second Rule	36

	PAGE
Section VIII – Eight-Second Rule	36
Section IX – Ball in Backcourt	36
Section X – Swinging of Elbows	37
Section XI – Entering Basket from Below	37
Section XII – Illegal Assist in Scoring	37
Section XIII – Traveling	37
Section XIV – Offensive Screen Set Out-of-Bounds	38
Section XV – Offensive Player Out-of-Bounds	38
Section XVI – Five-Second Back-to-the-Basket Violation	38
Section XVII – Flopping	38
Rule No. 11 – Basket Interference – Goaltending	39
Section I – A Player Shall Not:	39
Rule No. 12A – Fouls and Penalties (Technical Foul)	39
Section I – Excessive Timeouts	39
Section II – Delay of Game	40
Section III – Number of Players	40
Section IV – Basket Ring, Backboard, or Support	41
Section V – Conduct	41
Section VI – Fighting Fouls	43
Section VII – Fines	43
Rule No. 12B – Fouls and Penalties (Personal Foul)	44
Section I – Types	44
Section II – By Dribbler	46
Section III – By Screening	46
Section IV – Flagrant Foul	46
Section V – Free Throw Penalty Situations	47

	PAGE
Section VI – Double Fouls	47
Section VII – Offensive Fouls	48
Section VIII – Loose Ball Fouls	48
Section IX – Punching Fouls	49
Section X – Away-From-The-Play Foul	49
Section XI – Transition Take Foul	50
 Rule No. 13 – Instant Replay	 50
Section I – Instant Replay Review Triggers	50
Section II – Reviewable Matters	52
Section III – Replay Review Process	59
 Rule No. 14 – Coach’s Challenge	 60
Section I – Overview	60
Section II – Procedure to Initiate the Challenge	60
Section III – Reviewable Matters	61
Section IV – Replay Review Process	62
Section V – Impact on Timeouts	63
Section VI – Resumption of Play	64
 Comments on the Rules	 65
I. Guides for Administration and Application of the Rules	65
II. Basic Principles	65
A. Contact Situations	65
B. Fouls: Flagrant – Unsportsmanlike	66
C. Block-Charge	66
D. Game Postponement and Cancellations	67

	PAGE
E. Physical Contact – Suspension	68
F. Protest	68
G. Shattering Backboards	68
H. Player/Team Conduct and Dress	68
I. Offensive Three-Seconds	69
J. Player Conduct – Spectators	69
K. Fighting	69
L. Expiration of Time	69
M. Verbal Fan Interference	70
N. Guidelines for Infection Control	70
O. Dead Ball, Live Ball, Ball is Alive	71
P. Taunting	71
Q. Flagrant Foul Criteria	71
Referee Hand Signals	72



Official Rules

RULE NO. 1—COURT DIMENSIONS—EQUIPMENT

Section I—Court and Dimensions

a. The playing court shall be measured and marked as shown in the court diagram. (See page 8)

b. A free throw lane shall be marked at each end of the court with dimensions and markings as shown in the court diagram. All boundary lines are part of the lane; lane space marks and neutral zone marks are not. The areas identified by the lane space markings are 2" by 6" inches.

c. A free throw line shall be drawn (2" wide) across each of the circles indicated in the court diagram. It shall be parallel to the end line and shall be 15' from the plane of the face of the backboard.

d. The three-point field goal area has parallel lines 3' from the sidelines, extending from the baseline and an arc of 23'9" from the middle of the basket which intersects the parallel lines.

e. Four hash marks shall be drawn (2" wide) perpendicular to the sideline on each side of the court and 28' from the baseline. These hash marks shall extend 3' onto the court.

f. Two hash marks shall be drawn (2" wide) perpendicular to the baseline on each side of the free throw lane line. These hash marks shall be 3' from the free throw lane line and extend 6" onto the court.

g. Four hash marks shall be drawn (2" wide) parallel to the baseline on each side of the free throw circle. These hash marks shall be 13' from the baseline and 3' from the free throw lane lines and shall be 6" in length.

h. Two hash marks shall be drawn (2" wide) perpendicular to the sideline, in front of the scorer's table, and 4' on each side of the midcourt line. This will designate the Substitution Box.

i. A Restricted Area shall be marked with a half-circle 4' from the center of the basket ring and then parallel to the lane line to the face of the backboard with a solid two-inch line.

Section II—Equipment

a. The backboard shall be a rectangle measuring 6' horizontally and 3 1/2' vertically. The front surface shall be flat and transparent.

b. A transparent backboard shall be marked with a 2" white rectangle centered behind the ring. This rectangle shall have outside dimensions of 24" horizontally and 18" vertically.

c. Home management is required to have a spare board with supporting unit on hand for emergencies, and a steel tape or extension ruler and a level for use if necessary.

d. Each basket shall consist of a pressure-release NBA approved metal safety ring 18" in inside diameter with a white cord net 18" in length. The cord of the net shall not be less than 30 thread nor more than 120 thread and shall be constructed to check the ball momentarily as it passes through the basket.

e. Each basket ring shall be securely attached to the backboard with its upper edge 10' above and parallel to the floor and equidistant from the vertical edges of the board. The nearest point of the inside edge of the ring shall be 6" from the plane of the face of the board. The ring shall be painted orange.

- f. (1) The ball shall be an officially approved NBA ball between 7 ½ and 8 ½ pounds pressure.
- (2) A minimum of nine balls must be made available to each team for pre-game warmup.
- g. NBA arena backboards must contain four strips of red LED lights, synchronized with the game clock, outlining the inside of the four sides of the backboard to indicate the expiration of time and one strip of an amber LED light to indicate the expiration of the shot clock.

RULE NO. 2—OFFICIALS AND THEIR DUTIES

Section I—The Game Officials

- a. The game officials shall be a Crew Chief, Referee, Umpire, and Replay Center Official. They will be assisted by an official scorer, two trained timers, and courtside administrator. One timer will operate the game clock and the other will operate the shot clock. The courtside administrator will be stationed at the scorer's table to facilitate communication between the Replay Center Official, on-court game officials, official scorer, and other personnel at the scorer's table. All officials and the courtside administrator shall be approved by the League Office.
- b. The officials shall wear the uniform prescribed by the NBA.

Section II—Duties of the Officials

- a. The officials shall, prior to the start of the game, inspect and approve all equipment, including court, baskets, balls, backboards, and timer's and scorer's equipment.
- b. The officials shall not permit players to play with any type of jewelry.
- c. The officials shall not permit any player to wear equipment which, in their judgment, is dangerous to other players. Any equipment which is of hard substance (casts, splints, guards and braces) must be padded or foam covered and have no exposed sharp or cutting edge. All the face masks and eye or nose protectors must be approved by NBA Basketball Operations and conform to the contour of the face and have no sharp or protruding edges.
- d. The use of any foreign substance during games is strictly prohibited. A "foreign substance" is any substance that is applied during games to a player's body, uniform or equipment, or to any game equipment, that is designed or intended to provide a player or a team with a competitive advantage.
- e. All equipment used must be appropriate for basketball. Equipment that is unnatural and designed to increase a player's height or reach, or to gain an advantage, shall not be used.
- f. The officials must check the game balls to see that they are properly inflated. The recommended ball pressure should be between 7 ½ and 8 ½ pounds.
- g. The crew chief shall be the official in charge.
- h. The Replay Center Official will make the final ruling on all replays initiated pursuant to Rule 13, except for Flagrant Fouls and Altercations. The Replay Center Official's duties with respect to the Coach's Challenge are set forth in Rule 14, Section IV.
- i. If a coach desires to discuss a rule or interpretation of a rule prior to the start of a game or between periods, it will be mandatory for the officials to ask the other coach to be present during the discussion. The same procedure shall be followed if the officials wish to discuss a game situation with either coach.
- j. The designated official shall toss the ball at the start of the game. The crew chief shall decide whether or not a goal shall count if the officials disagree, and he/she shall decide matters upon which scorers and timers disagree.

k. All officials shall enter the court prior to the 15-minute mark on the game clock to observe the warm-up period and report to the League Office any atypical situations and to review scoring and timing procedures with table personnel.

l. The crew chief must check the active list prior to the start of the game.

m. Officials must meet with team captains prior to the start of the game.

n. Officials must report any atypical or unique incident to the Basketball and Referee Operations Departments by e-mail. Flagrant, punching, fighting fouls or a team's failure to have eight players to begin the game must also be reported.

Section III—Elastic Power

The officials shall have the power to make decisions on any point not specifically covered in the rules. The League Office will be advised of all such decisions at the earliest possible moment.

Section IV—Different Decisions by Officials

a. The crew chief shall have the authority to set aside or question decisions regarding a rule interpretation made by either of the other officials.

b. If two officials give conflicting signals as to who caused the ball to go out-of-bounds, they will conference and reconstruct the play in an attempt to make the correct call. If no resolution is reached, a jump ball will be signaled between the two players involved at the nearest circle. If the two players cannot be identified, the jump ball shall be administered at the center circle between any two opponents in the game. If one official signals and another official clearly knows the call is incorrect, they should conference and the calling official may change the call on the information given. However, if both officials are adamant about their ruling, a jump ball should be held similar to above.

c. In the event that a violation and foul occur at the same time, the foul will take precedence.

d. Double Foul (See Rule 12B, Section VI(f)).

e. If the two officials differ on a block/charge foul involving the restricted area and/or lower defensive box, they will conference and share information in an attempt to make the correct call. If no resolution is reached it will be treated as a double foul (See Rule 12B, Section VI(f)).

EXCEPTION: Last two minutes of fourth period and last two minutes of overtime. (See Rule 13, Section I(a)(11))

Section V—Time and Place for Decisions

a. The officials have the power to render decisions for infractions of rules committed inside or outside the boundary lines. This includes periods when the game may be stopped for any reason.

b. When a personal foul or violation occurs, an official will blow his/her whistle to terminate play. The whistle is the signal for the timer to stop the game clock. If a personal foul has occurred, the official will indicate the number of the offender to the official scorer, the type of foul committed and the number of free throws, if any, to be attempted or indicate the spot of the throw-in.

If a violation has occurred the official will indicate (1) the nature of the violation by giving the correct signal, (2) the number of the offender, if applicable, and (3) the direction in which the ball will be advanced.

c. When a team is entitled to a throw-in, an official shall clearly signal (1) the act which caused the ball to become dead, (2) the spot of the throw-in, and (3) the team entitled to the throw-in, unless it follows a successful field goal or free throw.

d. When a whistle is erroneously sounded, whether the ball is in a possession or non-possession status, it is an inadvertent whistle and shall be interpreted as a suspension-of-play.

e. An official may suspend play for any unusual circumstance (See Rule 4, Section XIV).

Section VI—Correcting Errors

A. Free Throws

Officials may correct an error if a rule is inadvertently set aside and results in the following:

(1) A team not shooting a merited free throw that will remain in play.

EXCEPTION: If the offensive team scores or shoots earned free throws as a result of a personal foul prior to possession by the defensive team, the error shall be ignored if more than 24 seconds has expired.

(2) A team not shooting a merited free throw that will not remain in play. The error shall be corrected, all play shall stand and play will resume from the point of interruption with the clocks remaining the same.

(3) A team shooting an unmerited free throw.

(4) Permitting the wrong player to attempt a free throw.

Officials shall administer the above cases as follows:

a. Officials shall be notified of a possible error at the first dead ball.

b. Errors which occur in the first or third periods must be discovered and rectified prior to the start of the next period.

c. Errors which occur in the second period must be discovered and the scorer's table notified prior to the officials leaving the floor at the end of the period. The error(s) must be rectified prior to the start of the third period.

d. Errors which occur in the fourth period or overtime(s) must be discovered and rectified prior to the end of the period.

e. The ball is not in play on corrected free throw attempt(s). Play is resumed at the same spot and under the same conditions as would have prevailed had the error not been discovered.

f. All play that occurs is to be nullified if the error is discovered within a 24-second time period. The game clock shall be reset to the time that the error occurred.

EXCEPTION: Acts of unsportsmanlike conduct and all flagrant fouls, and points scored therefrom, shall not be nullified.

EXCEPTION: If the error to be corrected is for a free throw attempt where there is to be no line-up of players on the free throw lane (technical foul, defensive three seconds, flopping, flagrant foul, clear path-to-the-basket foul, transition take foul, punching foul, away-from-the-play foul), the error shall be corrected, all play shall stand, and play shall resume from the point of interruption with the clocks remaining the same.

B. Lineup Positions

In any jump ball situation, if the jumpers lined up incorrectly, and the error is discovered:

(1) After more than 24 seconds has elapsed, the teams will continue to shoot for that basket for the remainder of that half and/or overtime. If the error is discovered in the first half, teams will shoot at the proper basket as decided by the opening tap for the second half.

(2) If 24 seconds or less has elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct, all flagrant fouls, and points scored therefrom, shall not be nullified and play will resume from the original jump ball with players facing the proper direction.

C. Throw-In

If the second, third or fourth period or any throw-in begins with the wrong team being awarded possession or the teams facing in the wrong direction, and the error is discovered:

(1) after 24 seconds has elapsed, the error cannot be corrected.

(2) with 24 seconds or less having elapsed, all play shall be nullified.

EXCEPTION: Acts of unsportsmanlike conduct, all flagrant fouls, and points scored therefrom, shall not be nullified.

D. Record Keeping

A record keeping error by the official scorer which involves the score, number of personal fouls, team fouls and/or timeouts may be corrected by the officials at any time prior to the end of the fourth period. Any such error which occurs in overtime must be corrected prior to the end of that period.

Section VII—Duties of Scorers

a. The scorers shall record the field goals and free throws made and missed and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the officials immediately when a sixth personal foul, or second unsportsmanlike technical foul, is called on any player. They shall record the timeouts charged to each team, shall notify a team and its coach through an official whenever that team is granted its final timeout, and shall notify the nearest official each time a team is granted a charged timeout in excess of the legal number. They shall also record if and when a team uses a Coach's Challenge and the impact of the Challenge, if any, on the number of timeouts remaining for the challenging team (See Rule 14). In case there is a question about an error in the scoring, the scorer shall check with the crew chief at once to find the discrepancy. If the error cannot be found, the official shall accept the record of the official scorer, unless he/she has knowledge that forces him/her to decide otherwise.

b. The scorers shall keep a record of the names, numbers and positions of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules pertaining to submission of the active list, substitutions or numbers of players, they shall notify the nearest official immediately if the ball is dead, or as soon as it becomes dead if it is in play when the infraction is discovered. The scorer shall mark the time at which players are disqualified by reason of receiving six personal fouls, so that it may be easy to ascertain the order in which the players are eligible to go back into the game in accordance with Rule 3, Section I.

c. The scorers shall ask the timer to sound the horn to signal the officials. This may be used when the ball is dead or in certain specified situations when the ball is in control of a given team.

When a player is disqualified from the game, or whenever a penalty free throw is being awarded, the timer will sound the horn to notify the game officials. It is the duty of the scorekeeper to inform the timer to sound the horn and be certain that the officials have acknowledged a player's sixth personal foul and/or the penalty is in effect.

d. The scorer shall not signal the officials while the ball is in play, except to notify them of the necessity to correct an error.

e. Should the scorer sound the horn while the ball is in play, it shall be ignored by the players on the court. The officials must use their judgment in stopping play to consult with the scorer's table.

f. Scorers shall record on the scoreboard the number of team fouls up to a total of five, which will indicate that the team is in a penalty situation.

g. Scorers shall, immediately, record the name of the team which secures the first possession of the game.

Section VIII—Duties of Timers

a. The timers shall note when each half is to start and shall notify the crew chief and both coaches five minutes before this time, or cause them to be notified at least five minutes before the half is to start. They shall signal the scorers two minutes before starting time. They shall record playing time and time of stoppages as provided in the rules. The official timer and the shot clock operator shall be provided with digital stop watches to be used in case the official timeout, game clock, and/or shot clocks/game clocks located above the backboards fail to work properly.

b. At the beginning of the first period, any overtime period, or whenever play is resumed by a jump ball, the game clock shall be started when the ball is legally tapped by either of the jumpers. The shot clock will be started when player possession of the ball is obtained. No time will be removed from the game clock and/or shot clock if the ball is not legally touched before a violation.

c. If the game clock has been stopped and the ball is put in play by a throw-in, the game clock and the shot clock shall be started when the ball is legally touched by any player on the court. The starting of the game clock and the shot clock will be under the control of the official timer.

d. During an unsuccessful free throw attempt, the game clock will be started when the ball is legally touched. The shot clock will be started when player possession of the ball is obtained.

e. The game clock shall be stopped at the expiration of time for each period and when an official sounds his/her whistle. The timers shall record only the actual playing time in the last minute of the first, second, and third periods. They shall record only the actual playing time in the last two minutes of the fourth period and the last two minutes of any overtime period(s).

f. For a charged timeout, the timer shall start the Time-out Clock immediately after an official signals for a timeout and play will not resume until the Time-out Clock has expired.

g. The game clock and the scoreboard will combine to cause a horn to sound, automatically, when playing time for the period has expired. If the horn or buzzer fails to sound, or is not heard, the official timer shall use any other means to notify the officials immediately.

h. In a dead ball situation, if the clock shows :00.0, the period or game is considered to have ended although the horn may not have sounded.

EXCEPTION: See Rule 13

RULE NO. 3—PLAYERS, SUBSTITUTES, AND COACHES

Section I—Team

a. Each team shall consist of five players. A player is disqualified from the game when he receives his sixth personal foul. No team may be reduced to less than five players. If a player in the game receives his sixth personal foul and all substitutes have already been disqualified, said player shall remain in the game and shall be charged with a personal and team foul. A technical foul also shall be assessed against his team. All subsequent personal fouls, including offensive fouls, shall be treated similarly. All players who have six or more personal fouls and remain in the game shall be treated similarly.

b. In the event that there are only five eligible players remaining and one of these players is injured and must leave the game or is ejected, he must be replaced by the last player who was disqualified by reason of receiving six personal fouls. Each subsequent requirement to replace an injured or ejected player will be treated in this inverse order. Any such re-entry into a game by a disqualified player shall be penalized by a technical foul.

c. In the event that a player leaves the playing court while the ball is in play, play will continue until the next stoppage of play and the player will be replaced if he is not ready to return. No technical foul will be assessed, but the incident will be reviewed by the League Office for a possible fine and/or suspension.

EXCEPTION: Rule 10, Section XV

Section II—Starting Line-Ups

At least 30 minutes before the game is scheduled to begin, the scorers shall be supplied with the name and number of each player who will start the game. Failure to comply with this provision shall be reported to the League Office.

Section III—The Captain

a. A team may have a captain and a co-captain numbering a maximum of two. The designated captain may be anyone on the active list who is in uniform, except a player-coach.

b. The designated captain is the only player who may ask an official about a rule interpretation during a timeout charged to his team. He may not discuss a judgment decision.

c. If the designated captain continues to sit on the bench, he remains the captain for the entire game.

d. In the event that the captain is absent from the court and bench, his coach shall immediately designate a new captain.

Section IV—The Coach and Others

a. The coach's position may be on or off the bench from the substitution box line (closest to the coach's bench) to the baseline. A coach is not permitted to cross the midcourt line and violators will be assessed an unsportsmanlike technical foul immediately. All assistants and trainers must remain on the bench. Coaches and trainers are not permitted to go to the scorer's table, for any reason, except during a dead ball.

b. A player-coach, if permitted under NBA regulations, will have no special privileges. He is to conduct himself in the same manner as any other player.

c. Any club personnel not seated on the bench must conduct themselves in a manner that would reflect favorably on the dignity of the game and the officials. Violations by any of the personnel indicated shall require a written report to the League Office for subsequent action.

d. The first row of a team's bench shall be occupied only by a league-approved head coach, a maximum of three assistant coaches, players, and a trainer. During an altercation, the head and assistant coaches are permitted on the court as "peacemakers".

e. If a player, coach, or assistant coach is suspended from a game or games, he/she shall not at any time before, during, or after such game or games appear in any part of the arena or stands where his/her team is playing. A player, coach, or assistant coach who is ejected may only remain in the dressing room of his/her team during the remainder of the game, or leave the building. A violation of this rule shall call for an automatic fine of \$2,000.

