



Referee Guidelines

By keeping to these guidelines and being consistent with our application of the rules of our game, we provide certainty to our players, our coaches and our fellow referees.

- Referees should be ready 3 mins before game start, referees should have a quick chat and be aligned, check your score bench is present and ready, check your teams are preparing and on score sheet, check for watches, jewellery
- Referees should be ready to recommence the game following a timeout after 50 seconds has passed.
- Illegal Contact by a defensive player on the shooter must always be called a foul.
- Illegal bumping or multiple hand-checking of the dribbler by a defensive player must always be called a foul.
- Illegal Bumping a cutter by a defensive player must always be called a blocking foul. Referees are to ensure the same considerations is given to defence & offence when determining if a call is to be made.
- When determining if contact is legal/illegal, determine if it affects a player's rhythm, speed, balance, or quickness (RSBQ) to determine if a foul has occurred. This approach ensures that only contact which provides an unfair advantage or places an opponent at a disadvantage is penalized, promoting the flow of the game.
- Referee the defence and these situations along with Block/Charge will be easier to adjudicate - if Defence is legal it is either a no call or offensive call.
- Swearing by a coach or player towards a referee must always be called a Technical Foul.
- If a coach or player repeatedly disputes a referee's decision it must always be called a Technical Foul.
- Any deliberate contact with an opponent (not playing the ball) must always be called an Unsportsmanlike Foul.
- If you are unsure as to whether a foul is a shooting foul, always call it a shooting foul.
- If you are unsure as to whether or not points should be awarded (for example after a foul on the shooter), always count the points.
- When refereeing junior basketball, where appropriate, talk to the players about their actions and your calls.
- When both referees have a whistle on the same play, make visual eye contact before signaling the decision. Consider your Area of Responsibility (AOR) and maintain consistency with previous calls in the game. Always establish eye contact with your partner before resuming play from a dead ball situation.
- After each quarter begins, check the possession arrow without losing focus. If incorrect, adjust it at the next dead ball. At end of quarter 2, reverse the arrow as teams switch directions ready for quarter 3 commencement.
- Time out only to be called on dead balls (whistle) or can be called by the new team in possession after a made basket.
- A substitution opportunity starts when: For both teams, the ball becomes dead, the game clock is stopped and the referee has ended communication with the scorer's table, or For both teams, the ball becomes dead following a successful last free throw or, for the non-scoring team, a goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.
- A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or for a first free throw.
- Players are not to enter the court for a substitution until they have been beckoned on by the referee. Whistle and give warning if players ignore this rule, continued or blatant action to disrupt game can be called as a Technical Foul.
- Where possible time outs and substitutions are to be requested by the team bench to the score bench for communication with the referees



