

FIBA Rule Differences

Game Format

4 periods of 10 minutes

15 minute halftime, 2 minutes after 1st & 3rd period

5 minute OT

Shot Clock:

24 seconds

8 seconds to advance to frontcourt

On a foul:

In backcourt, if shot clock is above :14, resets to :24

In frontcourt, if above :14, clock does not reset.

If below :14, resets to :14.

On offensive rebound:

No matter the clock, resets to :14

Kicked ball

If above :14, shot clock does NOT reset on kicked ball

If below :14, resets to :14

Fouls:

5 fouls per player

Team in penalty after 4th foul in a period

2 free throws awarded thereafter

Technical foul results in 1 free throw and possession of the ball at center

Timeouts:

2 in first half & 3 in second half

Always :60

Maximum 2 in last two minutes of 4th period

1 per OT - remaining TO's NOT carried over

Can only be called by coach at the scorer's table

Can not be called during live ball

At 2:00 or less in fourth period & OT, can not be called by scoring team after made FG

At 2:00 or less in fourth period & OT, a timeout advances ball to front court

Goaltending:

No blocking a ball in downward flight to rim

Once the ball hits the rim, any player can play the ball

Possession

Off dead ball - if possession was established in the frontcourt, ball must be passed into the frontcourt.

If possession was established in backcourt, ball may be entered into either front or back court.

A closely guarded player must pass, shoot, or dribble within 5 seconds (Defender 1m=3ft)