Section V—Substitutes

a. A substitute shall report to the scorer and position himself in the vicinity of the 8' Substitution Box located in front of the scorer's table. For purposes of this rule, the vicinity of the 8' Substitution Box means the area from between the 28' hash mark closest to the bench of the player's team and the midcourt line. He shall inform the scorer whom he is going to replace. The scorer shall sound the horn to indicate a substitution. The horn does not have to be sounded if the substitution occurs between periods or during timeouts.

b. The substitute shall remain in the vicinity of the 8' Substitution Box until he is beckoned onto the court by an official. If the ball is about to become live, the beckoning signal shall be withheld.

c. A substitute must be ready to enter the game when beckoned. No delays for removal of warm-up clothing will be permitted.

d. The substitute shall not replace a free throw shooter or a player involved in a jump ball unless dictated to do so by an injury or ejection. (EXCEPTION: Rule 6, Section VI(b) and Rule 9, Section II(a)(2)). At no time may he be allowed to attempt a free throw awarded as a result of a technical foul.

e. A substitute shall be considered as being in the game when he is beckoned onto the court or recognized as being in the game by an official. Once a player is in the game, he cannot be removed until the ball is legally touched by a player on the court unless: (1) a personal or technical foul is called, (2) there is a change of possession, (3) a timeout is granted, or (4) administration of infection control rule.

f. A substitute may be recalled from the scorer's table prior to being beckoned onto the court by an official.

g. A player may be replaced and allowed to re-enter the game as a substitute during the same dead ball.

h. A player must be in the vicinity of the 8' Substitution box at the time a violation occurs if the throw-in is to be administered in the backcourt. If a substitute fails to meet this requirement, he may not enter the game until the next legal opportunity.

EXCEPTION: In the last two minutes of each period or overtime, a reasonable amount of time will be allowed for a substitution.

i. If a free throw(s) is awarded, substitutes are only permitted to enter the game prior to the final free throw attempt if the ball will remain in play or following the final free throw attempt if it will not remain in play unless necessitated by disqualification, injury, ejection or any other atypical situation.

j. No substitutes may enter the game after a successful field goal by either team, unless the ball is dead due to a personal foul, technical foul, timeout, infection control or violation.

k. No substitutes are allowed to enter the game during an official's suspension-of-play for (1) a delay-of-game warning, (2) retrieving an errant ball, (3) an inadvertent whistle, (4) instant replay review, (5) re-setting the timing devices, or (6) any other unusual circumstance.

EXCEPTIONS:

- (1) Suspension of play for a player bleeding. See Comments on the Rules, Section II(N).
- (2) Seriously-injured player. Player must be removed and opponent is permitted one substitution.

- l. A substitute shall not be allowed to re-enter the game after being disqualified.

EXCEPTION: Rule 3, Section I(b)

m. Notification of all above infractions and ensuing procedures shall be in accordance with Rule 2, Section VII.

Section VI—Uniforms

a. Each player shall be numbered on the front and back of his jersey with a number contrasting with the color of the shirt.

b. Each number must be no less than $\frac{3}{4}$ " width, 4" height on the front, and 6" height on the back. Each player shall have his surname affixed to the back of his game jersey in letters at least $2\frac{1}{2}$ " in height. Some exceptions to the front number height and surname may exist from time to time.

c. The home team shall wear light color jerseys, and the visitors dark jerseys unless otherwise approved. For neutral court games and doubleheaders, the second team named in the official schedule shall be regarded as the home team and shall wear the light colored jerseys.

RULE NO. 4—DEFINITIONS

Section I—Basket/Backboard

a. A team's basket consists of the basket ring and net through which its players try to shoot the ball. The visiting team, or for a neutral site game, the first team named in the official schedule, has the choice of baskets for the first half. The basket selected by the visiting team, or for a neutral site game, the first team named in the official schedule, when it first enters onto the court shall be its basket for the first half.

b. The teams change baskets for the second half. All overtime periods are considered extensions of the second half.

c. Five sides of the backboard (front, two sides, bottom, and top) are considered in play when contacted by the basketball. The back of the backboard and the area directly behind it are out-of-bounds.

Section II—Dribble

A dribble is movement of the ball, caused by a player in control, who throws or taps the ball to the floor.

- a. The dribble ends when the dribbler:

- (1) Touches the ball simultaneously with both hands
- (2) Permits the ball to come to rest while he is in control of it
- (3) Tries for a field goal
- (4) Throws a pass
- (5) Touches the ball more than once while dribbling, before it touches the floor
- (6) Loses control
- (7) Allows the ball to become dead
- (8) Otherwise gathers the ball (See Rule 4, Section III(b))

Section III—The Gather

a. For a player who receives the ball via a pass or gains possession of a loose ball, the gather is defined as the point where the player gains enough control of the ball to hold it, change hands, pass, shoot, or the player cradles the ball against his body.

b. For a player who is in control of the ball while dribbling, the gather is defined as the point where a player does any one of the following:

- (1) Puts two hands on the ball, or otherwise permits the ball to come to rest, while he is in control of it;
- (2) Puts a hand under the ball and brings it to a pause;
- (3) Otherwise gains enough control of the ball to hold it, change hands, pass, shoot, or the player cradles the ball against his body.

Section IV—Fouls

a. A common personal foul is illegal physical contact which occurs with an opponent after the ball has become live and before the horn sounds to end the period. If time expires before the personal foul occurs, the personal foul should be disregarded, unless it was unsportsmanlike.

EXCEPTION: If the foul is committed on or by a player in the act of shooting, and the shooter released the ball prior to the expiration of time on the game clock, then the foul should be administered in the same manner as with any similar play during the course of the game (See Rule 13, Section II(b)(ii)).

b. A technical foul is the penalty for unsportsmanlike conduct or violations by team members on the floor or seated on the bench.

c. A double foul is a situation in which any two opponents commit personal fouls at approximately the same time.

d. An offensive foul is illegal contact, committed by an offensive player, after the ball is live and there is team control.

e. A loose ball foul is illegal contact, after the ball is alive, when team control does not exist.

f. A flagrant foul is unnecessary and/or excessive contact committed by a player against an opponent whether the ball is dead or alive.

g. A punching foul is a punch by a player which makes contact with an opponent whether the ball is dead or alive.

h. An away-from-the-play foul is illegal contact by the defense (1) in the last two minutes of each period, and last two minutes of any overtime periods, which occurs deliberately away from the immediate area of offensive action, or (2) prior to the ball being released on a throw-in at any point during the entire game.

i. A transition take foul is a foul where:

(1) The defender commits a take foul (a foul in which the defender does not make a play on the ball) against any offensive player;

(2) The foul is committed either (i) during a transition scoring opportunity or (ii) immediately following a change of possession and before the offensive team has the opportunity to advance the ball;

(3) The foul does not meet the criteria for a clear path foul; and

(4) The foul does not occur in the last two minutes of (i) the fourth period or (ii) any overtime period.

For purposes of this rule, a transition scoring opportunity:

(5) Exists when, following a change in possession, the offensive team is continuously advancing the ball while it has an advantage based on the speed of the play, the position of the defenders, or both; and

(6) Does not exist if the (i) offensive team does not push the speed of the play immediately following the change in possession, (ii) progress of the offensive team has slowed considerably or stopped, (iii) offensive team runs or attempts to run a set play or action in the half-court, or (iv) offensive player is fouled in the act of shooting.

Section V—Free Throw

A free throw is the privilege given a player to score one point by an unhindered attempt for the goal from a position directly behind the free throw line. This attempt must be made within 10 seconds.

Section VI—Frontcourt/Backcourt

a. A team's frontcourt consists of that part of the court between its endl ine and the nearer edge of the midcourt line, including the basket and inbounds part of the backboard.

b. A team's backcourt consists of the entire midcourt line and the rest of the court to include the opponent's basket and inbounds part of the backboard.

c. A ball being held by a player: (1) is in the frontcourt if neither the ball nor the player is touching the backcourt, (2) is in the backcourt if either the ball or player is touching the backcourt.

d. A ball being dribbled is (1) in the frontcourt when the ball and both feet of the player are in the frontcourt, (2) in the backcourt if the ball or either foot of the player is in the backcourt.

e. The ball is considered in the frontcourt once it has broken the plane of the midcourt line and is not in player control.

f. The team on offense must bring the ball across the midcourt line within 8 seconds.

EXCEPTION: (1) kicked ball, (2) punched ball, (3) personal or technical foul on the defensive team, (4) delay-of-game warning on the defensive team, or (5) infection control.

g. Frontcourt/backcourt status is not attained until a player with the ball has established a positive position in either half during (1) a jump ball, (2) a steal by a defensive player, (3) a throw-in in the last two minutes of the fourth period and last two minutes of any overtime period, or (4) any time the ball is loose.

Section VII—Held Ball

A held ball occurs when two opponents have one or both hands firmly on the ball or when a defensive player touches the ball causing the offensive player to return to the floor with the ball in his continuous possession which would result in a traveling violation.

A held ball should not be called until both players have hands so firmly on the ball that neither can gain sole possession without undue roughness. If a player is lying or sitting on the floor while in possession, he should have an opportunity to throw the ball.

Section VIII—Pivot

a. A pivot takes place when a player, who is holding the ball, steps once or more than once in any direction with the same foot, with the other foot (pivot foot) in contact with the floor.

b. If the player wishes to dribble after a pivot, the ball must be out of his hand before the pivot foot is raised off the floor. If the player raises his pivot off the floor, he must pass or attempt a field goal before the foot is returned to the floor.

If he fails to follow these guidelines, he has committed a traveling violation.

Section IX—Traveling

Traveling is progressing in any direction while in possession of the ball, which is in excess of prescribed limits as noted in Rule 4, Section VII and Rule 10, Section XIII.

Section X—Screen

A screen is the legal action of a player who, without causing undue contact, delays or prevents an opponent from reaching a desired position.

Section XI—Field Goal Attempt

A field goal attempt is a player's attempt to shoot the ball into his basket for a field goal. The act of shooting starts when, in the official's judgment, the player has started his shooting motion and continues until the shooting motion ceases and he returns to a normal floor position. For jump shots, the shooting motion starts when the offensive player starts to bring the ball upward towards the basket. On drives to the basket or other moving shots, the shooting motion starts when the player gathers the ball and continues through with a shot (except during a take foul situation when the clocks are not expiring, the shooting begins when the player's shoulders start upward). It is not essential that the ball leave the shooter's hand. His arm(s) might be held so that he cannot actually make an attempt.

The term is also used to include the flight of the ball until it becomes dead or is touched by a player. A tap during a jump ball or rebound is not considered a field goal attempt. However, anytime a live ball is in flight toward the rim from the playing court, the goal, if made, shall count, even if time expires or the official's whistle sounds. The field goal will not be scored if time on the game clock expires before the ball leaves the player's hand or the ball is in flight toward the rim.

Section XII—Throw-In

A throw-in is a method of putting the ball in play from out-of-bounds in accordance with Rule 8, Section III. The throw-in begins when the ball is given to and controlled by the player inbounding, or at his disposal, and ends when the ball is released.

Section XIII—Last Two Minutes

When the game clock shows 2:00, the period is considered to be in the two-minute period.

Section XIV—Suspension of Play

An official can suspend play for a delay-of-game warning, retrieving an errant ball, an inadvertent whistle, instant replay review, re-setting the timing devices, or any other unusual circumstance. During such a suspension, neither team is permitted to substitute and the defensive team may not be granted a timeout. Play shall be resumed at the point of interruption (i.e., where the ball is located when the whistle sounds); except that, when neither team has possession of the ball at the time of the whistle, a team shall be awarded possession if, at the time of the whistle, such team clearly and conclusively would have imminently gained possession of the ball, as determined by (1) the proximity of opposing player(s) to the ball (or lack thereof), and (2) the actual outcome of the play in the natural and immediate aftermath of the whistle.

EXCEPTIONS:

- (1) Suspension of play for a player bleeding. See Comments on the Rules, Section II(N).
- (2) Seriously-injured player. Player must be removed and opponent is permitted one substitution.

Section XV—Point of Interruption

The Point of Interruption is where the ball is located when the whistle sounds.

Section XVI—Team Control

A team is in control when a player is holding, dribbling, or passing the ball. Team control ends when the defensive team deflects the ball or there is a field goal attempt.

Section XVII—Team Possession

A team is in possession when a player is holding, dribbling, or passing the ball. Team possession ends when the defensive team gains possession or the ball hits the rim of the offensive team.

Section XVIII—Fumble

A player who is holding the ball and fumbles it out of his control may recover the ball. If his pivot foot moves to recover the ball, he must then pass or shoot the ball. If he fumbles and recovers it without moving his pivot foot and before the ball touches the floor, he retains his status before the fumble.

RULE NO. 5—SCORING AND TIMING

Section I—Scoring

a. A legal field goal or free throw attempt shall be scored when a ball from the playing area enters the basket from above and remains in or passes through the net.

b. A successful field goal attempt from the area on or inside the three-point field goal line shall count as two points.

c. A successful field goal attempt from the area outside the three-point field goal line shall count as three points.

(1) The shooter must have at least one foot on the floor outside the three-point field goal line prior to the attempt.

(2) The shooter may not be touching the floor on or inside the three-point field goal line.

(3) The shooter may contact the three-point field goal line, or land in the two-point field goal area, after the ball is released.

d. A field goal accidentally scored in an opponent's basket shall be added to the opponent's score, credited to the opposing player nearest the player whose actions caused the ball to enter the basket.

e. It is a violation for a player to attempt a field goal at an opponent's basket. The opposing team will be awarded the ball at the free throw line extended.

f. A successful free throw attempt shall count as one point.

g. An unsuccessful free throw attempt which is tapped into the basket shall count as two points and shall be credited to the player who tapped the ball in.

h. If there is a discrepancy in the score and it cannot be resolved, the running score shall be official.

Section II—Timing

a. All periods of regulation play in the NBA will be twelve minutes.

b. All overtime periods of play will be five minutes.

c. Fifteen minutes will be permitted between halves of all games.

d. 2:30 will be permitted between the first and second periods, the third and fourth periods, and before any overtime period during local games. For national TV games 3:30 will be permitted between the first and second periods, and between the third and fourth periods and 2:30 before any overtime period.

- e. A team is permitted a total of 30 seconds to replace a disqualified player.
- f. The game is considered to be in the two-minute part when the game clock shows 2:00 or less time remaining in the period.
- g. The public address operator is required to announce that there are two minutes remaining in each period.
- h. The game clock shall be equipped to show tenths-of-a-second during the last minute of each period.

Section III—End of Period

- a. Each period ends when time expires.

EXCEPTIONS:

- (1) If a field goal attempt is in flight toward the basket, the period ends when the goal is made, missed, or touched by an offensive player.
- (2) If the official's whistle sounds prior to :00.0 on the clock, the period is not over and time must be added to the clock.
- (3) If a field goal attempt is in flight toward the basket when the horn sounds ending a period, and it subsequently is touched by: (a) a defensive player, the goal, if successful, shall count; or (b) an offensive player, the period has ended.
- (4) If a timeout request is made as time expires for a period, the period ends and the timeout shall not be granted.
- (5) If there is a foul called on or by a player in the act of shooting the period will end after the foul is penalized. (See Rule 13, Section II(b)(ii)).
- b. If the ball is dead and the game clock shows :00.0, the period has ended even though the horn may not have sounded.

EXCEPTION: See Rule 13, Section II(b)(ii)

Section IV—Tie Score—Overtime

If the score is tied at the end of the fourth period, play shall resume in 2:30 without change of baskets for any of the overtime periods required.

Section V—Stoppage of Timing Devices

- a. The timing devices shall be stopped whenever the official's whistle sounds.
- b. The timing devices shall be stopped:
 - (1) During the last minute of the first, second, and third periods following a successful field goal attempt.
 - (2) During the last two minutes of regulation play and last two minutes of overtime(s) following a successful field goal attempt.
- c. Officials may not use official time to permit a player to change or repair equipment.

Section VI—Timeouts – Mandatory/Team

- a. Each team is entitled to seven (7) charged timeouts during regulation play. Each team is limited to no more than four (4) timeouts in the fourth period. Each team will be limited to two (2) team timeouts after the later of (i) the three-minute mark of the fourth period or (ii) the conclusion of the second mandatory timeout of the fourth period.

- b. In overtime periods, each team shall be allowed two (2) team timeouts.
- c. There must be two mandatory timeouts in each period.

If neither team has taken a timeout prior to 6:59 of the period, it shall be mandatory for the Official Scorer to take it at the first dead ball and charge it to the home team, or for a neutral site game, the second team named in the official schedule. If no subsequent timeouts are taken prior to 2:59, it shall be mandatory for the Official Scorer to take it and charge it to the team not previously charged.

The Official Scorer shall notify a team when it has been charged with a mandatory time-out.

Mandatory timeouts shall be 2:45 for local games and 3:15 for national games. Any additional team timeouts in a period beyond those which are mandatory shall be 1:15. No mandatory timeout may be charged during an official's suspension-of-play.

EXCEPTION: Suspension-of-play for Infection Control. See Comments on the Rules, Section II(N).

d. A request for a timeout by a player in the game or the head coach shall be granted only when the ball is dead or in control of a player on the team making the request. A request at any other time shall be ignored.

e. During a timeout, all substitutions are legal for both teams.

f. This rule may be used for any reason, including a request for a rule interpretation. If the correction is sustained, no timeout shall be charged.

g. If a timeout is charged to the offensive team during the last two minutes of the fourth period and/or last two minutes of any overtime period and (1) the ball is out-of-bounds in the backcourt (except for a suspension of play after the team had advanced the ball), or (2) after securing the ball from a rebound in the backcourt and prior to any advance of the ball, or (3) after the offensive team secures the ball from a change of possession in the backcourt and prior to any advance of the ball, the timeout should be granted. Upon resumption of play, the team granted the timeout shall have the option of putting the ball into play at the 28' hash mark in the frontcourt or at the designated spot out-of-bounds. If the ball is put into play at the hash mark, the ball may be passed into either the frontcourt or backcourt. If it is passed into the backcourt, the team will receive a new 8-second count.

However, once the ball is (1) thrown in from out-of-bounds, or (2) dribbled or passed after receiving it from a rebound or a change of possession, the timeout shall be granted, and, upon resumption of play, the ball shall be in-bounded on the sideline where play was interrupted. In order for the option to be available following these conditions, a second timeout must be granted to the offensive team.

The time on the game clock and the shot clock shall remain as when the timeout was called.

h. A timeout shall not be granted to the defensive team during an official's suspension-of-play.

EXCEPTION: Suspension of play for Infection Control. See Comments on the Rules, Section II(N).

i. If a player is injured as a result of a player on the opposing team committing a flagrant foul or unsportsmanlike act, play will resume when playing conditions are safe and no timeout will be charged, unless a mandatory is due, as a result of any delay due to the player's injury.

j. If a team calls a timeout because one of its players is injured and, at the expiration of the timeout play is unable to resume due to that player's injury, play will resume when playing conditions are safe.

k. Requests for a timeout in excess of those available to the team at that point in the game (as set forth in subsection (a)) shall be granted and a technical foul shall be assessed. Following the timeout, the ball will be awarded to the opposing team and play shall resume with a throw-in nearest the spot where play was interrupted.

l. If a team has no timeouts remaining and a player is injured and cannot be removed from the playing court during a stoppage of play, no excessive timeout will be charged and play will resume when playing conditions are safe.