Signalling - Scoring / Clock / Subs

Game clock signals

STOP THE CLOCK



Open palm

STOP THE CLOCK FOR FOUL



One clenched fist

START THE CLOCK



Chop with hand

When signalling the scorebench follow this order

1. Cancel / Count the basket

2. Team Colour

3. Player Number

4. Foul Type (eg Hands, Block etc)

5. Penalty or Direction of Play

6. Time out / Substitution

Scoring

1 POINT



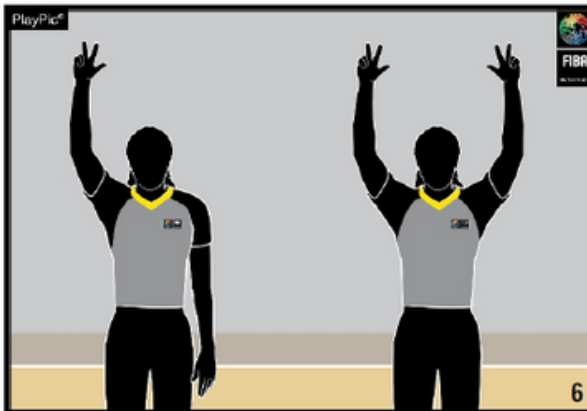
1 finger, 'flag' from wrist

2 POINTS



2 fingers, 'flag' from wrist

3 POINTS



3 fingers extended
One arm: Attempt
Both arms: Successful

Substitution and Time-out

SUBSTITUTION



Cross forearms

BECKONING-IN



Open palm, wave towards the body

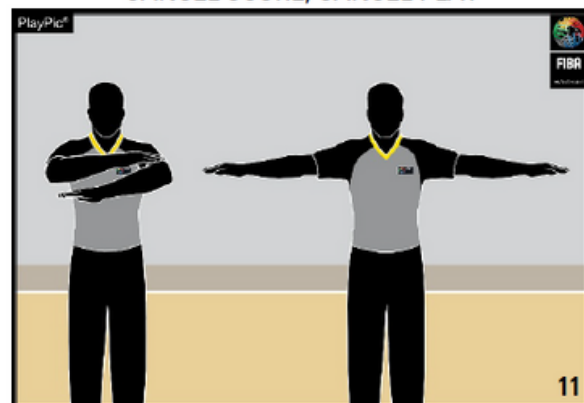
CHARGED TIME-OUT



Form T, show index finger

Informative

CANCEL SCORE, CANCEL PLAY



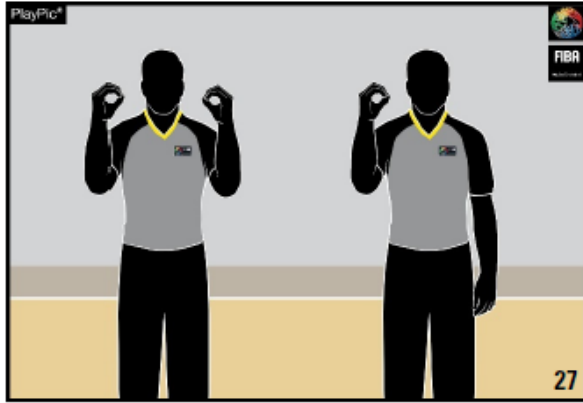
Scissor-like action with arms, once across chest



Signalling - Player numbers

Player numbers

No. 00 and 0



Both hands show
number 0

Right hand shows
number 0

No. 1 - 5



Right hand shows
number 1 to 5

No. 6 - 10



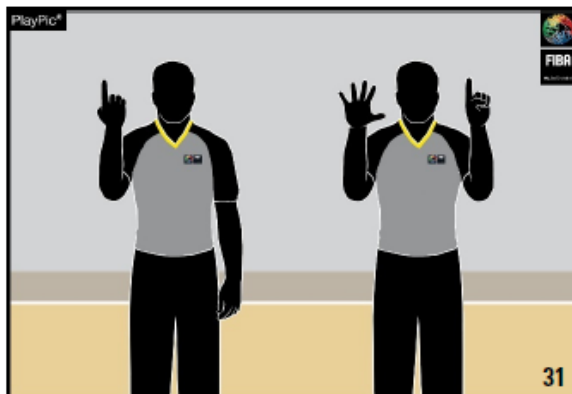
Right hand shows
number 5,
left hand shows
number 1 to 5

No. 11 - 15



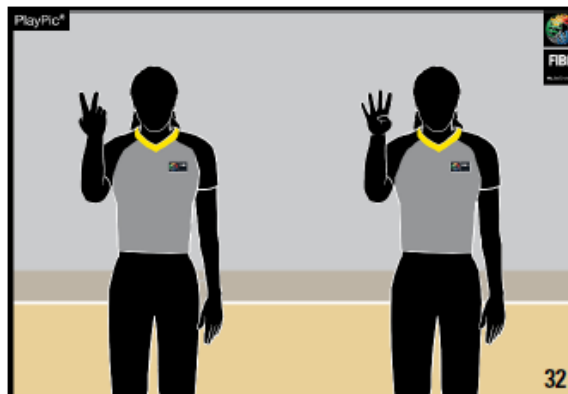
Right hand shows
clenched fist,
left hand shows
number 1 to 5

No. 16



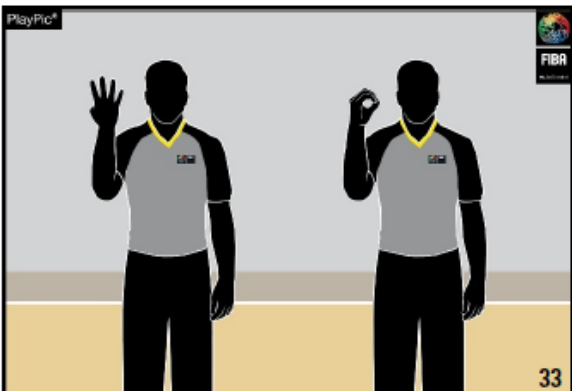
First reverse hand shows number 1 for the
decade digit – then open hands show number 6
for the units' digit

No. 24



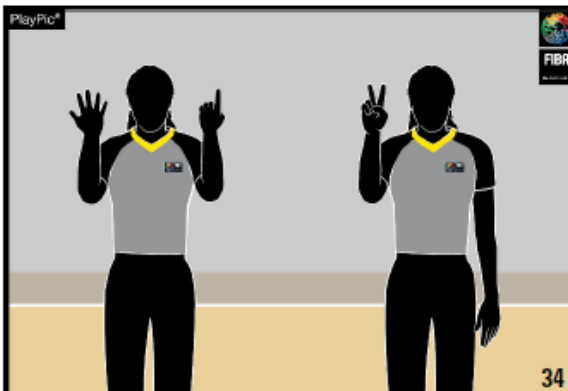
First reverse hand shows number 2 for the
decade digit – then open hand shows number 4
for the units' digit