Section VII—Timeout Requests

a. If an official, upon receiving a timeout request by the defensive team, inadvertently signals while the play is in progress, play shall be suspended and the team in possession shall put the ball in play immediately at the sideline nearest where the ball was when the signal was given. The game and shot clock shall remain the same.

b. If an official, upon receiving a timeout request from the defensive team, inadvertently signals for a timeout during the act of shooting but prior to the release of the ball on:

(1) a successful field goal or free throw attempt, the point(s) shall be scored; (2) an unsuccessful field goal attempt, the offensive team shall put the ball in play immediately at the sideline nearest where the ball was when the signal was given; (3) an unsuccessful free throw attempt, the official shall rule disconcerting and award a substitute free throw.

c. If an official, upon receiving a timeout request, inadvertently signals for a timeout:

(1) after the ball is released during a successful field goal or free throw attempt, the points shall be scored, or (2) while the ball is loose or after the ball is released during an unsuccessful field goal or free throw attempt which will remain in play, play shall be resumed with a jump ball at the center circle between any two opponents in the game (except that, if a team would have imminently gained possession of the ball at the time of the stoppage, such team would be awarded possession pursuant to Rule 4, Section XIV).

d. When a team is granted a timeout, play shall not resume until the Time-out Clock has expired. The throw-in shall be nearest the spot where play was suspended. The throw-in shall be on the sideline, if the ball was in play when the request was granted.

e. A player shall not be granted any timeout if both of his feet are in the air and any part of his body has broken the vertical plane of the boundary line. This rule also applies to the midcourt line except during throw-ins in the last two minutes of the fourth or last two minutes of any overtime period.

f. A timeout can be granted only at the time of the request.

Section VIII—Time-In

a. After time has been out, the game clock shall be started:

(1) On a free throw that is unsuccessful and the ball continues in play, the game clock shall be started when the missed free throw is legally touched by any player.

(2) If play is resumed by a throw-in from out-of-bounds, the game clock shall be started when the ball is legally touched by any player within the playing area of the court.

(3) If play is resumed with a jump ball, the game clock shall be started when the ball is legally touched.

RULE NO. 6—PUTTING BALL IN PLAY—LIVE/DEAD BALL

Section I—Start of Games/Periods and Others

- a. The game and overtimes shall be started with a jump ball in the center circle.
- b. The team which gains first possession of the game will put the ball into play at their opponent's endline to begin the fourth period. The other team will put the ball into play at their opponent's endline at the beginning of the second and third periods.
- c. In putting the ball into play following a successful free throw, field goal, or at the start of a period, the thrower-in may run along the endline or pass it to a teammate who is also out-of-bounds at the endline.
- d. After any dead ball, play shall be resumed by a jump ball, a throw-in, or a free throw.
- e. On the following infractions, the ball shall be awarded to the opposing team out-of-bounds on the nearest sideline at the free throw line extended:
 - (1) Three-seconds (offensive)
 - (2) Ball entering basket from below
 - (3) Illegal assist in scoring
 - (4) Punching foul
 - (5) Free throw violation by the offensive team
 - (6) Flagrant foul-penalty (1) or (2)
 - (7) Defensive three-seconds (offensive team retains possession)
 - (8) Jump ball violation at free throw circle
 - (9) Ball passing directly behind backboard
 - (10) Offensive basket interference
 - (11) Ball hitting horizontal basket support
 - (12) Loose ball fouls which occur inside the free throw line extended
 - (13) Five second back-to-the-basket violation
- f. On the following infractions, the ball shall be awarded to the opposing team on the baseline at the nearest spot outside the three-second area extended:
 - (1) Ball out-of-bounds on baseline
 - (2) Ball hitting vertical basket support
 - (3) Defensive goaltending (all privileges remain)
 - (4) During a throw-in violation on the baseline
- g. On the following infractions, the ball shall be awarded to the opposing team on the sideline at the nearest spot but no nearer to the baseline than the free throw line extended:
 - (1) Traveling
 - (2) Dribbling violations
 - (3) Striking or kicking the ball on any situation except a throw-in
 - (4) Swinging of elbows
 - (5) Shot clock violation
 - (6) Offensive screen set out-of-bounds
 - (7) Offensive player illegally out-of-bounds

h. If the ball is kicked or punched during any throw-in, the ball will be returned to the original throw-in spot with all privileges, if any, remaining.

i. On any play where the ball goes out-of-bounds on the sideline, the ball shall be awarded to the opposing team at that spot.

j. Following a timeout that was called while the ball was alive, the ball shall be awarded out-of-bounds on the sideline at the nearest spot upon resumption of play. For all other timeouts, play shall resume where it was interrupted.

EXCEPTION: Rule 5, Section VI(g)

k. On a violation which requires putting the ball in play in the backcourt, the official will give the ball to the offensive player as soon as he is in a position out-of-bounds and ready to accept the ball.

EXCEPTION: In the last two minutes of each period or last two minutes of overtime, a reasonable amount of time shall be allowed for a substitution.

Section II—Live Ball

a. The ball becomes live when:

- (1) It is tossed by an official on any jump ball
- (2) It is at the disposal of the offensive player for a throw-in
- (3) It is placed at the disposal of a free throw shooter

Section III—Ball is Alive

a. The ball becomes alive when:

- (1) It is legally tapped by one of the participants of a jump ball
- (2) It is released by the thrower-in
- (3) It is released by the free throw shooter on a free throw which will remain in play

Section IV—Dead Ball

a. The ball becomes dead and/or remains dead when the following occurs:

- (1) Official blows his/her whistle
- (2) Free throw which will not remain in play (free throw which will be followed by another free throw, technical, flagrant, etc.)
- (3) Following a successful field goal or free throw that will remain in play, until player possession out-of-bounds. Contact which is NOT considered unsportsmanlike or unnecessary shall be ignored. (Rule 12A, Section V(i))
- (4) Time expires for the end of any period

EXCEPTION: If a field goal attempt is in flight, the ball becomes dead when the goal is made, missed, or touched by an offensive player.

Section V—Jump Balls in Center Circle

a. The ball shall be put into play in the center circle by a jump ball between any two opponents:

- (1) At the start of the game
- (2) At the start of each overtime period

- (3) A double free throw violation
- (4) Double foul during a loose ball
- (5) The ball becomes dead when neither team is in control and no field goal or infraction is involved
- (6) The ball comes to rest on the basket flange or becomes lodged between the basket ring and the backboard
- (7) A double foul which occurs as a result of a difference in opinion between officials
- (8) A suspension of play occurs during a loose ball (except that, if a team would have imminently gained possession of the ball at the time of the stoppage, such team would be awarded possession pursuant to Rule 4, Section XIV)
- (9) A fighting foul occurs during a loose ball
- (10) The officials are in doubt as to which team last touched the ball before going out-of-bounds and the players cannot be identified.

b. In all cases above, the jump ball shall be between any two opponents in the game at that time. If injury, ejection, or disqualification makes it necessary for any player to be replaced, his substitute may not participate in the jump ball.

Section VI—Other Jump Balls

a. The ball shall be put into play by a jump ball at the circle which is closest to the spot where:

- (1) A held ball occurs
- (2) A ball out-of-bounds caused by both teams occurs
- (3) An official is in doubt as to who last touched the ball

b. The jump ball shall be between the two involved players unless injury or ejection precludes one of the jumpers from participation. If the injured player must leave the game or is ejected, the coach of the opposing team shall select from his opponent's bench a player who will replace the injured or ejected player. The injured player will not be permitted to reenter the game. If a player is removed for a concussion evaluation, his coach shall select one of the four remaining players in the game to participate in the jump and may return to the game if he completes the evaluation pursuant to the NBA Concussion Policy, and is deemed not to have a concussion.

Section VII—Restrictions Governing Jump Balls

a. Each jumper must have at least one foot on or inside that half of the jumping circle which is farthest from his own basket. Each jumper must have both feet within the restraining circle.

b. The ball must be tapped by one or both of the players participating in the jump ball after it reaches its highest point. If the ball falls to the floor without being tapped by at least one of the jumpers, one of the officials off the ball shall whistle the ball dead and signal another toss.

- c. Neither jumper may tap the tossed ball before it reaches its highest point.
- d. Neither jumper may leave his half of the jumping circle until the ball has been tapped.
- e. Neither jumper may catch the tossed or tapped ball until it touches one of the eight non-jumpers, the floor, the basket, or the backboard.
- f. Neither jumper is permitted to tap the ball more than twice on any jump ball.

g. The eight non-jumpers will remain outside the restraining circle until the ball has been tapped. Teammates may not occupy adjacent positions around the restraining circle if an opponent desires one of the positions. No player may position himself immediately behind an opponent on the restraining circle.

Penalty for c., d., e., f., g.: Ball awarded out-of-bounds to the opponent.

h. Player position on the restraining circle is determined by the direction of a player's basket. The player whose basket is nearest shall have first choice of position, with positions being alternated thereafter.

RULE NO. 7—SHOT CLOCK

Section I—Definition

The "shot clock" refers to the timing device that displays a countdown of the time within which the team possessing the ball must attempt a field goal. The shot clock shall start at 24 seconds unless otherwise provided in Rule 7. The shot clock shall be displayed in seconds, except tenths of seconds will also be displayed once the shot clock reaches 4.9 seconds.

Section II—Starting and Stopping of Shot Clock

- a. The shot clock will start when a team gains new possession of a ball which is in play.
 - b. On a throw-in, the shot clock shall start when the ball is legally touched on the court by a player.
 - c. Following a jump ball or missed free throw, the shot clock shall start when new possession is obtained.
 - d. After gaining possession of the ball, a team must attempt a field goal before the shot clock expires. To constitute a legal field goal attempt, the following conditions must be complied with:
 - (1) The ball must leave the player's hand prior to the expiration of the shot clock.
 - (2) After leaving the player's hand(s), the ball must make contact with the basket ring.
 - e. A team is considered in possession of the ball when holding, passing, or dribbling. The team is considered in possession of the ball even though the ball has been batted away but the opponent has not gained possession. (See also Rule 4, Section XVII.) Additional rules regarding team possession following a suspension of play are set forth in Rule 4, Section XIV.
 - f. Team possession ends when:
 - (1) The ball hits the rim of the offensive team
 - (2) The opponent gains possession
 - g. If a ball is touched by a defensive player who does not gain possession of the ball, the shot clock shall continue to run.
 - h. If a defensive player is the last to touch the ball before going out-of-bounds or entering the basket ring from below, the shot clock is stopped and the offensive team shall be awarded the ball.
- The offensive team shall have only the unexpired time remaining on the shot clock in which to attempt a field goal. If the shot clock reads 0, a shot clock violation has occurred, even though the horn may not have sounded.
- i. If during any period there are 24 seconds OR LESS left to play in the period, the shot clock shall not function following a change of possession; provided, however, the shot clock shall be reactivated and reset to 14 seconds when any of the situations described in Section IV(d) below occur.

j. If an official inadvertently blows his/her whistle and the shot clock buzzer sounds while the ball is in the air, play shall be suspended and play resumed by a jump ball between any two opponents at the center circle, if the shot hits the rim and is unsuccessful (except that, if a team would have imminently gained possession of the ball at the time of the stoppage, such team would be awarded possession pursuant to Rule 4, Section XIV). If the shot does not hit the rim, a shot clock violation has occurred. If the shot is successful, the goal shall count and the ball inbounded as after any successful field goal. It should be noted that even though the official blows his/her whistle, all provisions of the above rule apply.

k. If there is a question whether or not an attempt to score has been before the shot clock expires, the final decision shall be made by the officials. See Rule 13, Section I(a)(7).

l. Whenever the shot clock reads 0 and the ball is dead for any reason other than a defensive three-second violation, flopping violation, kicking violation, punched ball violation, personal foul or a technical foul by the defensive team, a shot clock violation has occurred.

Section III—Putting Ball In Play After Violation

If a team fails to attempt a field goal within the time allotted, a shot clock violation shall be called. The ball shall be awarded to the opposing team on the sideline at the nearest spot but no nearer to the baseline than the free throw line extended.

Section IV—Resetting Shot Clock

- a. The shot clock shall be reset when a special situation occurs which warrants such action.
- b. The shot clock is never reset on the following:

- (1) Defensive player is the last to touch the ball before going out-of-bounds or entering the basket ring from below
- (2) Technical fouls or delay-of-game warning on the offensive team
- (3) Jump ball is retossed as a result of a poor toss, double violation, or correctable error
- (4) Suspension-of-play (except for infection control)
- (5) Field goal attempt which fails to touch the rim
- (6) Jump balls which are the result of a held ball caused by the defense

- c. The shot clock shall be reset to 24 seconds anytime the following occurs:

- (1) Change of possession from one team to another
- (2) Personal foul where ball is being inbounded in backcourt
- (3) Violation where ball is being inbounded in backcourt
- (4) Jump balls which are not the result of a held ball caused by the defense
- (5) All flagrant and punching fouls

- d. The shot clock shall be reset to 14 seconds anytime the following occurs:

(1) The offensive team is the first to gain possession after an unsuccessful free throw that remains in play, or an unsuccessful field goal attempt that contacts the basket ring

(2) A loose ball foul is called on the defensive team in the sequence immediately following an unsuccessful free throw that remains in play, or an unsuccessful field goal attempt that contacts the basket ring; provided that, as a result of the foul, the offensive team inbounds the ball in the frontcourt

NOTE: If, as a result of a defensive foul, the offensive team inbounds the ball in the backcourt, Rule 7, Section IV(c)(2) applies

(3) The offensive team retains possession after the ball goes out-of-bounds in the sequence immediately following an unsuccessful free throw that remains in play, or an unsuccessful field goal attempt that contacts the basket ring

For purposes of Rule 7, Section IV(d) only, an “unsuccessful field goal attempt that contacts the basket ring” shall include any live ball from the playing court that contacts the basket ring of the team which is in possession.

e. The shot clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater, anytime the following occurs:

(1) Personal foul by the defense where ball is being inbounded in frontcourt

EXCEPTION: Rule 7, Section IV(d)(2)

(2) Defensive three-second violation

(3) Technical fouls and/or delay-of-game warnings on the defensive team

(4) Kicked or punched ball by the defensive team with the ball being inbounded in the offensive team’s frontcourt

(5) Infection control

(6) Jump balls retained by the offensive team as the result of any violation by the defensive team during a jump ball which results in a frontcourt throw-in

RULE NO. 8—OUT-OF-BOUNDS AND THROW-IN

Section I—Player

The player is out-of-bounds when he touches the floor or any object on or outside a boundary. For location of a player in the air, his position is that from which he last touched the floor. The last part of the foot/feet which is in contact with the floor on his last step prior to jumping over the midcourt line or three-point line shall determine his location.

Section II—Ball

a. The ball is out-of-bounds when it touches a player who is out-of-bounds or any other person, the floor, or any object on, above, or outside of a boundary or the supports or back of the backboard.

b. Any ball that rebounds or passes directly behind the backboard, in any direction, or enters the cylinder from below is considered out-of-bounds.

c. The ball is caused to go out-of-bounds by the last player to touch it (including by touching the player’s hair or uniform) before it goes out, provided it is out-of-bounds because of touching something other than a player. If the ball is out-of-bounds because of touching a player who is on or outside a boundary, such player caused it to go out. If a player has his hand in contact with the ball and an opponent hits that part of the hand causing the ball to go out-of-bounds, the team whose player had his hand on the ball will retain possession.

d. If the ball goes out-of-bounds and was last touched simultaneously by two opponents, both of whom are inbounds or out-of-bounds, or if the official is in doubt as to who last touched the ball, or if the officials disagree, play shall be resumed by a jump ball between the two involved players in the nearest restraining circle.

EXCEPTION: Rule 6, Section V(a)(10) and Rule 6, Section VI(a)(3)

e. If the ball is interfered with by an opponent seated on the bench or standing on the sideline (Rule 12A, Section II(a)(7)), it shall be awarded to the offended team out-of-bounds nearest the spot of the violation.

Section III—The Throw-In

a. The throw-in starts when the ball is given to the player entitled to the throw-in. He shall release the ball within 5 seconds from the time he receives the ball and controls it. Until the passed ball has crossed the plane of the boundary, no player shall have any part of his person over the boundary line and teammates shall not occupy positions parallel or adjacent

to the baseline if an opponent desires one of those positions. The defensive man shall have the right to be between his man and the basket.

b. On a throw-in which goes out-of-bounds and is not touched by a player in the game, the ball is returned to the original throw-in spot.

c. After a score, field goal, or free throw, the latter coming as the result of a personal foul, any player of the team not credited with the score shall put the ball into play from any point out-of-bounds at the endline of the court where the point(s) were scored. He may pass the ball to a teammate behind the endline; however, the five-second throw-in rule applies. This rule also applies to the player of the team with possession at the start of the second, third, and fourth periods.

d. After a free throw violation by the shooter or his teammate, the throw-in is made from out-of-bounds on either side of the free throw line extended.

e. Any ball out-of-bounds in a team's frontcourt or at the midcourt line cannot be passed into the backcourt. On all backcourt and midcourt violations, the ball shall be awarded to the opposing team at the midcourt line, and must be passed into the frontcourt.

EXCEPTION: During the last two minutes of the fourth period and the last two minutes of any overtime period, the ball may be passed anywhere (frontcourt or backcourt) on the court. However, if the ball is thrown into the frontcourt and an offensive player on the court fails to control the ball and causes it to go into the backcourt, his team may not be the first to touch the ball.

f. A throw-in which touches the floor, or any object, on or outside the boundary line, or touches anything above the playing surface is a violation. The ball must be thrown directly inbounds.

EXCEPTION: Rule 8, Section III(c)

PENALTY: Violation of this rule is loss of possession, and the ball must be inbounded at the original throw-in spot.

RULE NO. 9—FREE THROWS AND PENALTIES

Section I—Positions and Violations

a. When a free throw is awarded, an official shall put the ball in play by delivering it to the free throw shooter. The shooter shall be above the free throw line and within the upper half of the free throw circle. He shall attempt the free throw within 10 seconds of controlling the ball in such a way that the ball enters the basket or touches the ring.

PENALTY:

If there is a violation and the free throw attempt is to remain in play, the opposing team shall inbound on either sideline at the free throw line extended. If both teams commit a violation during this free throw, a jump ball shall be administered at midcourt between any two opponents in the game. If the opponent's violation is disconcertion, then a substitute free throw shall be awarded.

If there is a violation and the free throw attempt is not to remain in play, then play will continue from that point. If an opponent also commits a violation (double violation), then play will also continue from that point. If the opponent's violation is disconcertion, then a substitute free throw shall be awarded.

b. The free throw shooter may not step over the plane of the free throw line until the ball touches the basket ring, backboard, or the free throw ends.

PENALTY:

This is a violation by the shooter on all free throw attempts and no point can be scored.

If there is a violation and the free throw attempt is to remain in play, the opposing team

shall inbound on either sideline at the free throw line extended. If both teams commit a violation during this free throw, a jump ball shall be administered at midcourt between any two opponents in the game.

If there is a violation and the free throw attempt is not to remain in play, then play will continue from that point. If an opponent also commits a violation (double violation), then play will also continue from that point.

c. The free throw shooter shall not purposely fake a free throw attempt.

PENALTY:

This is a violation by the shooter on all free throw attempts and a double violation should not be called if an opponent violates any free throw rules.

If the free throw attempt is to remain in play, the opposing team shall inbound on either sideline at the free throw line extended.

If the free throw attempt is not to remain in play, then play will continue from that point.

d. During a free throw attempt for a common foul, each of the spaces nearest the end-line must be occupied by an opponent of the free throw shooter. Teammates of the free throw shooter must occupy the next adjacent spaces on each side. Only one of the third spaces may be occupied by an opponent of the free throw shooter. It is not mandatory that either of the third spaces be occupied by an opponent but may not be occupied by a teammate. If there is a discrepancy, teammates of the free throw shooter will occupy the spaces first.

Players occupying lane spaces may not extend themselves over their lane spaces in front of an opponent or be touching the lane line or floor inside the line when the ball is released by the shooter. They may not vacate their lane space more than 3' from the lane line before the ball is released.

Players not occupying lane spaces must remain on the court behind the three point line above the free throw line extended and may not be touching the line or floor inside the line when the ball is released.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, the shooter shall receive a substitute free throw if his attempt is unsuccessful but shall be ignored if the attempt is successful. If a teammate and opponent both violate, a jump ball shall be administered at midcourt between any two opponents in the game.

If the free throw attempt is not to remain in play, no violation can occur regardless of which player or players violate since no advantage is gained unless there is a disconcertion violation by an opponent to which a substitute free throw will be awarded.

e. If the ball is to become dead after the last free throw attempt, players shall not occupy positions along the free throw lanes. All players must remain on the court behind the three point line above the free throw line extended until the ball is released.