No. 40



First reverse hand shows number 4 for the
decade digit – then open hand shows 0 for the
units' digit

No. 62



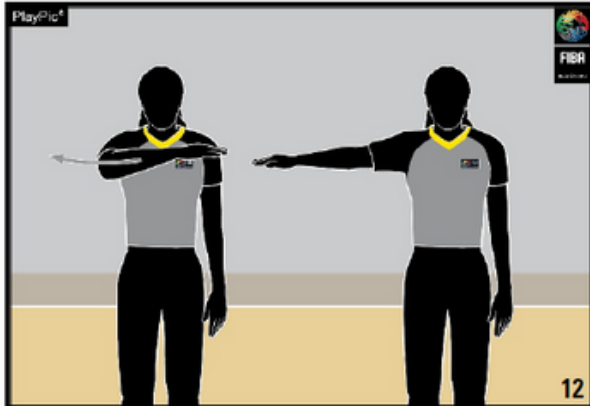
First reverse hands show number 6 for the
decade digit – then open hand shows 2 for the
units' digit



Signalling - Violations

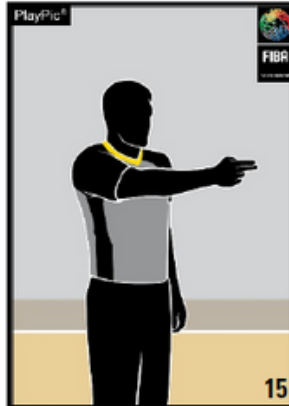
Informative

VISIBLE COUNT



Counting while moving the palm

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of play, arm parallel to sidelines

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

Violations

TRAVELLING



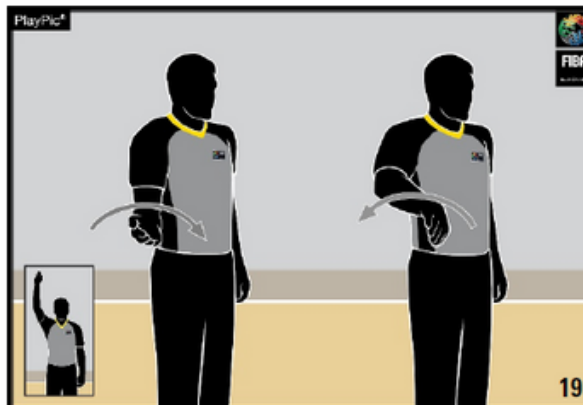
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