PENALTY:

No violations can occur regardless of which player or players violate since no advantage is gained unless there is a disconcertion violation by an opponent to which a substitute free throw will be awarded.

f. During all free throw attempts, no opponent in the game shall disconcert the shooter once the ball is placed at his disposal. The following are acts of disconcertion:

- (1) Raising his arms when positioned on the lane line on a free throw which will not remain in play,
- (2) Waving his arms or making a sudden movement when in the visual field of the shooter during any free throw attempt,

(3) Talking to the free throw shooter or talking in a loud disruptive manner during any free throw attempt.

(4) Entering the lane and continuing to move during any free throw attempt.

PENALTY:

No penalty is assessed if the free throw is successful. A substitute free throw will be administered if the attempt is unsuccessful.

g. A player shall not touch the ball or the basket ring when the ball is using the basket ring as its lower base nor touch the ball while it is in the imaginary cylinder above the ring after touching the basket ring or backboard.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, one point shall be scored and play will continue as after any successful free throw with the official administering the throw-in.

If the free throw attempt is not to remain in play, no point can be scored if the violation is by a teammate and the shooter will attempt his next free throw. One point shall be scored if the violation is by an opponent and the shooter will attempt his next free throw.

h. No player shall touch the ball before it touches the basket ring or backboard.

PENALTY:

If the free throw attempt is to remain in play and a teammate of the shooter violates, no point can be scored and the opposing team will inbound on either sideline at the free throw line extended. If an opponent violates, one point shall be scored and an additional free throw shall be awarded the same shooter.

If the free throw attempt is not to remain in play, no point can be scored if the violation is by a teammate and the shooter will attempt his next free throw. One point shall be scored if the violation is by an opponent and the shooter will attempt his next free throw.

i. During all free throw attempts, if an official suspends play before the free throw attempt is released, no violations can occur.

Section II—Shooting of Free Throw

a. The free throw(s) awarded because of a personal foul shall be attempted by the offended player.

EXCEPTIONS:

(1) If the offended player is injured, other than as a result of a flagrant foul or unsportsmanlike conduct, or is ejected from the game and cannot attempt the awarded free throw(s), the opposing coach shall select, from his opponent's bench, the replacement player. That player will attempt the free throw(s) and the injured player will not be permitted to re-enter the game. The substitute must remain in the game until the ball is legally touched by a player on the court.

EXCEPTION: Rule 3, Section V(e)

(2) If the offended player is injured and unable to attempt the awarded free throw(s) as a result of a flagrant foul-penalty (1) and/or as a result of a medical determination that a player must undergo a concussion evaluation, his coach may designate any player in the game at that time to attempt the free throw(s). The injured player will not be permitted to re-enter the game; except that the player will be permitted to reenter if he was removed for a concussion evaluation, completed the evaluation required pursuant to the NBA Concussion Policy, and is deemed not to have a concussion.

(3) If the offended player is injured and unable to attempt the awarded free throw(s) due to any unsportsmanlike act, his coach may designate any eligible member of the

squad to attempt the free throw(s). The injured player will be permitted to reenter the game.

(4) If the offended player is disqualified and unable to attempt the awarded free throw(s), his coach shall designate an eligible substitute from the bench. That substitute will attempt the free throw(s) and cannot be removed until the ball is legally touched by a player on the court.

EXCEPTION: Rule 3, Section V(e)

(5) Away-from-the-play foul—Rule 12B, Section X(a)(1).

(6) Transition Take Foul—Rule 12B, Section XI(a).

b. A free throw attempt, personal or technical, shall be illegal if an official does not handle the ball.

c. If multiple free throws are awarded, all those which remain must be attempted, if the first and/or second attempt is nullified by an offensive player's violation.

d. If a timeout is granted prior to a free throw attempt, the free throw will be attempted following the timeout.

Section III—Next Play

After a successful free throw which is not followed by another free throw, the ball shall be put into play by a throw-in, as after any successful field goal.

EXCEPTION: After a free throw for a foul which occurs during a dead ball which immediately precedes any period, the ball shall be put into play by the team entitled to the throw-in in the period which follows. (See Rule 6, Section I(b)). This includes flagrant and punching fouls.

RULE NO. 10—VIOLATIONS AND PENALTIES

Section I—Out-of-Bounds

a. A player shall not be the last to touch the ball before it goes out-of-bounds.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the boundary line nearest the spot of the violation.

EXCEPTION: On a throw-in which goes out-of-bounds and is not touched by a player in the game, the ball is returned to the original throw-in spot.

Section II—Dribble

a. A player shall not run with the ball without dribbling it.

b. A player in control of a dribble who steps on or outside a boundary line, even though not touching the ball while on or outside that boundary line, shall not be allowed to return inbounds and continue his dribble. He may not even be the first player to touch the ball after he has re-established a position inbounds.

c. A player may not dribble a second time after he has voluntarily ended his first dribble.

d. A player who is dribbling may not put any part of his hand under the ball and (1) carry it from one point to another or (2) bring it to a pause and then continue to dribble again.

e. A player may dribble a second time if he lost control of the ball because of:

(1) A field goal attempt at his basket, provided the ball touches the backboard or basket ring

(2) An opponent touching the ball

(3) A pass or fumble which touches his backboard, basket ring, or is touched by another player.

PENALTY: Loss of ball. Ball is awarded to the opposing team on the sideline nearest the spot of the violation but no nearer the baseline than the foul line extended.

Section III—Thrower-in

A thrower-in shall not (1) carry the ball onto the court; (2) fail to release the ball within 5 seconds; (3) touch it on the court before it has touched another player; (4) leave the designated throw-in spot which is one step to his left or right; (5) throw the ball so that it enters the basket before touching anyone on the court; (6) step on the court over the boundary line before the ball is released; (7) throw the ball out-of-bounds without it being touched by a player in the game; (8) exit the playing surface to gain an advantage on a throw-in; (9) hand the ball to a player on the court.

EXCEPTION: After a field goal or free throw as a result of a personal foul or the start of a period, the thrower-in may run the end line or pass to a teammate behind the end line.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the original spot of the throw-in.

Section IV—Strike the Ball

- a. A player shall not kick the ball or strike it with the fist.
- b. Kicking the ball or striking it with any part of the leg is a violation when it is an intentional act. The ball accidentally striking the foot, the leg, or fist is not a violation. A player may not use any part of his leg to intentionally move or secure the ball.

PENALTY:

- (1) If the violation is by the offense, the ball is awarded to the opposing team on the sideline nearest the spot of the violation but no nearer to the baseline than the free throw line extended.
- (2) If the violation is by the defense while the ball is in play, the offensive team retains possession of the ball on the sideline nearest the spot of the violation but no nearer the baseline than the foul line extended.
- (3) If the violation occurs during a throw-in, the opposing team retains possession at the spot of the original throw-in with all privileges, if any, remaining.

Section V—Jump Ball

- a. A player shall not violate the jump ball rule (Rule 6, Section VII).
- b. During a jump ball, a personal foul committed prior to either team obtaining possession, shall be ruled a “loose ball” foul.

If the violation or foul occurs prior to the ball being legally tapped, neither the game clock nor shot clock shall be started.

PENALTY:

- (1) In (a) above, the ball is awarded to the opposing team on the sideline nearest the spot of the violation.
- (2) In (a) above, if there is a violation by each team, or if the official makes a bad toss, the toss shall be repeated with the same jumpers.
- (3) In (b) above, free throws may or may not be awarded, consistent with whether the penalty is in effect (Rule 12B, Section VIII).

Section VI—Offensive Three-Second Rule

- a. An offensive player shall not remain for more than three seconds in that part of his free throw lane between the endline and extended 4' (imaginary) off the court and the farther edge of the free throw line while the ball is in control of his team.

b. Allowance may be made for a player who, having been in this area for less than three seconds, is in the act of shooting at the end of the third second. Under these conditions, the 3-second count is discontinued while his continuous motion is toward the basket. If that continuous motion ceases, the previous 3-second count is continued. This is also true if it is imminent the offensive player will exit this area.

c. The 3-second count shall not begin until the ball is in control in the offensive team's frontcourt. No violation can occur if the ball is batted away by an opponent.

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline at the free throw line extended.

Section VII—Defensive Three-Second Rule

a. The count starts when the offensive team is in control of the ball in the frontcourt.

b. Any defensive player, who is positioned in the 16-foot lane or the area extending 4 feet past the lane endline, must be actively guarding an opponent within three seconds. Actively guarding means being within arm's length of an offensive player and in a guarding position.

c. Any defensive player may play any offensive player. The defenders may double-team any player.

d. The defensive three-second count is suspended when: (1) a player is in the act of shooting, (2) there is a loss of team control, (3) the defender is actively guarding an opponent, (4) the defender completely clears the 16-foot lane, or (5) it is imminent the defender will become legal.

e. If the defender is guarding the player with the ball, he may be located in the 16-foot lane. This defender is not required to be in an actively guarding/arms distance position. If another defender actively guards the player with the ball, the original defender must actively guard an opponent or exit the 16-foot lane. Once the offensive player passes the ball, the defender must actively guard an opponent or exit the 16-foot lane.

PENALTY: A technical foul shall be assessed. The offensive team retains possession on the sideline at the free throw line extended nearest the point of interruption. The shot clock shall remain the same as when play was interrupted or reset to 14 seconds, whichever is greater.

If a violation is whistled during a successful field goal attempt, the violation shall be ignored and play shall resume as after any successful basket.

Section VIII—Eight-Second Rule

A team shall not be in continuous possession of a ball which is in its backcourt for more than 8 consecutive seconds.

EXCEPTION (1): A new 8 seconds is awarded if the defense: (1) kicks or punches the ball, (2) is assessed a personal or technical foul, or (3) is issued a delay of game warning.

EXCEPTION (2): A new 8 seconds is awarded: (1) if play is suspended to administer Comments on the Rules, Section II(N) for Infection Control, (2) when a team gains control of a jump ball in the backcourt, or (3) during a frontcourt throw-in into the backcourt in the last two minutes of the fourth and last two minutes of any overtime period.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the midcourt line.

Section IX—Ball in Backcourt

a. A player shall not be the first to touch a ball which he or a teammate caused to go from frontcourt to backcourt while his team was in control of the ball.

EXCEPTION: Rule 8, Section III(e)(EXCEPTION)

b. During a jump ball, a try for a goal, or a situation in which a player taps the ball away from a congested area, as during rebounding, in an attempt to get the ball out where player control may be secured, the ball is not in control of either team. Hence, the restriction on first touching does not apply.

PENALTY: Loss of ball. The ball is awarded to the opposing team at the midcourt line.

Section X—Swinging of Elbows

A player shall not be allowed excessive and/or vigorous swinging of the elbows in swinging motion (no contact) when a defensive player is nearby and the offensive player has the ball.

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline, nearest the spot of the violation but no nearer the baseline than the foul line extended.

Section XI—Entering Basket From Below

A player shall not be the last to touch a ball which rises above the rim level within the cylinder from below.

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline at the free throw line extended.

Section XII—Illegal Assist in Scoring

a. A player may not assist himself in an attempt to score by using any part of the rim, net, backboard, or basket support to lift, hold, or raise himself.

b. A player may not assist a teammate to gain height while attempting to score.

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline at the free throw line extended.

Section XIII—Traveling

a. A player who receives the ball while standing still may pivot, using either foot as the pivot foot.

b. A player who gathers the ball while progressing may take (1) two steps in coming to a stop, passing, or shooting the ball, or (2) if he has not yet dribbled, one step prior to releasing the ball. A player who gathers the ball while dribbling may take two steps in coming to a stop, passing, or shooting the ball.

The first step occurs when a foot, or both feet, touch the floor after the player gathers the ball.

The second step occurs after the first step when the other foot touches the floor, or both feet touch the floor simultaneously.

A player who comes to a stop on step one when both feet are on the floor or touch the floor simultaneously may pivot using either foot as his pivot. If he jumps with both feet he must release the ball before either foot touches the floor.

A player who lands with one foot first may only pivot using that foot.

A progressing player who jumps off one foot on the first step may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot and if one or both feet leave the floor the ball must be released before either returns to the floor.

c. In starting a dribble after (1) receiving the ball while standing still, or (2) coming to a legal stop, the ball must be out of the player's hand before the pivot foot is raised off the floor.

d. If a player, with the ball in his possession, raises his pivot foot off the floor, he must pass or shoot before his pivot foot returns to the floor. If he drops the ball while in the air, he may not be the first to touch the ball.

e. A player who falls to the floor while holding the ball, or while coming to a stop, may not gain an advantage by sliding.

f. A player who attempts a field goal may not be the first to touch the ball if it fails to touch the backboard, basket ring, or another player.

g. A player may not be the first to touch his own pass unless the ball touches his backboard, basket ring, or another player.

h. Upon ending his dribble or gaining control of the ball, a player may not touch the floor consecutively with the same foot (hop).

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline, nearest spot of the violation but no nearer the baseline than the foul line extended.

Section XIV—Offensive Screen Set Out-of-Bounds

An offensive player shall not leave the playing area of the floor on the endline in the frontcourt for the purpose of setting a screen.

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline at the point of interruption but no nearer to the baseline than the foul line extended.

Section XV—Offensive Player Out-of-Bounds

An offensive player shall not leave the playing area of the court without returning immediately and cannot repeatedly leave and re-enter the court.

EXCEPTION: (1) injury, (2) inbounding the ball on a throw-in, and (3) any other unusual circumstance.

PENALTY: Loss of ball. The ball is awarded to the opposing team on the sideline at the point of interruption but no nearer to the baseline than the foul line extended.

Section XVI—Five-Second Back-to-the-Basket Violation

An offensive player in his frontcourt below the free throw line extended shall not be permitted to dribble with his back or side to the basket for more than five seconds.

The count ends when (1) the player picks up the ball, (2) dribbles above the free throw line extended, or (3) a defensive player deflects the ball away.

PENALTY: Loss of ball. The ball is awarded to the opposing team out-of-bounds on the nearest sideline at the free throw line extended.

Section XVII—Flopping

a. A player may not commit a flop, which is (i) a reaction that is inconsistent with what is reasonable given the force, direction, or nature of another player's action, whether or not such other player's action resulted in contact, or (ii) any non-basketball action that is reasonably determined to be intended to cause the officials to call a foul on another player.

PENALTY/ADMINISTRATION:

(1) A technical foul shall be assessed at the next neutral opportunity.

(2) After the penalty free throw, play shall resume on the sideline at the point of interruption (as defined in Rule 4, Section XIV), but no nearer to the baseline than the free throw line extended.

RULE NO. 11—BASKET INTERFERENCE—GOALTENDING

Section I—A Player Shall Not:

a. Touch the ball or the basket ring when the ball is sitting or rolling on the ring and using the basket ring as its lower base or hang on the rim while the ball is passing through.

EXCEPTION: If a player near his own basket has his hand legally in contact with the ball, it is not a violation if his contact with the ball continues after the ball enters the cylinder, or if, in such action, he touches the basket.

b. Touch any ball from within the playing area when it is above the basket ring and within the imaginary cylinder.

c. During a field goal attempt, touch a ball, which has a chance to score, after it has touched any part of the backboard above ring level, whether the ball is considered on its upward or downward flight.

d. During a field goal attempt, touch a ball, which has a chance to score, after it has touched the backboard below the ring level and while the ball is on its upward flight.

e. Trap the ball against the face of the backboard after it has been released. (To be a trapped ball, three elements must exist simultaneously. The hand, the ball, and the backboard must all occur at the same time. A batted ball against the backboard is not a trapped ball.)

f. Touch any ball from within the playing area that is on its downward flight with an opportunity to score. This is considered to be a “field goal attempt” or trying for a goal.

g. Touch the ball at any time with a hand which is through the basket ring.

h. Vibrate the rim, net, or backboard so as to cause the ball to make an unnatural bounce, or bend or move the rim to an off-center position when the ball is touching the ring or passing through.

i. Touch the rim, net, or ball while the ball is in the net, preventing it from clearing the basket.

PENALTY: If the violation is at the opponent’s basket, the offended team is awarded two points, if the attempt is from the two point zone and three points if it is from the three point zone. The crediting of the score and subsequent procedure is the same as if the awarded score has resulted from the ball having gone through the basket, except that the official shall hand the ball to a player of the team entitled to the throw-in. If the violation is at a team’s own basket, no points can be scored and the ball is awarded to the offended team at the free throw line extended on either sideline. If there is a violation by both teams, no points can be scored, and play shall be resumed by a jump ball between any two opponents in the game at the center circle.

RULE NO. 12—FOULS AND PENALTIES

A. Technical Foul

Section I—Excessive Timeouts

a. Requests for a timeout in excess of the authorized number shall be granted and a technical foul shall be assessed. Following the timeout and free throw attempt, the ball will be awarded to the team which shot the free throw and play shall resume with a throw-in nearest the spot where play was interrupted.

b. If the excessive timeout is granted prior to free throw attempt(s), there will be no line-up for the remaining free throws and play shall resume with a throw-in at the point of interruption by the team which shot the technical foul.

c. If the excessive timeout is granted prior to a jump ball, the ball shall be awarded to the team shooting the technical foul at the point of interruption.

Section II—Delay-of-Game

a. A delay-of-game shall be called for:

- (1) Preventing the ball from being promptly put into play.
- (2) Interfering with the ball after a successful field goal or free throw.
- (3) Failing to immediately pass the ball to the nearest official when a personal foul or violation is assessed.
- (4) Touching the ball before the throw-in has been released.
- (5) A defender crossing the boundary line within the designated throw-in spot prior to the ball being released on a throw-in.

EXCEPTION (5): In the last two minutes of the fourth period and last two minutes of any overtime period, a technical foul will be assessed if the defender crosses or breaks the plane of the boundary line within the designated throw-in spot when an offensive player is in a position to inbound and prior to the ball being released on a throw-in.

- (6) A team preventing play from commencing at any time.
- (7) Any player, coach, or trainer interfering with a ball which has crossed the boundary line (Rule 8, Section II(e)).
- (8) A free throw shooter venturing fully beyond the three-point line between attempts.
- (9) A player entering the game when beckoned by an official with his shirt untucked.

PENALTY: The first offense is a warning. A technical foul shall be assessed with each successive offense and charged to the team. An announcement will be made by the public address announcer. The shot clock shall remain the same or reset to 14, whichever is greater, if the violation is assessed against the defensive team. The offensive team shall be awarded a new 8 seconds to advance the ball if it is in the backcourt. There is no change in timing status if any of these violations are assessed against the offensive team. If repeated acts become a travesty, the head coach shall be notified that he is being held responsible.

Section III—Number of Players

a. If the ball is put into play and remains in play with one team having six or more players on the court, a non-unsportsmanlike technical foul will be assessed on the team with too many players and such team would lose possession if it had possession at the time the violation was discovered. Immediately following the free throw awarded for the technical foul, the team with the correct number of players will instruct the Crew Chief to:

(1) resume play from the point in time when the technical foul was assessed, under the same conditions as would have prevailed had there been no error with a throw-in, jump ball, or foul shot, as appropriate. If the ball is to be put into play with a throw-in, the team who shot the free throw will be awarded possession unless that team just scored and the error was discovered prior to the throw-in being released by the team with six or more players.

(2) nullify all play that occurred from the point in time when the ball was put into play with one team having six or more players on the court and ending when the technical foul was assessed, reset the game and shot clock to the point in time when the ball was put into play, and if the ball was put into play by:

- (i) a throw-in, the ball shall be returned to the original throw-in spot with the ball awarded to the team with the correct number of players, or
- (ii) a missed free throw that remained in play, a jump ball shall be held at center court between any two players in the game, or
- (iii) a jump ball, the ball shall be returned to the original jump ball spot and a jump ball held with the same two players.

EXCEPTION: Acts of unsportsmanlike conduct and all flagrant fouls, and points scored from any resulting free throws, shall not be nullified.

b. Other errors involving the wrong number of players at the start of play, four or less, will be penalized with a non-unsportsmanlike technical foul and play shall resume from the point-of-interruption.

EXCEPTION to a and b: If the violation occurs on (1) a free throw attempt which is to be followed by another free throw attempt, or (2) a free throw attempt that is not going to remain in play, (3) throw-in before the ball is released, (4) prior to a personal foul being assessed, or (5) jump ball before the ball is released.