Patting motion with

ILLEGAL DRIBBLE: CARRYING THE BALL



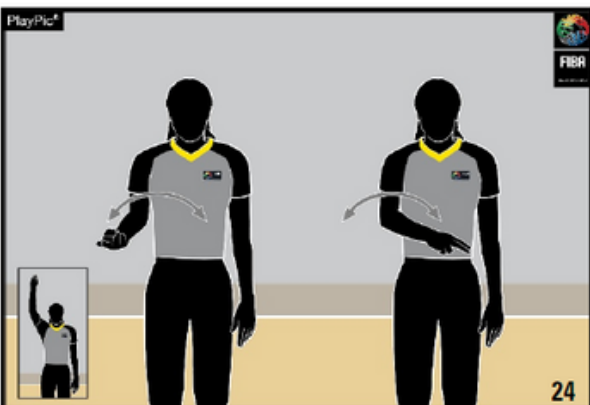
Half rotation with palm

GOALTENDING/ BASKET INTERFERENCE



Rotate finger, extend index finger over the other hand with a circle

BALL RETURNED TO BACKCOURT



Wave arm front of body

DELIBERATE KICK OR BLOCK OF THE BALL



Point to the foot

3 SECONDS



Wave arm, show 3 fingers

5 SECONDS



Show 5 fingers



Signalling - Fouls

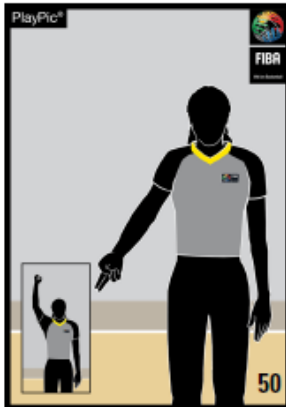
Type of fouls

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the number of free throws

FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the court

TECHNICAL FOUL



Form T, showing palms

UNSPORTSMANLIKE FOUL



Grasp wrist upward

DISQUALIFYING FOUL



Clenched fists on both hands

ILLEGAL USE OF HANDS



Strike wrist

HOLDING



Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



Grab palm and forward motion

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HOOKING



Move lower arm backwards

EXCESSIVE SWINGING OF ELBOW



Swing elbow backwards

HIT TO THE HEAD



Imitate the contact to the head

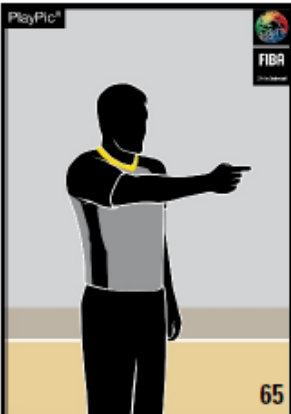
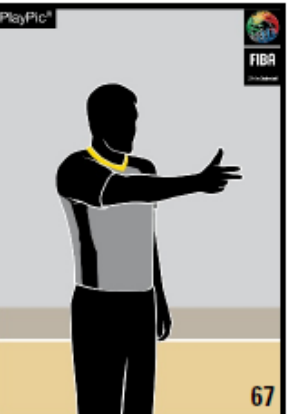


Signalling - Penalty Free Throws

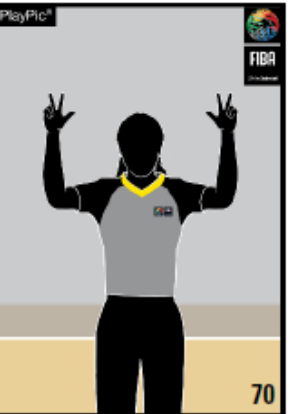
Foul Penalty Administration – Reporting to Table

AFTER FOUL WITHOUT FREE THROW(S)	AFTER FOUL BY TEAM IN CONTROL OF THE BALL	1 FREE THROW	2 FREE THROWS	3 FREE THROWS
				
60	61	62	63	64
Point in direction of play, arm parallel to sidelines	Clenched fist in direction of play, arm parallel to sidelines	Hold up 1 finger	Hold up 2 fingers	Hold up 3 fingers

Administering Free Throws – Active Referee (Lead)

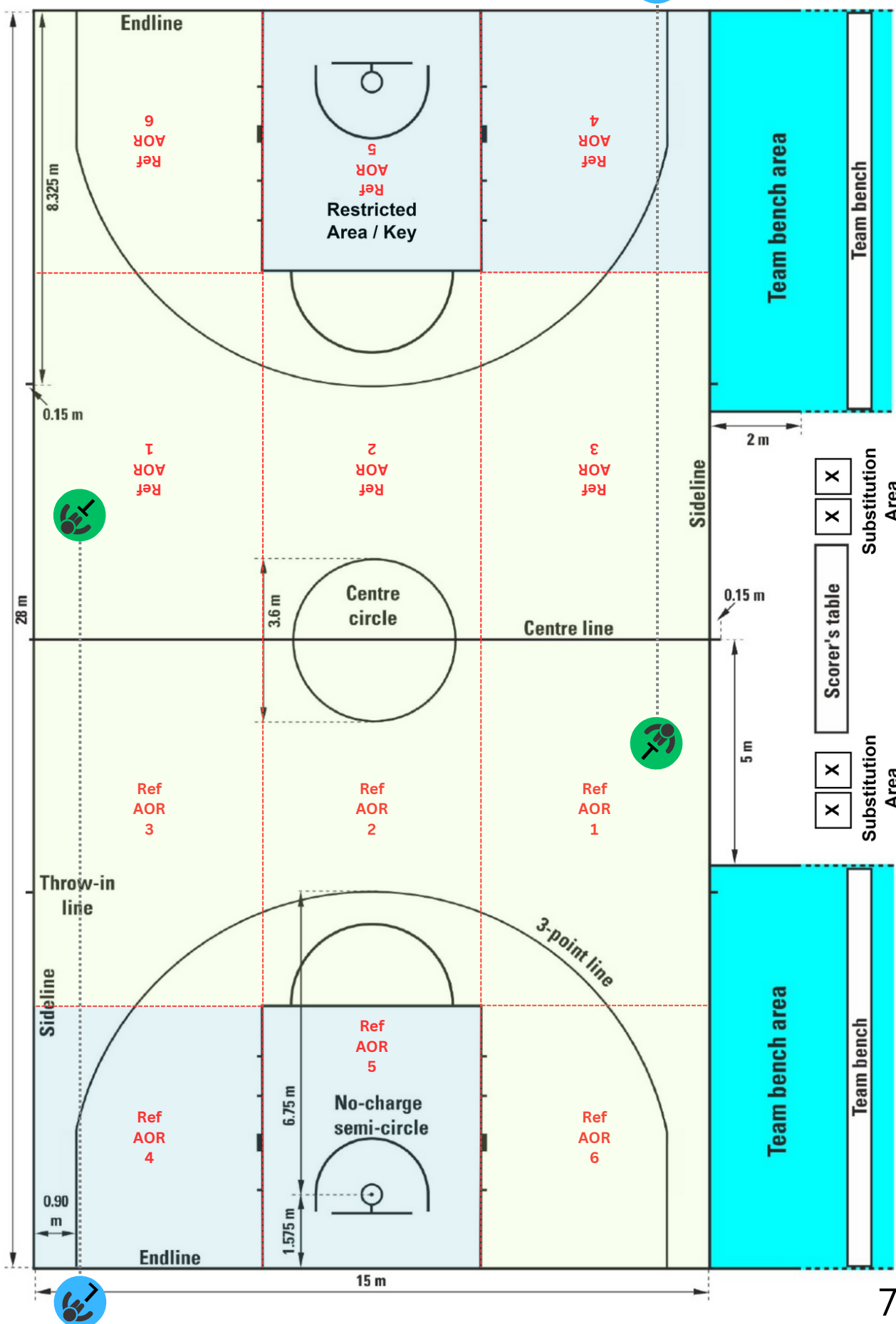
1 FREE THROW	2 FREE THROWS	3 FREE THROWS
		