Section IV—Basket Ring, Backboard, or Support

a. An offensive player who deliberately hangs on his basket ring, net, backboard, or support during the game shall be assessed a non-unsportsmanlike technical foul.

b. A defensive player who deliberately gains or maintains height or hangs on his opponent's basket ring, net, backboard or support shall be assessed a non-unsportsmanlike technical foul. If he touches the ball during a field goal attempt, points shall be awarded consistent with the type of shot.

EXCEPTION: An offensive or defensive player may hang on the basket ring, backboard, or support to prevent an injury to himself or another player, with no technical foul assessed.

c. Should a defensive player deliberately hang on the basket ring, net, backboard, or support to successfully touch a ball which is in possession of an opponent, a non-unsportsmanlike technical foul shall be assessed.

Section V—Conduct

a. An official may assess a technical foul, without prior warning, at any time. A technical foul(s) may be assessed to any player on the court or anyone seated on the bench for conduct which, in the opinion of an official, is detrimental to the game. The technical foul must be charged to an individual. A technical foul cannot be assessed for physical contact when the ball is alive.

EXCEPTION: Fighting fouls and/or taunting with physical contact.

b. A maximum of two technical fouls for unsportsmanlike acts may be assessed any player, coach, trainer, or other team bench person. Any of these offenders may be ejected for committing only one unsportsmanlike act, and they must be ejected for committing two unsportsmanlike acts.

c. A technical foul called for (1) delay of game, (2) coaches box violations, (3) defensive 3-seconds, (4) flopping, (5) having a team total of less or more than five players when the ball becomes alive, (6) a player hanging on the basket ring or backboard, (7) participation in the game when not on team's active list, or (8) shattering the backboard or making the rim unplayable during the game (Comments On the Rules, Section II(G)) is not considered an act of unsportsmanlike conduct.

d. A technical foul shall be assessed for unsportsmanlike tactics such as:

- (1) Disrespectfully addressing an official
- (2) Physically contacting an official
- (3) Overt actions indicating resentment to a call or no-call
- (4) Use of profanity
- (5) A coach entering onto the court without permission of an official
- (6) A deliberately-thrown elbow or any unnatural physical act towards an opponent with no contact involved
- (7) Taunting

e. Cursing at or blaspheming an official shall not be considered the only cause for imposing technical fouls. Running tirades, continuous criticism, or griping may be sufficient cause to assess a technical. Excessive misconduct shall result in ejection from the game.

f. Assessment of a technical foul shall be avoided whenever and wherever possible; but, when necessary they are to be assessed without delay or procrastination. Once a player has been ejected or the game is over, technical fouls cannot be assessed regardless of the provocation. Any additional unsportsmanlike conduct shall be reported by e-mail immediately to the League Office.

g. If a technical foul is assessed to a team following a personal foul on the same team, the free throw attempt for the technical foul shall be administered first.

h. The ball shall be awarded to the team which had possession at the time the technical foul was assessed, whether the free throw attempt is successful or not. Play shall be resumed by a throw-in nearest the spot where play was interrupted.

EXCEPTION: Rule 12A, Section I and Rule 12A, Section III

i. Anyone guilty of illegal contact which occurs during a dead ball may be assessed (1) a technical foul, if the contact is deemed to be unsportsmanlike in nature, or (2) a flagrant foul, if unnecessary and/or excessive contact occurs.

j. Free throws awarded for a technical foul must be attempted by a player in the game when the technical foul is assessed.

(1) If a substitute has been beckoned into the game or has been recognized by the officials as being in the game prior to a technical foul being assessed, he is eligible to attempt the free throw(s).

(2) If the technical foul is assessed before the opening tap, any player listed in the scorebook as a starter is eligible to attempt the free throw(s).

(3) If a technical foul is assessed before the starting lineup is indicated, any player on the squad may attempt the free throw(s).

k. A technical foul, unsportsmanlike act, or flagrant foul must be called for a participant to be ejected.

EXCEPTION: Rule 12A, Section V(l)(4)

l. A player, coach, trainer, or other team bench person must be ejected for:

(1) A punching foul

(2) A fighting foul

(3) Technical foul for an attempted punch or swing with no contact or a thrown elbow toward an opponent above shoulder level with no contact

(4) Deliberately entering the stands other than as a continuance of play

(5) Flagrant foul penalty (2)

(6) Second flagrant foul penalty (1)

(7) Participation in the game when not on team's active list

m. Eye guarding (placing a hand in front of the opponent's eyes when guarding from the rear) a player who does not have possession of the ball is illegal and an unsportsmanlike technical shall be assessed.

n. A free throw attempt is awarded when one technical foul is assessed.

o. No free throw attempts are awarded when a double technical foul is assessed. Technical fouls assessed to opposing teams during the same dead ball and prior to the administering of any free throw attempt for the first technical foul, shall be interpreted as a double technical foul.

p. The deliberate act of throwing the ball or any object at an official by a player, coach, trainer, or other team bench person is a technical foul and violators are subject to ejection from the game.

q. Punching fouls, although recorded as both personal and team fouls, are unsportsmanlike acts. The player will be ejected immediately.

r. Any player who throws or kicks the ball directly into the stands with force, regardless of the reason or where it lands, will be assessed a technical foul and ejected. All other instances where the ball ends up in the stands will subject the player to a possible technical foul and ejection.

Section VI—Fighting Fouls

a. Technical fouls shall be assessed to players, coaches, or trainers for fighting. No free throws will be attempted. The participants will be ejected immediately.

b. This rule applies whether play is in progress or the ball is dead.

c. If a fighting foul occurs with a team in possession of the ball, that team will retain possession on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended.

d. If a fighting foul occurs with neither team in possession, play will be resumed with a jump ball between any two opponents who were in the game at the center circle.

e. A fine not exceeding \$100,000 and/or suspension may be imposed upon such person(s) by the Commissioner at his sole discretion.

Section VII—Fines

a. The following progressive technical foul and ejection schedules will apply.

(1) REGULAR SEASON

Technical Fouls 1-5:	\$2,000 fine each
Technical Fouls 6-10:	\$3,000 fine each
Technical Fouls 11-15:	\$4,000 fine each (with a warning letter sent when the violator reaches his 10th technical foul)
Technical Foul 16:	\$5,000 fine plus one-game suspension
Each Additional Technical Foul:	\$5,000 fine
Each Two Additional Technical Fouls (18, 20, 22, etc.):	\$5,000 fine plus one-game suspension

(2) PLAYOFFS

Technical Fouls 1-2:	\$2,000 fine each
Technical Fouls 3-4:	\$3,000 fine each
Technical Fouls 5-6:	\$4,000 fine each (with a warning letter sent when the violator reaches his 5th technical foul)
Technical Foul 7:	\$5,000 fine plus one-game suspension
Each Additional Technical Foul:	\$5,000 fine
Each Two Additional Technical Fouls (9, 11, 13, etc.):	\$5,000 fine plus one-game suspension

Note that a player will be fined \$2,000 for any technical foul committed during the In-Season Tournament Championship game or any Play-In Game, but such foul(s) will not count towards the player's total technical fouls for the Regular Season or Playoffs for purposes of the schedules above.

(3) EJECTIONS

First Ejection:	\$2,000
Each Subsequent Ejection:	Player's last ejection fine plus \$2,000
All players will revert to the \$2,000 ejection level for the playoffs.	

Note that a player will be fined \$2,000 if he is ejected from the In-Season Tournament Championship game or a Play-In Game, but such ejection(s) will not count towards the player's total ejections for purposes of the schedule above.

b. Whether or not said player(s) is ejected, a fine not exceeding \$100,000 and/or suspension may be imposed upon such player(s) by the Commissioner at his sole discretion.

c. During an altercation, all players not participating in the game must remain in the immediate vicinity of their bench. Violators may be subject to a one-game suspension and fined up to \$100,000.

In determining whether to impose discipline on a player for leaving the bench area in connection with an altercation during a game, the NBA will take into account the following factors, as well as any other relevant facts and circumstances: (i) the distance the player traveled from his team's bench, and (ii) the extent to which he entered the immediate proximity of the altercation.

A team must have a minimum of eight players dressed and eligible and able to play in each preseason and regular season game and nine in each Play-In and playoff game.

In the event that multiple players on a team are suspended for leaving the bench, and if necessary in order for the team to have the requisite number of players eligible and able to play in a game, the suspensions will be served over multiple games (e.g., with some players suspended for the first game following the altercation and other players suspended for the second game following the altercation), with the players serving their suspensions alphabetically, according to the first letters of their last names.

d. A player, coach, or assistant coach, upon being notified by an official that he/she has been ejected from the game, must leave the playing area IMMEDIATELY and remain in the dressing room of his/her team during such suspension until completion of the game or leave the building. Violation of this rule shall call for an automatic fine. A fine not to exceed \$100,000 and possible forfeiture of the game may be imposed for any violation of this rule.

e. Any player who in the opinion of the officials has deliberately hung on the basket ring shall be assessed a non-unsportsmanlike technical foul and a fine of at least \$2,000.

EXCEPTION: An offensive or defensive player may hang on the basket ring, backboard, or support to prevent an injury to himself or another player, with no penalty.

f. At halftime and the end of each game, the coach and his/her players are to leave the court and go directly to their dressing room, without pause or delay. There is to be absolutely no talking to game officials.

g. Any player who is assessed a flagrant foul—penalty (2) must be ejected and will be fined a minimum of \$2,000. The incident will be reported to the League Office.

B. Personal Foul

Section I—Types

a. A player shall not hold, push, charge into, or impede the progress of an opponent by extending a hand, arm, leg, or knee or by bending the body into a position that is not normal. Contact that results in the re-routing of an opponent is a foul which must be called immediately.

b. Contact initiated by the defensive player guarding a player with the ball is not legal. This contact includes, but is not limited to, forearm, hands, or body check.

EXCEPTIONS:

(1) A defender may apply contact with a forearm to an offensive player with the ball who has his back to the basket below the free throw line extended outside the Lower Defensive Box.

(2) A defender may apply contact with a forearm and/or one hand with a bent elbow to an offensive player in a post-up position with the ball in the Lower Defensive Box.

(3) A defender may apply contact with a forearm to an offensive player with the ball at any time in the Lower Defensive Box.

The forearm in the above exceptions is solely for the purpose of maintaining a defensive position.

(4) A defender may position his leg between the legs of an offensive player in a post-up position in the Lower Defensive Box for the purpose of maintaining defensive position. If his foot leaves the floor in an attempt to dislodge his opponent, it is a foul immediately.

(5) Incidental contact with the hand against an offensive player shall be ignored if it does not affect the player's speed, quickness, balance, and/or rhythm.

c. Any player whose actions against an opponent cause illegal contact with yet another opponent has committed the personal foul.

d. A personal foul committed by the offensive team during a throw-in shall be an offensive foul, regardless of whether the ball has been released.

e. Contact which occurs on the hand of the offensive player, while that part of the hand is in contact with the ball, is legal.

EXCEPTION: Flagrant and punching fouls.

PENALTIES: The offender is charged with a personal foul. The offending team is charged with a team foul if the illegal contact was caused by the defender. There is no team foul if there are personal fouls on one member of each team or the personal foul is against an offensive player. The offended team is awarded:

(1) the ball out-of-bounds on the sideline at the nearest spot where play was interrupted but no nearer to the baseline than the free throw line extended if an offensive foul is assessed.

(2) the ball out-of-bounds on the sideline where play was interrupted but no nearer to the baseline than the free throw line extended if the personal foul is on the defender and if the penalty situation is not in effect.

(3) one free throw attempt if the personal foul is on the defender and there is a successful field goal or free throw on the play.

(4) two/three free throw attempts if the personal foul is on the defender and the offensive player is in the act of shooting an unsuccessful field goal.

(5) one free throw attempt plus a penalty free throw attempt if the personal foul is on the defender and the offensive player is not in the act of attempting a field goal if the penalty situation is in effect.

(6) two free throw attempts and possession of the ball on the sideline nearest the spot where play was interrupted if an offensive player, or a teammate, is fouled while having a clear-path-to-the-basket. A clear-path-to-the-basket foul occurs if: (i) a personal foul is committed on any offensive player during his team's transition scoring opportunity; (ii) when the foul occurs, the ball is ahead of the tip of the circle in the backcourt, no defender is ahead of the offensive player with the scoring opportunity and that offensive player is in control of the ball or a pass to him has been released; and (iii) the defensive foul deprives the offensive team of a transition scoring opportunity. A clear-path-to-the-basket foul cannot occur if (i) the offensive player is fouled in the act of shooting or (ii) the foul is caused by the defender's attempt to intercept or deflect a pass intended for the offensive player with the transition scoring opportunity.

(7) two free throw attempts if a personal foul is committed against an offensive player without the ball when his team has at least a one-man advantage on a fast break and the defensive player takes a foul to stop play.

(8) one free throw attempt, and possession of the ball on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended, when a defender commits a transition take foul. The free throw may be attempted by any player on the offended team in the game at the time the foul was committed.

Section II—By Dribbler

a. A dribbler shall not (1) charge into an opponent who has established a legal guarding position, (2) attempt to dribble between two opponents, or (3) attempt to dribble between an opponent and a boundary, where sufficient space is not available for illegal contact to be avoided.

b. If a defender is able to establish a legal position in the straight line path of the dribbler, the dribbler must avoid contact by changing direction or ending his dribble.

c. The dribbler must be in control of his body at all times. If illegal contact occurs, the responsibility is on the dribbler.

PENALTY: The offender is assessed an offensive foul. There is no team foul. The ball is awarded to the offended team on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended.

EXCEPTION: Rule 3, Section I(a)

d. If a dribbler has sufficient space to have his head and shoulders in advance of his defender, the responsibility for illegal contact is on the defender.

e. If a dribbler has established a straight line path, a defender may not crowd him out of that path.

PENALTY: The defender shall be assessed a personal foul and a team foul. If the penalty is not in effect, the offended team is awarded the ball on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended. If the penalty is in effect, one free throw attempt plus a penalty free throw attempt is awarded.

Section III—By Screening

A player who sets a screen shall not (1) assume a position nearer than a normal step from an opponent, if that opponent is stationary and unaware of the screener's position, or make illegal contact with an opponent when he assumes a position at the side or front of an opponent, (2) assume a position so near to a moving opponent that he is not given an opportunity to avoid contact before making illegal contact, or (3) move laterally or toward an opponent being screened, after having assumed a legal position. The screener may move in the same direction and path of the opponent being screened.

In (2) above, the speed of the opponent being screened will determine what the screener's stationary position may be. This position will vary and may be one to two normal steps or strides from his opponent.

Section IV—Flagrant Foul

a. If contact committed against a player, with or without the ball, is interpreted to be unnecessary, a flagrant foul—penalty (1) will be assessed. A personal foul is charged to the offender and a team foul is charged to the team.

PENALTY: (1) Two free throws shall be attempted and the ball awarded to the offended team on either side of the court at the free throw line extended. (2) If the offended player is injured and unable to attempt his free throws, his coach will select one of the remaining four players in the game to attempt the free throws. (3) His coach will pick the substitute, who may not be replaced until the ball is legally touched by a player on the court. (EXCEPTION: Rule 3, Section V(e).) (4) The injured player may not return to the game. (EXCEPTION: Rule 9, Section II(a)(2).) (5) A player will be ejected if he commits two flagrant fouls in the same game.

b. If contact committed against a player, with or without the ball, is interpreted to be unnecessary and excessive, a flagrant foul—penalty (2) will be assessed. A personal foul is charged to the offender and a team foul is charged to the team.

PENALTY: (1) Two free throws shall be attempted and the ball awarded to the offended team on either side of the court at the free throw line extended. (2) If the offended player is injured and unable to attempt his free throws, his coach will select a substitute and any player from the team is eligible to attempt the free throws. (3) This substitute may not be replaced until the ball is legally touched by a player on the court. (EXCEPTION: Rule 3, Section V(e).) (4) The injured player may return to the game at any time after the free throws are attempted. (5) This is an unsportsmanlike act and the offender is ejected.

c. A flagrant foul may be assessed whether the ball is dead or alive.

d. A foul must be reviewed using Instant Replay to confirm it meets the criteria to be ruled a Flagrant (1) or (2).

Section V—Free Throw Penalty Situations

a. Each team is limited to four team fouls per regulation period without additional penalties. Common fouls charged as team fouls, in excess of four, will be penalized by one free throw attempt plus a penalty free throw attempt.

(1) The first four common fouls committed by a team in any regulation period shall result in the ball being awarded to the opposing team on the sideline nearest where play was interrupted. The ball shall be awarded no nearer to the baseline than the free throw line extended.

(2) The first three common fouls committed by a team in any overtime period, shall result in the ball being awarded to the opposing team on the sideline nearest where play was interrupted. The ball shall be awarded no nearer to the baseline than the free throw line extended.

(3) If a team has not committed its quota of four team fouls during the first ten minutes of any regulation period, or its quota of three team fouls during the first three minutes of any overtime period, it shall be permitted to incur one team foul during the last two minutes without penalty.

(4) During any overtime period, common fouls charged as team fouls in excess of three, will be penalized by one free throw plus a penalty free throw attempt.

(5) Personal fouls which are flagrant, punching, away-from-the-play, clear path-to-the-basket, or transition take foul, will carry their own separate penalties and are included in the team foul total.

(6) Personal fouls committed during a successful field goal attempt or free throw, which result in one free throw attempt being awarded, will not result in an additional free throw attempt if the penalty situation exists.

b. A maximum of three points may be scored by the same team on a successful two point field goal attempt.

c. A maximum of four points may be scored by the same team on a successful three point field goal attempt.

Section VI—Double Fouls

a. No free throw attempts will be awarded on double fouls, whether they are personal or technical.

- b. Double personal fouls shall add to a player's total, but not to the team total.
- c. If a double foul occurs, the team in possession of the ball at the time of the call shall retain possession. Play is resumed on the sideline, nearest the point where play was interrupted but no nearer to the baseline than the free throw line extended. The shot clock is reset to 24 seconds if the ball is to be inbounded in the team's backcourt, or stay the same or reset to 14, whichever is greater, if the ball is to be inbounded in the frontcourt.
- d. If a double foul occurs with neither team in possession, or when the ball is in the air on an unsuccessful field goal or free throw attempt, play will be resumed with a jump ball at the center circle between any two opponents in the game at that time. If injury, ejection, or disqualification makes it necessary for any player to be replaced, no substitute may participate in the jump ball. The jumper shall be selected from one of the remaining players in the game.
- e. If a double foul occurs on a successful field goal or free throw attempt, the team that has been scored upon will inbound the ball at the baseline as after any other score.
- f. If a double foul occurs as a result of a difference in opinion by the officials, no points can be scored and play shall resume with a jump ball at the center circle between any two opponents in the game at that time. No substitute may participate in the jump ball.

Section VII—Offensive Fouls

- a. A personal foul assessed against an offensive player which is neither punching or flagrant shall be penalized in the following manner:
 - (1) No points can be scored by the offensive team
 - (2) The offending player is charged with a personal foul
 - (3) The offending team is not charged with a team foulEXCEPTION: Rule 3, Section I(a). No penalty free throws are awarded.
 - (4) The ball is awarded to the offended team out-of-bounds on the sideline at the nearest spot where play was interrupted but no nearer to the baseline than the free throw line extended.
- b. A personal foul assessed against an offensive player which is punching or flagrant shall be penalized in the following manner:
 - (1) No points can be scored by the offensive team
 - (2) The offending player is charged with a personal foul
 - (3) The offending team is charged with a team foul
 - (4) Two free throw attempts are awarded to the offended player
 - (5) The ball shall be awarded at the free throw line extended

Section VIII—Loose Ball Fouls

- a. A personal foul, which is neither a punching or flagrant, committed while there is no team control shall be administered in the following manner:
 - (1) Offending team is charged with a team foul
 - (2) Offending player is charged with a personal foul
 - (3) Offended team will be awarded possession on the sideline, nearest the spot where play was interrupted but no nearer to the baseline than the foul line extended, if no penalty exists

- (4) Offended player is awarded one free throw attempt plus a penalty free throw attempt if the offending team is in a penalty situation
- b. If a “loose ball” foul called against the defensive team is then followed by a successful field goal, one free throw attempt will be awarded to the offended player, allowing for the three point or four point play. This interpretation applies:
- (1) Regardless of which offensive player is fouled
 - (2) Whether or not the penalty situation exists. The ball can never be awarded to the scoring team out-of-bounds following a personal foul which occurs on the same play
- c. If a “loose ball” foul called against the defensive team is followed by a successful free throw, one free throw will be awarded to the offended player whether or not the penalty is in effect.
- d. If a “loose ball” foul called against the offensive team is then followed by a successful field goal attempt by the same offensive player, no points may be scored.