65	66	67
1 finger horizontal	2 fingers horizontal	3 fingers horizontal

Administering Free Throws – Passive Referee (Trail in 2PO & Centre in 3PO)

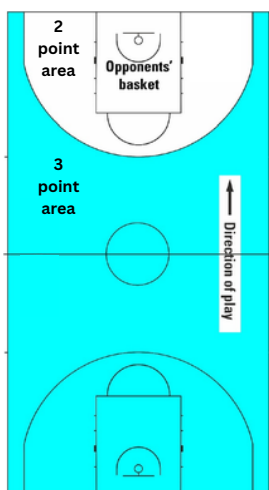
1 FREE THROW	2 FREE THROWS	3 FREE THROWS
		
68	69	70
Index finger	Fingers together on both hands	3 fingers extended on both hands



Court Layout



Point Areas





FIBA Rules Overview

This is a small excerpt of the articles from FIBA Official Basketball Rules 2024 Oct 24

RULE 5 - VIOLATIONS

Violations Article 22

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

Out of bounds Article 23

A player is out-of-bounds when any part of the body is in contact with the floor, or any object other than a player above, on or outside the boundary line.

The ball is out-of-bounds when it touches:

- A player or any other person who is out-of-bounds
- The floor or any object above, on or outside the boundary line.
- The backboard supports, the back of the backboards or any object above the court.

Dribbling / Double Dribble Article 24

A player shall not dribble for a second time after the first dribble has ended unless between the 2 dribbles:

- The control of a live ball on the court is lost because of a shot for a goal.
- The ball is touched by an opponent.
- On a pass or fumble the ball touches or is touched by another player.

Travelling Article 25

Travelling is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the court.

3 second violation Article 26

A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while the team is in control of a live ball in the frontcourt and the game clock is running.

5 second violation Closely guarded player Article 27

A player who is holding a live ball on the court is closely guarded when an opponent is in an active legal guarding position at a distance of no more than 1 m. A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

8 second violation Article 28

Whenever, A player in the backcourt gains control of a live ball, or on a throw-in, the ball touches or is legally touched by any player in the back-court and the team of that thrower-in remains in control of the ball in its back-court, that team must cause the ball to go into its frontcourt within 8 seconds.

Backcourt Violation Article 30

A team in control of a live ball in the frontcourt has illegally returned the ball to its backcourt, if a player of that team is the last to touch the ball in the frontcourt and the ball is then first touched by a player of that team:

Who has part of the body in contact with the backcourt, or after the ball has touched the backcourt of that team.

Goaltending and Interference Article 31

Goaltending occurs during a shot for a goal when a player touches the ball while it is completely above the level of the ring and: It is on its downward flight to the basket, or After it has touched the backboard.

Goaltending occurs during a shot for a free throw when a player touches the ball while it is in flight to the basket and before it touches the ring.

The goaltending restrictions apply until the ball: No longer has the possibility to enter the basket. Has touched the ring.

Interference occurs when: After a shot for a goal or the last free throw a player touches the basket or the backboard while the ball is in contact with the ring.



FIBA Rules Overview

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RULE 6 - FOULS

Violations

Article 32

Contact Cylinder

Article 33.1

A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the court. The dimensions, and the distance between the player's feet, shall vary according to the height and size of the player. It includes the space above the player and is limited to the boundaries of the cylinder of the defensive player or the offensive player without the ball which are:

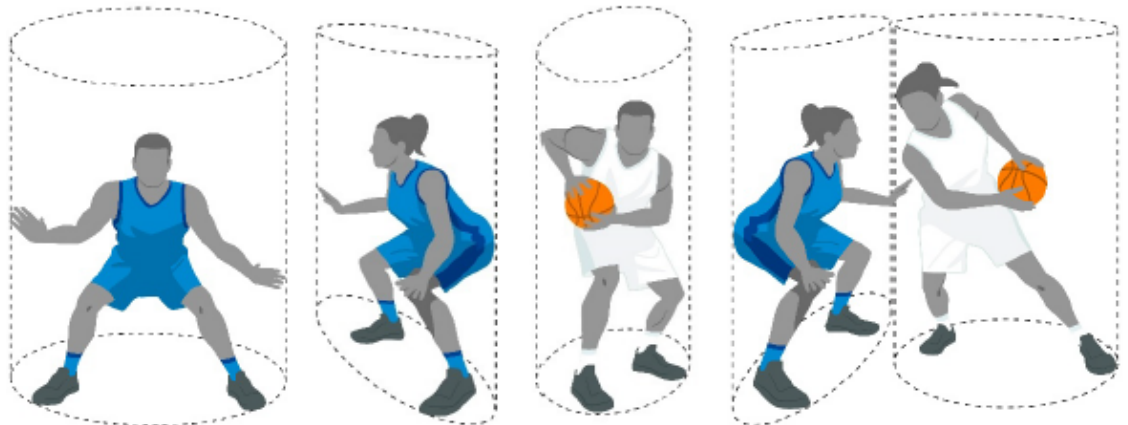
- The front by the palms of the hands, the rear by the buttocks, and the sides by the outer edge of the arms and legs. The hands and arms may be extended in front of the torso no further than the position of the feet and knees, with the arms bent at the elbows so that the forearms and hands are raised in the legal guarding position.

The defensive player may not enter the cylinder of the offensive player with the ball and cause an illegal contact when the offensive player is attempting a normal basketball play within the cylinder. The boundaries of the cylinder of the offensive player with the ball are:

- The front by the feet, bent knees and arms, holding the ball above the hips, the rear by the buttocks, and the sides by the outer edge of elbows and legs.

The offensive player with the ball must be allowed enough space for a normal basketball play within the cylinder. The normal basketball play includes starting a dribble, pivoting, shooting and passing.

The offensive player cannot spread the legs or arms outside of the cylinder and cause an illegal contact with the defensive player in order to gain an additional space.



Principle of verticality

Article 33.2

During the game, each player has the right to occupy any position (cylinder) on the court not already occupied by an opponent. The defensive player must not be penalised for leaving the court vertically (within the cylinder) or having the hands and arms extended above and within that player's own cylinder. The offensive player, whether on the court or airborne, shall not cause contact with the defensive player in a legal guarding position by:

- Using the arms to create more space (pushing off).
- Spreading the legs or arms during or immediately after a shot for a goal.



FIBA Rules Overview

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RULE 6 - FOULS

Legal Guarding Position Article 33.3

A defensive player has established an initial legal guarding position when:

- Facing the opponent, and
- having both feet on the court.

The legal guarding position extends vertically above (within the cylinder) from the court to the ceiling. The defensive player may raise the arms and hands above the head or jump vertically but must maintain them in a vertical position inside the imaginary cylinder.

Guarding player who controls the ball Article 33.4

When guarding a player who controls (holding or dribbling) the ball, the elements of time and distance do not apply. The player with the ball must expect to be guarded and must be prepared to stop or change direction whenever an opponent takes an initial legal guarding position in front of that offensive player, even if this is done within a fraction of a second. The guarding (defensive) player must establish an initial legal guarding position without causing contact before establishing the defensive position.

Once the defensive player has established an initial legal guarding position, that player may move to guard the opponent, but may not extend the arms, shoulders, hips or legs to prevent the dribbler from passing by.

When judging a charge/block situation involving a player with the ball, a referee shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the court.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet may be off the court for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn within the cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.

Guarding player without control of ball Article 33.5

A player who does not control the ball is entitled to move freely on the court and take any position not already occupied by another player. When guarding a player who does not control the ball, the elements of time and distance shall apply. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change direction.