Section IX—Punching Fouls

- a. Illegal contact called on a player for punching is a personal foul and a team foul. Two free throw attempts shall be awarded, regardless of the number of previous fouls in the period. The ball shall be awarded to the offended team out-of-bounds on either side of the court at the free throw line extended whether the free throw is successful or unsuccessful.
- b. Any player who throws a punch, whether it connects or not, has committed an unsportsmanlike act. He will be ejected following confirmation during review by instant replay and suspended for a minimum of one game.
- c. This rule applies whether play is in progress or the ball is dead.
- d. In the case where one punching foul is followed by another, all aspects of the rule are applied in both cases, and the team last offended is awarded possession on the sideline at the free throw line extended in the frontcourt.
- e. A fine not exceeding \$100,000 and/or suspension may be imposed upon such player(s) by the Commissioner at his sole discretion.

Section X—Away-From-The-Play Foul

- a. An away-from-the-play foul, which is defined in Rule 4, Section IV(h), shall be administered as follows:
- (1) A personal foul and team foul shall be assessed and one free throw attempt shall be awarded. The free throw may be attempted by any player in the game at the time the personal foul was committed.
 - (2) If the foul occurs when the ball is inbounds, the offended team shall be awarded the ball on the sideline at the nearest point where play was interrupted but no nearer to the baseline than the free throw line extended.
 - (3) If the foul occurs prior to the release on a throw-in, the offended team shall be awarded the ball at the original throw-in spot, with all privileges, if any, remaining.
- EXCEPTION: Rule 12B, Section X(b)
- b. In the event that the personal foul committed is a flagrant or punching foul, the play shall be administered as follows:
- (1) A personal foul and team foul shall be assessed and the free throw shooter shall be awarded two free throw attempts. The free throws may be attempted by any player in the game at the time the flagrant foul was committed.

(2) If a flagrant foul—penalty (1) is assessed and the offended player is unable to participate in the game, the substitute will be selected by his coach. The two free throws may be attempted by any of the four remaining players in the game. The ball will be awarded to the offended team at the free throw line extended in the frontcourt. The injured player may return to the game.

(3) If a flagrant foul—penalty (2) or punching foul is assessed and the offended player is unable to attempt his free throws because of injury, the substitute will be selected by his coach. The two free throws may be attempted by the substitute or any of the four remaining players in the game. If the offended player is unable to attempt his free throws as a result of being ejected, any of the four remaining players may attempt the free throws. The ball will be awarded to the offended team at the free throw line extended in the frontcourt. The injured player may return to the game.

Section XI—Transition Take Foul

a. A transition take foul, which is defined in Rule 4, Section IV(i), shall be administered as follows:

A personal foul and team foul shall be assessed and one free throw attempt shall be awarded. The free throw may be attempted by any player in the game at the time the personal foul was committed. After the free attempt, the offended team shall be awarded possession of the ball on the sideline nearest the spot where play was interrupted but no nearer to the baseline than the free throw line extended.

b. In the event that the personal foul committed is a flagrant or punching foul, the play shall be administered as follows:

(1) A personal foul and team foul shall be assessed and the free throw shooter shall be awarded two free throw attempts. The free throws may be attempted by any player in the game at the time the flagrant foul was committed.

(2) If a flagrant foul—penalty (1) is assessed and the offended player is unable to participate in the game, the substitute will be selected by his coach. The two free throws may be attempted by any of the four remaining players in the game. The ball will be awarded to the offended team at the free throw line extended in the frontcourt. The injured player may return to the game.

(3) If a flagrant foul—penalty (2) or punching foul is assessed and the offended player is unable to attempt his free throws because of injury, the substitute will be selected by his coach. The two free throws may be attempted by the substitute or any of the four remaining players in the game. If the offended player is unable to attempt his free throws as a result of being ejected, any of the four remaining players may attempt the free throws. The ball will be awarded to the offended team at the free throw line extended in the frontcourt. The injured player may return to the game.

RULE NO. 13—INSTANT REPLAY

Section I—Instant Replay Review Triggers

a. Instant replay will be triggered in the following situations:

(1) A field goal made with no time remaining on the clock (0:00) at the end of any period.

NOTE: Instant replay will NOT be used to check a successful basket in subsection (1) above if the throw-in, free throw attempt, or jump ball started with .2 or .1 on the game clock. The officials will judge the legality of the basket in these situations based on the guidelines as set forth in Comments on the Rules, Section II(L).

- (2) A foul called with no time remaining on the clock (0:00) at the end of any period.
- (3) Officials are not reasonably certain whether a personal foul called at any time during a game met the criteria for a flagrant foul.
- (4) An Altercation occurs. (For purposes of this instant replay rule only, an Altercation shall mean a situation in which (i) two or more players are engaged in (a) a fight or (b) a hostile physical interaction that is not part of normal basketball play and that does not immediately resolve by itself or with the intervention of game officials or players, or (ii) a player, coach, trainer, or other team bench person commits a hostile act against another player, referee, coach, trainer, team bench person, or spectator (including, for example, through the use of a punch, elbow, kick, blow to the head, shove, or thrown object.)
- (5) A play concludes (i) with no time remaining on the clock (0:00) at the end of any period or (ii) at a point when the game officials believe that actual time may have expired in any period; and the officials are reasonably certain that the game clock malfunctioned during the play.
- (6) Officials are not reasonably certain at any time during a game whether (i) a successful field goal was scored correctly as a two-point or three-point field goal, or (ii) in the case of a called shooting foul, whether the player was attempting a two-point or three-point field goal; provided that the Replay Center Official did not trigger instant replay to review these matters as permitted by Section I(b)(1) below.
- (7) Officials are not reasonably certain at any time during a game whether (i) a successful field goal was released prior to the expiration of the shot clock, provided that the Replay Center Official did not trigger instant replay to review this matter as permitted by Section I(b)(2) below, or (ii) a called foul was committed prior to the expiration of the shot clock.
- (8) Officials are not reasonably certain whether a personal foul called at any time during a game met the criteria for a clear-path-to-the-basket foul.
- (9) Officials are not reasonably certain as to which player should attempt free throws on a called foul.
- (10) Officials are not reasonably certain whether the ball touched the rim and thus whether the shot clock or game clock should be adjusted during the last two minutes of the fourth period or last two minutes of any overtime period(s).
- (11) Officials have determined that illegal contact has occurred on a block/charge foul but are not reasonably certain as to whether the defender was inside or outside the restricted area during the last two minutes of the fourth period or last two minutes of any overtime period(s).
- (12) Officials are not reasonably certain whether a goaltending or basket interference violation was called correctly during the last two minutes of the fourth period or last two minutes of any overtime period(s).
- (13) Officials are not reasonably certain whether an off-ball foul occurred (i) if the off ball foul is committed by a defensive player, prior to an offensive player beginning his shooting motion on a successful field goal or (ii) if the off ball foul is a double foul or committed by an offensive player, prior to (a) a defensive foul that was committed prior to the ball being released on a throw-in or (b) the ball being released on a successful field goal.
- (14) Officials are not reasonably certain whether a team had the correct number of players on the court while the ball is in play.

b. Instant replay will be immediately triggered by the Replay Center Official in the following situations:

(1) The Replay Center Official is not reasonably certain whether (i) a successful field goal was scored correctly as a two-point or three-point field goal during the first 46 minutes of regulation or first three minutes of any overtime period, or (ii) in the case of a called shooting foul at any time during a game, the Replay Center Official is not reasonably certain whether the player was attempting a two-point or three-point field goal.

NOTE: If the Replay Center Official did not trigger instant replay in accordance with Section I(b)(1) above, the on-court game officials retain the right to independently trigger instant replay (See Section I(a)(6)) within the time constraints set forth in Section II(f)(1) below.

(2) The Replay Center Official is not reasonably certain whether a successful field goal was released prior to expiration of the shot clock during the first 46 minutes of regulation or first three minutes of any overtime period.

NOTE: If the Replay Center Official did not trigger instant replay in accordance with Section I(b)(2) above, the on-court game officials retain the right to independently trigger instant replay (See Section I(a)(7)) within the time constraints set forth in Section II(g)(1) below.

Section II—Reviewable Matters

a. If an instant replay review is triggered as described in Section I(a)(1) above, the Replay Center Official will review the video to determine whether time on the game clock expired before the ball left the shooter's hand.

The Replay Center Official and on-court official(s) may also review the video to determine only the following other matters:

(1) If the shot was timely, whether the successful field goal was scored correctly as a two-point or three-point field goal.

(2) Whether the shooter committed a boundary line violation or the ball touched out-of-bounds prior to entering the basket.

For purposes of this review, the official will look only at the position of the shooter's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot.

(3) Whether the shot clock expired before the ball left the shooter's hand.

(4) Whether an 8-second backcourt violation occurred before the ball left the shooter's hand.

(5) Whether any unsportsmanlike acts or unnecessary contact occurred.

b. If an instant replay review is triggered as described in Section I(a)(2) above, the Replay Center Official and official who called the foul will review the video to determine the following: (i) whether a called foul that is not committed on or by a player in the act of shooting occurred prior to the expiration of time on the game clock; or (ii) for a called foul that is committed on or by a player in the act of shooting: (a) whether the foul occurred prior to the expiration of time on the game clock; or (b) whether the shooter released the ball prior to the expiration of time on the game clock if the foul occurred after the expiration of time.

The Replay Center Official and on-court official(s) may also review the video to determine only the following other matters:

(1) Whether the shooter fouled was attempting a two-point or three-point field goal.

(2) Whether a player fouled committed a boundary line violation prior to the foul or the ball touched out-of-bounds on a successful basket.

For purposes of this review, the Replay Center Official will look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the foul.

(3) Whether the shot clock expired before the foul occurred.

(4) Whether an 8-second backcourt violation occurred before the player was fouled.

(5) Whether any unsportsmanlike acts or unnecessary contact occurred.

(6) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

c. If an instant replay review is triggered as described in Section I(a)(3) above, the Replay Center Official and on-court officials will review the video to determine only the following issues:

(1) Whether the personal foul should stand or be ruled a flagrant foul penalty 1 or 2 or a technical foul.

(2) Whether any other players committed unsportsmanlike acts or unnecessary contact immediately prior to and/or immediately following the calling of the foul.

(3) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

d. If an instant replay review is triggered as described in Section I(a)(4) above, the Replay Center Official and on-court officials will review the video to determine only the following issues:

(1) The identity of all players, coaches, trainers, or team bench persons involved in the Altercation and the action immediately prior to and immediately following the Altercation.

(2) The level of involvement of each such player, coach, trainer, or team bench person.

(3) The appropriate penalty to be assessed against each such player, coach, trainer, or team bench person.

(4) Whether a flopping violation proximate to the Altercation should be assessed or rescinded

e. If an instant replay review is triggered as described in Section I(a)(5) above, the Replay Center Official and on-court official(s) will review the video to determine the following issues:

(1) The proper time (if any) on the game clock following the clock malfunction by determining how much time on the game clock actually expired.

(2) For a successful field goal, whether the ball left the shooter's hand prior to the expiration of actual time.

(3) Whether a called foul that is not committed on or by a player in the act of shooting occurred prior to the expiration of actual time.

(4) For a called foul that is committed on or by a player in the act of shooting:

(i) whether the foul occurred prior to the expiration of actual time; or

(ii) whether the shooter released the ball prior to the expiration of actual time if the foul occurred after the expiration of actual time.

The Replay Center Official and on-court officials may also review the video to determine only the following other matters:

(5) If the shot was timely, whether the successful field goal was scored correctly as a two-point or three-point field goal or, in the case of a shooting foul, whether the shooter fouled was attempting a two-point or three-point field goal.

(6) Whether the shooter committed a boundary line violation or the ball touched out-of-bounds prior to entering the basket or, in the case of a foul, whether the player fouled committed a boundary line violation. For purposes of this review, the Replay Center Official will look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(7) Whether the shot clock expired before the ball left the shooter's hand or the foul occurred.

(8) Whether an 8-second backcourt violation occurred before the ball entered the frontcourt.

(9) Whether any unsportsmanlike acts or unnecessary contact occurred.

NOTE: If time is added to the game clock:

(i) The team with possession of the ball when the horn or whistle sounds will retain possession on the sideline at the nearest spot.

(ii) If the ball is released on an unsuccessful field goal attempt or is loose when the horn or whistle sounds, the ball will be jumped at center circle between any two opponents in the game (except that, if a team would have imminently gained possession of the ball at the time of the stoppage, such team would be awarded possession pursuant to Rule 4, Section XIV).

(iii) If the horn or whistle sounds while a successful field goal is in flight, the opposing team will inbound on the baseline as after any successful field goal.

f. If an instant replay review is triggered as described in Section I(a)(6) above, the Replay Center Official and on-court official(s) will review the video to determine the following issues:

(1) Whether the successful field goal was scored correctly as a two-point or three-point field goal. Prior to the last two minutes of the 4th period or the last two minutes of any overtime period, the review must take place prior to the end of the next timeout or period break following the basket in question.

During the last two minutes of the 4th period or the last two minutes of any overtime period, the review must take place at the next clock stoppage, including immediately upon a successful basket when the clock stops in the last two minutes. If a successful two-point/three-point field goal is not reviewed in accordance with the foregoing timing rules, the play can no longer be reviewed once the ball is inbounded and touched on the court, a personal foul is assessed or violation is whistled.

(2) Whether the shooter fouled was attempting a two-point or three-point field goal. During the entire game, the review must take place prior to the shooter releasing the first free throw attempt.

The Replay Center Official and on-court official(s) may also review the video to determine only the following other matters:

(3) Whether the shooter committed a boundary line violation or the ball touched out-of-bounds prior to entering the basket or, in the case of a foul, whether the player fouled committed a boundary line violation. For purposes of this review, the Replay Center Official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(4) Whether the shot clock expired before the ball left the shooter's hand or the foul occurred.

(5) Whether any unsportsmanlike acts or unnecessary contact occurred.

(6) During the last two minutes of the 4th period or last two minutes of any overtime period, in the case of a foul, whether a flopping violation proximate to the called foul should be assessed or rescinded.

g. If an instant replay review is triggered as described in Section I(a)(7) above, the Replay Center Official and the official who called the foul will review the video to determine the following issues:

- (1) Whether time on the shot clock expired before the ball left the shooter's hand. Prior to the last two minutes of the 4th period or the last two minutes of any overtime period, the review must take place prior to the end of the next timeout or period break following the basket in question. During the last two minutes of the 4th period or the last two minutes of any overtime period, the review will take place at the next clock stoppage, including immediately upon a successful basket when the clock stops in the last two minutes. If a shot clock violation is not reviewed in accordance with the foregoing timing rules, it may not be reviewed thereafter.
- (2) Whether a called foul that is not committed on or by a player in the act of shooting occurred prior to the expiration of time on the shot clock.
- (3) For a called foul that is committed on or by a player in the act of shooting: whether the foul occurred prior to the expiration of time on the shot clock; or (ii) whether the shooter released the ball prior to the expiration of time on the shot clock if the foul occurred after the expiration of time on the shot clock.

During the entire game, the review of a foul occurring as the shot clock expires must take place prior to the shooter releasing the first free throw attempt or prior to the subsequent inbound of the ball.

The Replay Center Official and on-court official(s) may also review the video to determine only the following other matters:

- (4) If the shot was timely, whether the successful field goal was scored correctly as a two-point or three-point field goal or, in the case of a shooting foul, whether the shooter fouled was attempting a two-point or three-point field goal.
- (5) Whether the shooter committed a boundary line violation or the ball touched out-of-bounds prior to entering the basket or, in the case of a foul, whether the player fouled committed a boundary line violation. For purposes of this review, the Replay Center Official would look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).
- (6) Whether an 8-second backcourt violation occurred before the ball left the shooter's hand or the player was fouled.
- (7) Whether any unsportsmanlike acts or unnecessary contact occurred.
- (8) In the case of a foul, whether a flopping violation proximate to the called foul should be assessed or rescinded.

h. If an instant replay review is triggered as described in Section I(a)(8) above, the Replay Center Official and the official who called the foul would review the video to determine whether:

- (1) When the foul was called, the ball is ahead of the tip of the circle in the backcourt, no defender is ahead of the offensive player with the scoring opportunity and that offensive player is in control of the ball or a pass to him has been released.
- (2) The foul deprived the offensive team of a transition scoring opportunity.
- (3) The foul was committed prior to the offensive player starting his shooting motion.
- (4) The foul was caused by the defender's attempt to intercept or deflect a pass intended for the player with the transition scoring opportunity.
- (5) Any unsportsmanlike acts or unnecessary contact occurred.
- (6) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

i. If an instant replay review is triggered in Section I(a)(9) above, the Replay Center Official and the official who called the foul will review the video to determine which player was fouled. The review must take place prior to the first free throw being released. The Officials would not review video to determine which player committed the foul in question.

The Replay Center Official and on-court officials may review the video to determine only the following other matters:

(1) Whether the shooter fouled was attempting a two-point or three-point field goal.

(2) Whether the player fouled committed a boundary line violation prior to the foul.

For purposes of this review, the official will look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the foul.

(3) Whether the shot clock expired before the foul occurred.

(4) Whether an 8-second backcourt violation occurred before the player was fouled.

(5) Whether any unsportsmanlike acts or unnecessary contact occurred.

(6) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

j. If an instant replay review is triggered in Section I(a)(10) above, the Replay Center Official will review the video to determine whether the ball touched the rim, and make any adjustments to the game clock, shot clock, score, and possession that are appropriate in accordance with the following:

(1) If play has stopped following the offensive team retaining possession (e.g., the offensive team has made a successful field goal, or a violation or foul has been called), the play must be reviewed immediately upon such stoppage of play and:

(i) For a successful field goal, the Replay Center Official will time the play to determine whether the field goal was released prior to the expiration of the 24 second shot clock. If the Replay Center Official determines that the ball was released before the shot clock expired, the points will count and the opposing team will inbound on the baseline as after any successful field goal. If the Replay Center Official determines that the ball was released after the shot clock should have expired, the points will not count and the opposing team will be awarded the ball at the free throw line extended.

(ii) For a called foul, the Replay Center Official and official who called the foul will time the play to determine whether the foul occurred prior to the expiration of the shot clock or, in the case of a called foul that is committed on a player in the act of shooting, whether the shooter released the ball prior to the expiration of the shot clock. If the Replay Center Official and official determines that the foul occurred or the ball was released prior to the expiration of the shot clock, the called foul will be upheld. If the Replay Center Official determines that the foul occurred or the ball was released after the expiration of the shot clock, the called foul will be overturned and a shot clock violation assessed. (EXCEPTION: Flagrant fouls and unsportsmanlike acts and points scored therefrom will not be nullified.)

(iii) If the ball is caused to become out-of-bounds by the defensive team or a defensive violation is assessed, the Replay Center Official will time the play to determine how much time should be on the shot clock or if a shot clock violation should be assessed.

(2) If play is continuous (i.e., if there is no stoppage in play following the offensive team retaining possession of the ball), the officials will stop play during the first pause

in action prior to any subsequent change of possession. If the Replay Center Official determines following the review that the shot clock is correct (i.e., no adjustment is required), then play will resume from the point of interruption. If the Replay Center Official determines that the shot clock is incorrect, then the shot clock will be reset to the time the ball was possessed by the offensive team following the ball touching (or not touching) the rim, and the game clock will also be reset to reflect the change. The ball will be inbounded on the sideline nearest the spot where the ball was possessed.