The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.

Player who is in the air Article 33.6

A player who has jumped into the air from a place on the court has the right to land again at the same place. He has the right to land on another place on the court provided that the landing place and the direct path between the take-off and landing place is not already occupied by an opponent(s) at the time of take-off.



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RULE 6 - FOULS

Screening Article 33.7

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court.

Legal screening is when the player who is screening an opponent:

- Was stationary (inside that player's cylinder) when contact occurred.
- Had both feet on the court when contact occurred.

Illegal screening is when the player who is screening an opponent:

- Was moving when contact occurred.
- Did not give sufficient distance in setting a screen outside the field of vision of a stationary opponent when contact occurred.
- Did not respect the elements of time and distance of an opponent in motion when contact occurred.

A player who is legally screened is responsible for any contact with the player who has set the screen.

Charging Article 33.8

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.

Blocking Article 33.9

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball. A player who is attempting to screen is committing a blocking foul if contact occurs when moving, and the opponent is stationary or retreating. If a player disregards the ball, faces an opponent and shifts position as the opponent shifts, that player is primarily responsible for any contact that occurs, unless other factors are involved. The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened. It is legal for a player to extend the arm(s) or elbow(s) outside of the cylinder in taking position on the court but they must be moved inside the cylinder when an opponent attempts to pass by. If the arm(s) or elbow(s) are outside the cylinder and contact occurs, it is blocking or holding.

No-charge semi-circle Article 33.10

The no-charge semi-circle areas are marked on the court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket. On any penetration play into the no-charge semi-circle area, any contact caused by an airborne offensive player with a defensive player inside the no-charge semi-circle shall not be called as a team control foul, unless the offensive player is illegally using the hands, arms, legs or body.

Contact opponent hands/arms Article 33.11

The touching of an opponent with the hand(s) is, in itself, not necessarily a foul. The referees shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul. Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position, places the hand(s) or the arm(s) upon and remains in contact with an opponent with or without the ball, to impede the opponent's progress. It is a foul by an offensive player with the ball to:

- Hoop or wrap an arm or an elbow around a defensive player in order to obtain an advantage - push off the defensive player to prevent an opponent from playing or attempting to play the ball, or to create more space - use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball.

It is a foul by an offensive player without the ball to 'push off' to:

- Get free to catch the ball. -prevent the defensive player from playing or attempting to play the ball. - create more space.



FIBA Rules Overview

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RULE 6 - FOULS

Post Play Article 33.12

The principle of verticality (cylinder principle) applies also to post play. The offensive player in the post position and the defensive player must respect each other's rights to a vertical position (cylinder).

Illegal guarding from rear Article 33.13

Illegal guarding from the rear is personal contact with an opponent, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify contact with an opponent from the rear.

Holding Article 33.14

Holding is illegal personal contact with an opponent that interferes with an opponent's freedom of movement. This contact (holding) can occur with any part of the body.

Pushing Article 33.15

Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.

Fake being fouled Article 33.16

Fake is any action by a player to simulate being fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

Personal Foul Article 34

A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead. A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending the hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending the body into an 'abnormal' position (outside the cylinder), nor shall a player indulge in any rough or violent play.

A personal foul shall be charged against the offender.

If the foul is committed on a player not in the act of shooting:

- The game shall be resumed with a throw-in by the non-offending team from the place nearest to the infraction.
- If the offending team is in the team foul penalty situation, then Article 41 shall apply.

If the foul is committed on a shooter, that player shall be awarded a number of free throws as follows:

- If the shot released from the goal area is successful, the goal shall count and, in addition, 1 free throw.
- If the shot released from the 2-point goal area is unsuccessful, 2 free throws.
- If the shot released from the 3-point goal area is unsuccessful, 3 free throws.

Double foul Article 35

A double foul is a situation in which 2 opponents commit personal or unsportsmanlike/disqualifying fouls on each other at approximately the same time.

To consider 2 fouls as a double foul the following conditions must apply:

- Both fouls are player fouls.
- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.
- Both fouls are either 2 personal or any combination of unsportsmanlike and disqualifying fouls.

A personal or unsportsmanlike/disqualifying foul shall be charged against each offender. No free throws shall be awarded, any basket will count and the game shall be resumed as follows:

If at approximately the same time as the double foul:

- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from the place nearest to the infraction.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.



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RULE 6 - FOULS

Technical Foul Article 36

The proper conduct of the game demands the full and loyal cooperation of the players, head coaches, assistant coaches, substitutes, excluded players and accompanying delegation members with the referees, table officials and commissioner, if present.

- Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.
- Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.
- The referees may prevent technical fouls by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.
- If an infraction is recognised after the ball becomes live, the game shall be stopped and a technical foul charged. The penalty shall be administered as if the technical foul had occurred at the time it is charged. Whatever occurred during the interval between the infraction and the game being stopped shall remain valid.

A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings given by referees.
- Disrespectfully dealing and/or communicating with the referees, the commissioner, if present, the table officials, the opponents or persons permitted to sit on the team benches.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent (including clapping, stomping etc as per interpretations).
- Obstructing the vision of an opponent by waving/placing the hand(s) near the opponent's eyes.
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly or coming on the court late to start the game or the second half.
- Fake being fouled.
- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or is trying to prevent injury to any player.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player.
- A technical foul by any person permitted to sit on the team bench is a foul for disrespectfully communicating with or touching the referees, the commissioner, if present, the table officials or the opponents, or an infraction of a procedural or an administrative nature.

A player shall be disqualified for the remainder of the game (game disqualification) when charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.

A head coach shall be disqualified for the remainder of the game (game disqualification) when charged with:

- 2 technical fouls as a result of a personal unsportsmanlike behaviour.
- 3 technical fouls, either all of them (1B') or one of them (ICI), as a result of the unsportsmanlike behaviour of other persons permitted to sit on the team bench.

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

- The free throw shall be administered immediately. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was committed, from the place nearest to where the ball was located when the game was stopped.
- The free throw shall also be administered immediately, regardless of whether the order of any other possible penalties for any other fouls has been determined or whether the administration of the penalties has been started. After the free throw for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was committed, from the place where the game has been interrupted for the technical foul penalty.
- If a valid goal or a last free throw is scored, the game shall be resumed with a throw-in from any place behind the endline.
- If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.



FIBA Rules Overview

This is a small excerpt of the articles from FIBA Official Basketball Rules 2024 Oct 24

RULE 6 - FOULS

Unsportsmanlike foul Article 37

An unsportsmanlike foul is a player contact which is:

- Contact with an opponent not legitimately attempting to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player starts the act of shooting.
- An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent's basket and with no opponents between the progressing player and the basket, and
 - the progressing player is in control of the ball, or
 - the progressing player is attempting to gain control of the ball, or
 - the ball has been released on a pass to the progressing player.

This applies until the offensive player starts the act of shooting.

The referee must interpret unsportsmanlike fouls consistently throughout the game and judge only the action.

An unsportsmanlike foul shall be charged against the offender.

Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in from the throw-in line in the team's frontcourt opposite the scorer's table.
- A jump ball in the centre circle at the start of the first quarter.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.
- A player shall be disqualified for the remainder of the game (game disqualification) when charged with 2 unsportsmanlike fouls, or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.
- If a player is disqualified under Article 37.23, that unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.



FIBA Rules Overview

This is a small excerpt of the articles from FIBA Official Basketball Rules 2024 Oct 24

RULE 6 - FOULS

Disqualifying Foul Article 38

A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

Violence

- Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the referees and, if necessary, by public order enforcement officers.
- Whenever acts of violence occur involving players on the court or in its vicinity, the referees shall take the necessary action to stop them.
- Any of the above persons who are guilty of flagrant acts of aggression on opponents or referees shall be disqualified. The crew chief must report the incident to the organising body of the competition.

Whenever the offender is disqualified according to the respective articles of these rules, the offender shall go to and remain in the team's dressing room for the duration of the game or shall leave the building.

Free throw(s) shall be awarded:

- To any opponent, as designated by the head coach in case of a non-contact foul.
- To the player who was fouled in case of a contact foul.

Followed by:

- A throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table.
- A jump ball in the centre circle at the start of the first quarter.

The number of free throws shall be awarded as follows:

- If the foul is a non-contact foul: 2 free throws.
- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.
- If the foul is a disqualification of a head coach: 2 free throws.
- If the foul is a disqualification of a first assistant coach, substitute, excluded player or an accompanying delegation member, this foul is charged against the head coach as a technical foul: 2 free throws.
- In addition, if a disqualification of a first assistant coach, substitute, excluded player or an accompanying delegation member after leaving the team bench area is for their active participation during any fight:
 - For each single disqualifying foul of a first assistant coach, substitute and excluded player: 2 free throws. All disqualifying fouls shall be charged against each offender.
 - For each single disqualifying foul of any accompanying delegation member: 2 free throws. All disqualifying fouls shall be charged against the head coach.
- All free-throw penalties shall be executed, unless there are equal penalties on the opponent's team to be cancelled.