(3) If play is stopped while neither team is in possession of the ball and the Replay Center Official determines following the review that a shot clock violation has not occurred, then possession shall be awarded to a team if, at the time of the whistle, such team clearly and conclusively would have imminently gained possession of the ball, as determined by (1) the proximity of opposing player(s) to the ball (or lack thereof), and (2) the actual outcome of the play in the natural and immediate aftermath of the whistle.

(4) Whether any unsportsmanlike acts or unnecessary contact occurred.

If an instant replay review for a shot clock adjustment is not reviewed in accordance with the timing rules set forth above, it may not be reviewed at any point thereafter.

The Replay Center Official will have the final ruling on all other scenarios and clock adjustments.

k. If an instant replay review is triggered as described in Section I(a)(11) above, the Replay Center Official and the official who called the foul will review the video to determine:

(1) Whether the defender was inside or outside the restricted area.

(2) Whether the defender was in a legal guarding position.

(3) Whether any unsportsmanlike acts or unnecessary contact occurred.

(4) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

l. If an instant replay review is triggered as described in Section I(a)(12) above, the Replay Center Official would review the video in accordance with Rule 11, Section I. The Replay Center Official and on-court officials(s) may also review the video to determine only the following other matters:

(1) If goaltending or basket interference was ruled prior to the ball touching the rim, whether the shooter committed a boundary line violation. For purposes of this review, the Replay Center Official will look only at the position of the shooter's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot and the flight of the ball.

(2) If goaltending or basket interference was ruled prior to the ball touching the rim, whether an 8-second backcourt violation occurred before the ball left the shooter's hand.

(3) Whether any unsportsmanlike acts or unnecessary contact occurred.

If the instant replay review results in the call on the floor being overturned, play is resumed at the point of interruption (as defined in Rule 4, Section XIV).

m. If an instant replay review is triggered as described in Section I(a)(13) above, the Replay Center Official and the official who called the foul will review the video to determine:

(1) Whether the shot clock expired before the foul occurred.

(2) Whether an 8-second backcourt violation occurred before the player was fouled.

(3) Whether any unsportsmanlike acts or unnecessary contact occurred.

(4) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

n. If an instant replay review is triggered as described in Section I(a)(14) above, the Replay Center Official would review the video in accordance with Rule 12A, Section III. The Replay Center Official and on-court official(s) may also review the video to determine whether any unsportsmanlike acts or unnecessary contact occurred.

o. If an instant replay review is triggered as described in Section I(b)(1), the Replay Center Official will immediately review the video to determine the following issues:

(1) Whether the successful field goal was scored correctly as a two-point or three-point field goal.

(2) Whether the shooter fouled was attempting a two-point or three-point field goal. The Replay Center Official will also review the video to determine only the following other matters:

(3) Whether the shooter committed a boundary line violation or the ball touched out-of-bounds prior to entering the basket or, in the case of a foul, whether the player fouled committed a boundary line violation. For purposes of this review, the Replay Center Official will look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(4) Whether the shot clock expired before the ball left the shooter's hand or the foul occurred.

The Replay Center Official's review must take place within the same time constraints set forth in Section II(f)(1) above.

p. If an instant replay review is triggered as described in Section I(b)(2) above, the Replay Center Official will immediately review the video to determine whether time on the shot clock expired before the ball left the shooter's hand.

The Replay Center Official may also review the video to determine only the following other matters:

(1) If the shot was timely, whether the successful field goal was scored correctly as a two-point or three-point field goal.

(2) Whether the shooter committed a boundary line violation or the ball touched out-of-bounds prior to entering the basket. For purposes of this review, the Replay Center Official will look only at the position of the player's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot or the foul (as applicable).

(3) Whether an 8-second backcourt violation occurred before the ball left the shooter's hand or the player was fouled.

The Replay Center Official's review must take place within the same time constraints set forth in Section II(g)(1) above.

NOTE: For purposes of Section II (b, c, d, f, g, h, i, k, and m) above, the factors that will be considered in determining whether a prior flopping violation is proximate to the called foul include (1) whether the player(s) involved in the flopping violation are the same or different players than the ones involved in the called foul under review, (2) the distance between the flopping violation, and the called foul under review, and (3) the time elapsed between the flopping violation, and the called foul under review.

Section III—Replay Review Process

a. Except as set forth in Rule 14 below, replay reviews will be triggered by the on-court game officials and Replay Center Official in accordance with the rules set forth in Section I above. The Replay Center Official will determine the final outcome on all replays triggered pursuant to Section I above except Flagrant Fouls and Altercations, which will be decided by the on-court officials, with personnel in the Replay Center playing a supporting role. In all cases, the two game officials will inform both team benches that the play will be reviewed. For replay reviews to be determined by the Replay Center Official, the calling official, and the crew chief at his/her discretion, will go to the scorer's table and put on the headset to receive the ruling from the Replay Center Official and the other on-court official(s) will prepare the players to return to play. If the ruling is to be made by the on-court officials, the crew chief and a second official will go to the scorer's table and make the ruling with the assistance of the Replay Center Official. The third official will monitor the benches.

b. Replay reviews should be conducted within two minutes. Notwithstanding this general rule, discretion will be used to extend the review period as reasonably necessary under unusual circumstances, such as when the play could lead to an ejection (e.g., flagrant fouls/penalty 2), technical issues arise with the replay system, the outcome of the replay review requires multiple replay review angles, or additional angles are imminent. In addition, replay reviews of Altercations should be concluded within whatever time is reasonably necessary, even if that time period extends beyond two minutes.

c. If the replay system is not functioning properly, or not available, the officials will use the nearest courtside broadcast production TV monitor available.

d. The Replay Center Official will use the following to make his/her ruling in the order listed below regarding scoring, timing, or fouls at the end of any period:

- (1) Game clock or shot clock on top of backboard
- (2) LED lights
- (3) Game clock on the facades of the balcony
- (4) Game clock on scoreboards hanging from the ceiling
- (5) Superimposed TV clocks

EXCEPTION: For clock malfunctions when clocks start early, late, or freeze—the Replay Center Official will use the digital clock in the Replay Center to make the final ruling.

e. The officials will keep both teams on the court at the end of the second period if replay is being used to determine if a foul was called prior to expiration of the period or if there is any question whether the shooter committed a shot clock violation, 8-second violation, or boundary line violation where time may be added to the game clock.

f. The officials will keep both teams on the court anytime replay is used at the end of the fourth period or overtime period.

RULE NO. 14—COACH’S CHALLENGE

Section I—Overview

a. A head coach may trigger instant replay review of certain events subject to the terms and conditions set forth in this rule. Instant replay review triggered pursuant to this rule shall be referred to as a “Coach’s Challenge” (or “Challenge” for short).

b. Each team is entitled to one Challenge per game. If a team’s first Challenge is successful, the team will be awarded a second Challenge.

c. A team may utilize a Challenge to trigger instant replay review of only the following three events: (1) a called personal foul charged to its own team, (2) a called out-of-bounds violation where its own team was not awarded possession, or (3) a called goaltending or basket interference violation; provided that, in the last two minutes of the fourth period and last two minutes of any overtime, a team is no longer able to utilize a Challenge to trigger instant replay review of a called goaltending or basket interference violation, as review of these events during these periods will be exclusively triggered by the on-court game officials.

NOTE: A Coach’s Challenge is the only mechanism to trigger replay review of out-of-bounds violations at any point during the game.

d. Any called foul, violation, or other decision by the game officials not listed in Section I(c) above, or any non-call, is not a challengeable event. For clarity, instant replay review of the following events, among others, may not be triggered by a Challenge: (1) a called personal foul charged to the opposing team, (2) continuation—e.g., whether a defensive foul occurred prior to the offensive player beginning his shooting motion, (3) a Technical Foul or Flagrant Foul, and (4) violations such as traveling, carrying, double dribble, flopping, or an offensive or defensive three-seconds. As set forth in Section III(a)(3) below, any aspect related to continuation constitutes a reviewable matter when a called foul is properly challenged, but continuation is not by itself an independent challengeable event.

Section II—Procedure to Initiate the Challenge

a. To initiate a Challenge, the challenging team must take the following steps in sequence:

(1) The challenging team must call a legal timeout immediately after the call in question (unless a mandatory timeout or timeout called by the opposing team is already underway);

(2) The challenging team’s head coach must simultaneously signal for a Challenge by utilizing the instant replay signal (i.e., twirling an index finger) toward the game official(s) during the same interaction with the game official(s) in which the timeout was called or, if the timeout was called by a player on the challenging team, the challenging team’s head coach must simultaneously signal for the Challenge by utilizing the instant replay signal toward the game officials as the game official is notifying the scorekeeper of the timeout; and

(3) During the same interaction with the game official(s) in which the challenging team’s head coach signaled for the Challenge, the challenging team’s head coach must notify the game official(s) of the specific event that the team is challenging.

For purposes of this rule only, “immediately” shall mean that a timeout is called prior to the ball being given to the thrower-in, the ball being given to the free throw shooter, or the ball being tossed on a jump ball, whichever is applicable (unless a mandatory timeout or timeout called by the opposing team is already underway).

b. To initiate a Challenge of an event that immediately preceded a mandatory timeout or timeout called by the opposing team, no later than 30 seconds from the start of the timeout (as measured by the timeout clock), the challenging team’s head coach must take the following steps in sequence:

(1) Signal for a Challenge by utilizing the instant replay signal toward the game officials; and

(2) During the same interaction with the game official(s) in which the challenging team's head coach signaled for the Challenge, the challenging team's head coach must notify the game official(s) of the specific event that the team is challenging.

c. In the event the game officials conference to determine the call on the floor (and, as a result, the final ruling on the play is unknown for a period of time), the window of time within which a team must immediately challenge the call starts after the officials notify the negatively affected team of the final ruling on the play. The negatively affected team's window to challenge the final ruling on the play ends when the ball is given to the inbounder or free throw shooter, jump-ball is tossed, or 30 seconds after the team has been notified of the final ruling on the play in the event that a mandatory timeout or timeout by the opposing team has been called (whichever is applicable).

d. A team loses its opportunity to challenge the prior call if it is called for a delay-of-game after the call in question but prior to calling timeout and simultaneously signaling for a Challenge.

e. Once instant replay review is triggered by a valid Challenge, the official will notify the official scorer of the Challenge. The official scorer shall immediately record the Challenge and, once the instant replay review process is complete, the outcome of the Challenge (including whether the Challenge resulted in a loss of one timeout for the challenging team).

Section III—Reviewable Matters

a. If an instant replay review of a called foul is triggered by a Challenge, the on-court crew chief will review the video to evaluate whether the foul being challenged was correctly called.

The on-court crew chief may also review the video to determine only the following other matters:

- (1) Whether the correct player (including a player on the opposing team) was called for the foul;
- (2) Whether a different foul proximate to the called foul should have been called;
- (3) Any aspect related to continuation, including, but not limited to:
 - (a) Whether the foul occurred prior to the offensive player beginning his shooting motion if the foul is committed by a defensive player;
 - (b) Whether a made basket that the on-court game officials counted shall not count because an offensive player committed a violation after the offensive player gathered the ball; and
 - (c) Whether a made basket disallowed by the on-court game officials shall count because the shot constituted legal continuation.
- (4) Whether a goaltending or basket interference violation occurred on the play;
- (5) Whether the game clock expired prior to the foul;
- (6) Whether the shot clock expired prior to the foul;
- (7) If an offensive player was fouled while in possession of the ball, whether the player who was fouled committed a boundary line violation either just prior to or after the foul;
- (8) Whether an 8-second backcourt violation occurred before the player was fouled; and
- (9) Whether any unsportsmanlike acts or unnecessary contact occurred.
- (10) Whether a flopping violation proximate to the called foul should be assessed or rescinded.

NOTE: For purposes of Section III (a) (2 and 10) above, the factors that will be considered in determining whether a prior uncalled foul and/or flopping violation is proximate to the called foul include (1) whether the players involved in the uncalled foul and/or flopping violation are the same or different players than the ones involved in the called foul under review, (2) the distance between the uncalled foul and/or flopping violation, and the called foul under review, and (3) the time elapsed between the uncalled foul and/or flopping violation, and the called foul under review.

b. If an instant replay review of an out-of-bounds violation is triggered by a Challenge, the Replay Center Official will review the video to evaluate whether the out-of-bounds violation was correctly called.

The Replay Center Official may also review the video to determine only the following other matters:

- (1) Whether the game clock expired prior to the ball being out-of-bounds;
- (2) Whether the shot clock expired prior to the ball being out-of-bounds;
- (3) Whether an 8-second backcourt violation occurred prior to the ball being out-of-bounds;
- (4) How much time remains in the period and/or on the shot clock;
- (5) Whether any unsportsmanlike acts or unnecessary contact occurred; and
- (6) If the out-of-bounds violation called on the floor is overturned and that call occurred simultaneous to a successful shot attempt by the offensive player, whether the whistle sounded before or after the player started his shooting motion (See Rule 14, Section VI).
- (7) Whether a foul proximate to the out-of-bounds violation should have been called.

NOTE: For purposes of Section III (b) (7) above, the factors that will be considered in determining whether a prior uncalled foul is proximate to the out-of-bounds violation include (1) whether the players involved in the uncalled foul are the same or different players than the ones involved in the out-of-bounds violation under review, (2) the distance between the uncalled foul and the out-of-bounds violation under review, and (3) the time elapsed between the uncalled foul and the out-of-bounds violation under review.

c. If an instant replay review of a goaltending or basket interference violation is triggered by a Challenge, the Replay Center Official will review the video to evaluate whether the call on the floor was correct.

The Replay Center Official may also review the video to determine only the following other matters:

- (1) If goaltending or basket interference was ruled prior to the ball touching the rim, whether the shooter committed a boundary line violation; provided that, for purposes of this review, the Replay Center Official will look only at the position of the shooter's feet at the moment they last touched the floor immediately prior to (or, if applicable, during) the release of the shot and the flight of the ball;
- (2) If goaltending or basket interference was ruled prior to the ball touching the rim, whether an 8-second backcourt violation occurred before the ball left the shooter's hand; and
- (3) Whether any unsportsmanlike acts or unnecessary contact occurred.

Section IV—Replay Review Process

a. The on-court crew chief will determine the final outcome when instant replay review of a called foul is triggered by a Challenge, with personnel in the Replay Center playing a supporting role.

b. The Replay Center Official will determine the final outcome when instant replay review of a called out-of-bounds violation or called goaltending or basket interference violation is triggered by a Challenge.

EXCEPTION: For pre-season or regular season games conducted outside an NBA arena, the on-court crew chief will determine the final outcome of any replay review triggered by a Challenge.

c. To overturn a challenged event or to change the outcome of a reviewable matter via a Challenge, there must be clear and conclusive visual evidence that the initial adjudication of that aspect of the play was incorrect.

d. Once the instant replay review process is triggered by a Challenge, the on-court crew chief or Replay Center Official (as appropriate) shall arrive at one of two determinations with respect to the call that was challenged:

(1) The call stands (i.e., there is not clear and conclusive visual evidence that the call was incorrect); or

(2) The call is overturned (i.e., there is clear and conclusive visual evidence that the call was incorrect).

Section V—Impact on Timeouts

a. If the call subject to review pursuant to a Challenge is not overturned, the Challenge is deemed unsuccessful and the challenging team loses its timeout.

b. If the call subject to review pursuant to a team's first Challenge is overturned, the Challenge is deemed successful and the challenging team retains its timeout unless the timeout taken in conjunction with the Challenge initiated a mandatory timeout, and is awarded a second Challenge.

If a Challenge is utilized to trigger instant replay review of a called foul, that Challenge shall only be deemed successful if the called foul is overturned (i.e., not assigned to the player who was originally called for the foul) because the review results in either:

(1) No foul assigned to any player (including if the foul was overturned because a reviewable violation occurred prior to the foul); or

(2) A foul assigned to a different player (including a different player on the challenging team).

If a Challenge is utilized to trigger instant replay review of a called foul, that Challenge shall be deemed unsuccessful if the foul remains assigned to the player originally called for the foul regardless of whether any other reviewable matters are changed to the challenging team's benefit. For the sake of clarity, it shall be deemed an unsuccessful Challenge if a called foul is not overturned but changed from a shooting foul (that would have resulted in free throws for the opposing team) to a non-shooting foul (that does not result in free throws for the opposing team).

If a Challenge is utilized to trigger instant replay review of an out-of-bounds violation, that Challenge shall only be deemed successful if the call on the floor is overturned to the challenging team's benefit because the review results in:

(1) Possession awarded to the challenging team (after the officials on the floor had (i) awarded possession to the opposing team, or (ii) been unable to determine which team last touched the ball and thus signaled for a jump ball);

(2) A jump ball, based on clear and conclusive visual evidence that both teams simultaneously last touched the ball (after the officials on the floor had awarded possession to the opposing team); or

(3) A foul proximate to the out-of-bounds violation assessed to the opposing team and possession awarded to the challenging team.

If a team utilizes its second Challenge, the challenging team will not retain the timeout used to initiate its second Challenge even if the Challenge is successful.

c. If a team utilizes a Challenge to trigger instant replay review of an event that immediately preceded the challenging team's mandatory timeout, the challenging team will lose its mandatory timeout (even if the Challenge is successful). If the Challenge is unsuccessful, the challenging team will only be charged one timeout (i.e., it will not be charged a timeout for both the mandatory timeout and the Challenge).

d. If a team utilizes its first Challenge to trigger instant replay review of an event that preceded the opposing team's mandatory timeout, the team that is ultimately charged with the timeout depends on whether the Challenge is successful:

(1) If the Challenge is unsuccessful, the challenging team will be assigned the timeout and, notwithstanding that the Challenge coincided with the opposing team's mandatory timeout, the opposing team will not be charged for the timeout (and, if another mandatory timeout is remaining in the period, the next mandatory timeout will be assigned to the opposing team); and

(2) If the Challenge is successful, the challenging team will not be assigned a timeout and the opposing team will be charged with the timeout.

If a team utilizes its second Challenge to trigger instant replay review of an event that preceded the opposing team's mandatory timeout, the challenging team will be assigned the timeout (even if the Challenge is successful).

e. If a team utilizes its first Challenge to trigger instant replay review of an event that preceded a timeout called by the opposing team, the team that is ultimately charged with the timeout depends on whether the Challenge is successful:

(1) If the Challenge is unsuccessful, the challenging team will be assigned the timeout and, notwithstanding that the opposing team initially called the timeout, the opposing team will not be charged for the timeout; and

(2) If the Challenge is successful, the challenging team will not be assigned a timeout and the opposing team will be charged with the timeout.

If a team utilizes its second Challenge to trigger instant replay review of an event that preceded a timeout called by the opposing team, the challenging team will be assigned the timeout (even if the Challenge is successful).

f. If a team attempts to utilize a Challenge to trigger instant replay review of an event when that team has no remaining timeouts, no Challenge will take place, and that team shall be charged with an excessive timeout, for which the penalty is a Technical Foul.

g. If a team attempts to utilize a Challenge to trigger instant replay of an event that may not be reviewed, the team will be charged a timeout but retain its Challenge.

Section VI—Resumption of Play

If a Challenge results in the call on the floor being overturned following instant replay review, play is resumed at the point of interruption (as defined in Rule 4, Section XIV).

For purposes of this rule only, the point of interruption is where the ball is located when the whistle sounds; provided that:

(1) If the defensive team utilizes a Challenge to trigger instant replay review of a defensive foul that occurred after an offensive player started his shooting motion on a successful shot attempt, and the defensive foul itself is overturned after the replay review, the basket shall count (regardless of when the whistle sounded) and the defensive team is awarded the ball to start the next possession; and

(2) If the offensive team utilizes a Challenge to trigger instant replay review of an out-of-bounds violation that occurred simultaneous to a successful shot attempt by the offensive player and the whistle sounded after the offensive player started his shooting motion, and the out-of-bounds violation is overturned after replay review, the basket shall count and the defensive team is awarded the ball to start the next possession.

COMMENTS ON THE RULES

I. GUIDES FOR ADMINISTRATION AND APPLICATION OF THE RULES

Each official should have a definite and clear conception of their overall responsibilities. It is essential for them to know, understand and implement the rules as intended. If all officials possess the same conception, there will be a guaranteed uniformity in the administration of all contests.

The restrictions placed upon the player by the rules are intended to create a balance of play, equal opportunity for the defense and the offense, provide reasonable safety and protection for all players and emphasize cleverness and skill without unduly limiting freedom of action of player or team.

The purpose of penalties is to compensate a player who has been placed at a disadvantage through an illegal act of an opponent and to restrain players from committing acts which, if ignored, might lead to roughness even though they do not affect the immediate play.

II. BASIC PRINCIPLES

A. CONTACT SITUATIONS

1. Incidental Contact

The mere fact that contact occurs does not necessarily constitute a foul. Contact which is incidental to an effort by a player to play an opponent, reach a loose ball, or perform normal defensive or offensive movements, should not be considered illegal. If, however, a player attempts to play an opponent from a position where he has no reasonable chance to perform without making contact with his opponent, the responsibility is on the player in this position.

The hand is considered "part of the ball" when it is in contact with the ball. Therefore, contact on that part of the hand by a defender while it is in contact with the ball is not illegal.

2. Guarding an Opponent

In all guarding situations, a player is entitled to any spot on the court he desires, provided he legally gets to that spot first and without contact with an opponent. If a defensive or offensive player has established a position on the floor and his opponent initiates contact that results in the dislodging of the opponent, a foul should be called IMMEDIATELY.

During all throw-ins, the defensive player(s) must be allowed to take a position between his man and the basket.

A player may continue to move after gaining a guarding position in the path of an opponent provided he is not moving directly or obliquely toward his opponent when contact occurs. A player is never permitted to move into the path of an opponent after the opponent has started his upward jumping motion.

A player who extends a hand, forearm, shoulder, hip or leg into the path of an opponent and thereby causes contact is not considered to have a legal position in the path of an opponent.

A player is entitled to a vertical position even to the extent of jumping straight-up or holding his arms above his shoulders, as in post play or when double-teaming in pressing tactics.

Any player who conforms to the above is absolved from responsibility for any contact by an opponent which may dislodge or tend to dislodge such player from the position which he has attained and is maintaining legally. If contact occurs, the official must decide whether the contact is incidental or a foul has been committed.

3. Screening

When a player screens in front of or at the side of a stationary opponent, he may be as close as he desires providing he does not make contact. His opponent can see him and, therefore, is expected to detour around the screen.

If he screens behind a stationary opponent, the opponent must be able to take a normal step backward without contact. Because the opponent is not expected to see a screener behind him, the player screened is given latitude of movement. The defender must be given an opportunity to change direction and avoid contact with the screener.

To screen a moving opponent, the player must stop soon enough to permit his opponent the opportunity to avoid contact. The distance between the player screening and his opponent will depend upon the speed at which the players are moving.

If two opponents are moving in the same direction and path, the player who is behind is responsible for contact. The player in front may stop or slow his pace, but he may not move backward or sideward into his opponent. The player in front may or may not have the ball. This situation assumes the two players have been moving in identically the same direction and path before contact.

4. The Dribble

If the dribbler's path is blocked, he is expected to pass or shoot; that is, he should not try to dribble by an opponent unless there is a reasonable chance of getting by without contact.

B. FOULS: FLAGRANT—UNSPORTSMANLIKE

To be unsportsmanlike is to act in a manner unbecoming to the image of professional basketball. It consists of acts of deceit, disrespect of officials and profanity. The penalty for such action is a technical foul. Repeated acts shall result in expulsion from the game and a minimum fine of \$2,000.

A flagrant foul—penalty (1) is unnecessary contact committed by a player against an opponent.

A flagrant foul—penalty (2) is unnecessary and excessive contact committed by a player against an opponent. It is an unsportsmanlike act and the offender is ejected following confirmation by instant replay review.

The offender will be subject to a fine not exceeding \$100,000 and/or suspension by the Commissioner.

See Rule 12B, Section IV for interpretation and penalties.

C. BLOCK-CHARGE

A defensive player is permitted to establish a legal guarding position in the path of a dribbler regardless of his speed and distance.

A defensive player is not permitted to move into the path of an offensive player once he has started his upward motion to attempt a field goal or pass.

A defensive player must allow a moving player the opportunity to avoid contact when the offensive player receives a pass outside the lower defensive box. The lower defensive box is the area between the 3-foot posted-up marks, the bottom tip of the circle and the endline.

A defensive player must allow an airborne player the opportunity to land and then avoid contact when the offensive player is outside the lower defensive box.

A defensive player is permitted to establish a legal guarding position in the path of an offensive player who receives a pass inside the lower defensive box regardless of his speed and distance.

A defensive player must allow an airborne player who receives a pass the space to land when the offensive player is inside the lower defensive box.

A player must allow a moving opponent without the ball the opportunity to avoid contact if he moves into his path.

The speed of the player will determine the amount of distance an opponent must allow.

If an offensive player causes contact with a defensive player who has established a legal position, an offensive foul shall be called and no points may be scored. A defensive player may turn slightly to protect himself, but is never allowed to bend over and submarine an opponent.

An offensive foul should not be called for charging if the contact is with a secondary defensive player who has established a defensive position within a designated "restricted area" near the basket for the purpose of drawing an offensive foul. The offensive player must take a path directly to the rim. The "restricted area" for this purpose is the area bounded by an arc with a 4-foot radius measured from the center of the basket ring.

EXCEPTION: Any player may be legally positioned within the "restricted area" if the offensive player receives the ball within the Lower Defensive Box.

The mere fact that contact occurs on these type of plays, or any other similar play, does not necessarily mean that a personal foul has been committed. The officials must decide whether the contact is negligible and/or incidental, judging each situation separately.

An offensive foul shall be assessed if the player initiates contact in a non-basketball manner (leads with his foot, an unnatural extended knee, etc.).

D. GAME POSTPONEMENT AND CANCELLATIONS

Whether made before a game begins or after a game has begun, the decision to postpone or cancel a game can only be made by the League Office, after consultation with the affected teams.

The NBA may postpone or cancel a game before the game begins or after the game has begun for issues related to the condition of the playing court or arena, or a general or forecasted condition involving weather, travel, civil unrest, natural disaster, public and/or player and staff health and safety, or another unusual situation.

The factors that the NBA may consider in determining whether to postpone or cancel a game include:

- (1) The whereabouts of teams and game officials (including the efforts that have been made or can be made to get these participants to the game site).
- (2) Whether sufficient team and arena staff are available to operate the arena and conduct the game.
- (3) Input from both teams.
- (4) The health, safety, and well-being of game participants, team and arena staff, and fans.
- (5) Input from health, facilities, security, or other experts, when appropriate.
- (6) Input from players involved.
- (7) Communications with and/or mandates by state or local government officials and law enforcement.

- (8) The ability to reschedule the game, including with consideration for impact to the league-wide schedule, competitive fairness, and league and team business opportunities.
- (9) Any other factor that the NBA deems relevant to the decision.

In the event of a situation that arises after a game has begun, the game officials have the authority to decide whether to temporarily delay the game while the decision to postpone or cancel is being made by the NBA.

E. PHYSICAL CONTACT—SUSPENSION

Any player or coach guilty of intentional physical contact with an official shall automatically be suspended without pay for one game. A fine and/or longer period of suspension will result if circumstances so dictate.

F. PROTEST

Protests are not permitted during the course of a game. In order to file a protest, the procedure, as set forth in the NBA Constitution, is as follows: "In order to protest against or appeal from the result of a game, notice thereof must be given to the Commissioner within forty-eight (48) hours after the conclusion of said game, by a Writing, stating therein the grounds for such protest. No protest may be filed in connection with any game played during the Regular Season after midnight of the day of the last game of the regular schedule, or, for a game played on the last day of the Regular Season, more than ten (10) hours following the game's conclusion. A protest in connection with a playoff game must be filed not later than ten (10) hours following the game's conclusion. A game may be protest may only be filed by a Governor, Alternate Governor, General Manager, or Head Coach. The right of protest shall inure not only to the immediately allegedly aggrieved contestants, but to any other Member who can show an interest in the grounds of protest and the results that might be attained if the protest were allowed. No protest shall be valid unless the Written Notice to the Commissioner thereof is accompanied by a payment in the sum of \$25,000 (the "Protest Fee") payable to the Association. If the Member filing the protest prevails, the Protest Fee is to be refunded. If the Member does not prevail, the Protest Fee is to be forfeited and retained in the Association treasury.

"Upon receipt of a protest, the Commissioner shall at once notify the Member operating the opposing team in the game protested and require both of said members within five (5) days to file with him such evidence as he may desire bearing upon the issue. The Commissioner shall decide the question raised within five (5) days after such evidence is due. Notwithstanding the foregoing, for a protest in connection with a Playoff Game or any other situation where greater expedition is required, the filing of evidence by Members and the Commissioner's decision of the question raised each shall occur on a schedule as determined by the Commissioner."

G. SHATTERING BACKBOARDS

Any player whose contact with the basket ring or backboard causes the backboard to shatter or makes the ring unplayable will be penalized in the following manner:

- (1) Pre-game and/or halftime warm-ups—No penalty to be assessed by officials.
- (2) During the game—non-unsportsmanlike conduct technical foul. Under no circumstances will that player be ejected from the game.

The Commissioner will review all actions and plays involved in the shattering of a backboard.

H. PLAYER/TEAM CONDUCT AND DRESS

- (1) Each player when introduced, prior to the game, must be uniformly dressed.
- (2) Players, coaches and trainers must stand and line up in a dignified posture along the foul lines during the playing of the American and/or Canadian national anthems.

(3) Players not in uniform (whether on the Active List or Inactive List) must wear dress attire that is clean and neat in appearance (e.g., league approved team-issued apparel). “Athleisure” (including, but not limited to, jogger pants, jumpsuits, sweatpants, etc.) or similar attire is not permitted when seated on the bench during games (except that, as previously noted, league approved team-issued apparel is permissible).

(4) While playing, players must keep their uniform shirts tucked into their pants, and no T-shirts are allowed.

(5) The only article bearing a commercial ‘logo’ which can be worn by players is their shoes.

I. OFFENSIVE THREE-SECONDS

The offensive player cannot be allowed in the three-second lane for more than the allotted time. This causes the defensive player to ‘hand-check’ because he cannot control the offensive player for that extended period of time.

If the offensive player is in the three-second lane for less than three seconds and receives the ball, he must make a move toward the hoop for the official to discontinue his three second count. If he attempts to back the defensive player down, attempting to secure a better position in relation to the basket, offensive three seconds or an offensive foul must be called. If he passes off and immediately makes a move out of the lane, there should be no whistle.

J. PLAYER CONDUCT—SPECTATORS

Any coach, player, trainer, or other team bench person who deliberately enters the spectator stands during the game will be automatically ejected and the incident reported by e-mail to Basketball Operations. Entering the stands to keep a ball in play by a player or the momentum which carries the player into the stands is not considered deliberate. The first row of seats is considered the beginning of the stands.

K. FIGHTING

Violent acts of any nature on the court will not be tolerated. Players involved in altercations will be ejected, fined and/or suspended.

There is absolutely no justification for fighting in an NBA game. The fact that a player may feel provoked by another person is not an acceptable excuse. If a player takes it upon himself to retaliate, he can expect to be subject to appropriate penalties.

L. EXPIRATION OF TIME

NO LESS THAN :00.3 must expire on the game clock and shot clock when a ball is thrown inbounds and then hit instantly out-of-bounds. If less than :00.3 expires in such a situation, the timer will be instructed to deduct AT LEAST :00.3 from the game clock and shot clock. If, in the judgment of the official, the play took longer than :00.3, he/she will instruct the timer to deduct more time. If :00.3 or less remain on the game clock when this situation occurs, the period is over. If :00.3 or less remain on the shot clock when this situation occurs, a shot clock violation is called.

The game clock and shot clock must show :00.3 or more in order for a player to secure possession of the ball on a rebound or throw-in to attempt a field goal. Instant replay shall be utilized if the basket is successful on this type of play and the game clock runs to 0:00 or the shot clock expires on a made basket and the officials are not reasonably certain that the ball was released prior to the expiration of the shot clock. The only type of field goal which may be scored if the game clock and shot clock are at :00.2 or :00.1 is a “tip-in” or “high lob.”

A “tip-in” is defined as any action in which the ball is deflected, not controlled, by a player and then enters the basket ring. This type of action shall be deemed legal if :00.1 or more remains in a period.

A "high lob" is defined as a pass which is tipped by an offensive player while in mid-air, and is followed instantaneously by a field goal attempt. If the reception of the pass and the subsequent "slam dunk" is immediately adjacent to the basket ring, this type of action shall be deemed legal if :00.1 or more remains in a period. However, if the "high lob" attempt is a distance from the basket ring whereby the ball must be controlled in mid-air, either one-handed or two-handed, a minimum of :00.3 is necessary for a field goal to score if successful. Instant replay would NOT be used if the play starts with :00.2 or :00.1 on the game clock or shot clock. NO LESS than :00.3 must expire on the game clock when a player secures possession of an unsuccessful free throw attempt and immediately requests a timeout. If LESS than :00.3 expires in such a circumstance, the time on the game clock shall be reduced by at least :00.3. Therefore, if :00.3 OR LESS remain on the game clock when the above situation exists, and a player requests a timeout upon securing possession of the ball, the period is over.

Regardless of when the horn or red light operates to signify the end of period, the officials (as aided by instant replay, if required) will ultimately make the final decision whether to allow or disallow a successful field goal. THE CREW CHIEF MUST TAKE CHARGE OF THE SITUATION.

M. VERBAL FAN INTERFERENCE

Any spectator who verbally abuses players and/or coaches in a manner which, in the opinion of the game officials, interferes with the ability of a coach to communicate with his players during the game and/or huddles, will, at the direction of the crew chief, be given one warning by a building security officer. If the same spectator continues to behave in a like manner, the crew chief shall direct a building security officer to eject the spectator from the arena.

N. GUIDELINES FOR INFECTION CONTROL

In addition to any health- or safety-related rules established by the NBA, all NBA team physicians, athletic trainers, equipment managers, and related personnel must comply with the infection control procedures set forth below (in this Section N) in all NBA arenas, locker rooms, training rooms, and practice facilities.

If a player suffers a laceration or a wound where bleeding occurs or if blood is visible on a player or his uniform, the officials shall suspend the game at the earliest appropriate time and allow a maximum of 30 seconds for treatment. After that time, the head coach shall be informed that he has the option to substitute for the player or call a timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The bleeding player may return to the game when he has received appropriate treatment by medical staff personnel.

A team will not be given an additional 30 seconds should the bleeding occur from a wound which reopened, which is not the result of additional contact.

If the player returns to the game, the officials shall make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage.

If the bleeding player is awarded a free throw attempt(s) as a result of a personal foul, or is involved in a jump ball, the bleeding player will be given 30 seconds for treatment. If the treatment is not completed, play will resume and will then be suspended at the first appropriate time.

Mandatory timeouts shall not be granted during a suspension of play unless a team is granted a timeout.

If treatment is not completed within the allotted time, the head coach may call another timeout or substitute for the bleeding player. Substitutes are permitted consistent with existing rules on substitution.

If a team has no timeouts remaining when play is suspended, the officials will allow 30 seconds for appropriate treatment. If the treatment is not completed in accordance with paragraph two above, the bleeding player must be removed immediately. ONLY the bleeding player on that team may be removed from the game under these circumstances. If so, the opponent may also substitute one player.

The offensive team will receive a full eight seconds to advance the ball into the front-court. The shot clock will remain as is or reset to 14, whichever is greater.

O. DEAD BALL, LIVE BALL, BALL IS ALIVE

After the ball has been dead, it is put into play by a jump ball, throw-in or a free throw attempt. The game clock does not start until the ball is legally touched on the court by a player. However, any floor violation or personal foul which may occur will be penalized.

The ball is live when it is given to the thrower-in, free throw shooter or is tossed by the official on a jump ball. Illegal contact, which occurs prior to the ball becoming live, will be ignored if it is not unsportsmanlike or flagrant.

The ball is alive when it is legally tapped by one of the participants of a jump ball, released by a thrower-in or released on a free throw attempt that will remain in play.

P. TAUNTING

If a player blatantly taunts an opponent, a technical foul shall be assessed. The opponent WILL NOT, automatically, be assessed a technical foul. His behavior will be the determining factor.

Simultaneous taunting is a verbal altercation. Verbal altercations and unsportsmanlike conduct will be administered as a double technical foul and no free throws will be attempted.

Technical fouls assessed to opposing teams during the same dead ball and prior to the administering of any free throw attempt for the first technical foul, shall be interpreted as a double technical foul.

A PLAYER(S) GUILTY OF TAUNTING MUST BE SINGLED OUT AND PENALIZED.

If a previous unsportsmanlike act has been committed and if this situation is BLATANT, a technical foul must be assessed and the guilty player(s) must be ejected.

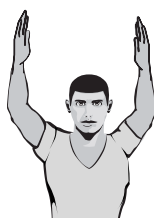
Q. FLAGRANT FOUL CRITERIA

1. The severity of the contact;
2. Whether or not the player was making a legitimate basketball play (e.g., whether a player is making a legitimate effort to block a shot; note, however, that a foul committed during a block attempt can still be considered flagrant if other criteria are present, such as recklessness and hard contact to the head);
3. Whether, on a foul committed with a player's arm or hand, the fouling player wound up and/or followed through after making contact;
4. The potential for injury resulting from contact (e.g., a blow to the head and a foul committed while a player is in a vulnerable position);
5. The severity of any injury suffered by the offended player; and
6. The outcome of the contact (e.g., whether it led to an altercation).

3-PT. FIELD GOAL



Official will raise one arm on attempt



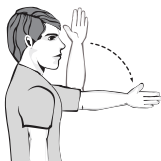
If goal is successful raise the other arm

3-SECOND OFFENSIVE VIOLATION



Fingers sideways

DEFENSIVE 3-SECOND VIOLATION



Chop down two times followed by technical foul signal

BASKET INTERFERENCE



Rotate finger wipe out basket

BLOCKING



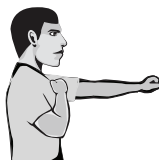
Hands on hips

CANCEL SCORE / CANCEL PLAY



Shift arms across body

CHARGING



Clenched fist

DIRECTION OF PLAY



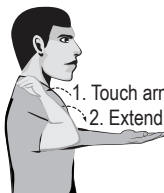
Point - Direction call team color

DOUBLE FOUL



Cross clenched fist
above head

FLOPPING FOUL



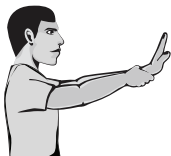
1. Touch arm to shoulder.
2. Extend arm forward, palm up.

GOALTENDING



"Flag" from wrist

HAND CHECKING



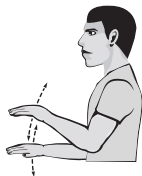
Arm straight out
opposite arm grabbing wrist.

HOLDING



Signal Foul:
grasp wrist

ILLEGAL DRIBBLE



Patting motion
call team color

ILLEGAL FOREARM



Arm bent 90° in front
of body

ILLEGAL SCREEN OUT-OF-BOUNDS



Arms outstretched and
crossed in front of chest

ILLEGAL USE OF HAND



Signal foul:
strike wrist

JUMP BALL



Thumbs up

LOOSE BALL FOUL



Extended arms
to shoulder level

OFFENSIVE PLAYER OUT-OF-BOUNDS



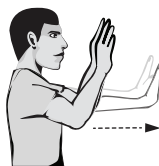
Arms outstretched to side
from shoulder to waist in
downward motion

PERSONAL FOUL



Clenched fist

PUSHING



Signal foul: imitate push

REPLAY



Twirl finger

SHOT CLOCK VIOLATION



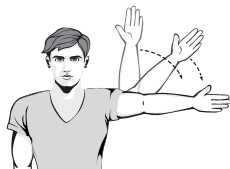
Tap head signal
'24'

TECHNICAL FOUL



Form T

TIME-IN



Chop hand
to side

TIME-OUT



Open palm

TO DESIGNATE OFFENDER



Hold up number
of player

TRANSITION TAKE FOUL



Extended arms at
shoulder level with
clenched fists

TRAVELING



Rotate fists

- NOTES -