



Basketball Rules for Beginners



Officials Education and Development Officer

References:

FIBA Official Basketball Rules 2017
Referee's Manual for Two-Person Officiating
Basketball Rules for Beginners 2010



This booklet is an introduction to the rules of basketball. It is not intended to replace the official rule book. It is essential that every referee purchase the Official FIBA Rule Book and have a complete understanding of the rules. For further information, please contact the Officials Education and Development Officer on (08) 6272 0760

TEAMS AND PROCEDURES

Teams

Teams consist of no more than 12 team members entitled to play, a coach and (if a team wishes) an assistant coach. During playing time 5 players from each team shall be on the playing court and may be substituted. A substitute becomes a player and a player becomes a substitute when the official beckons the substitute to enter the playing court or during a time-out or interval of play, a substitute requests the substitution to the scorer.

Uniforms

Teams must be in correct uniform. Singlets must be the same color numbered on the front and back using the numbers 0 and 00 and 1-99. Players from the same team may not wear the same number. Shorts must be the same color but not necessarily the same color as the singlet.

Scoring

The winner of a game of basketball is determined by the team scoring the greater number of points. If scores are tied at the end of the 4th period, extra period(s) of 5 minutes are played until a result is obtained. Goals from the field score either 2 or 3 points. A 3 point goal is awarded if the ball is released from outside the three point area. The position of the shooter is determined from where the shooter last touched the court before releasing the ball. Free throws are awarded to a player fouled in the act of shooting and when the defending team has committed 5 team fouls. Each successful free throw scores 1 point. If the ball passes through the basket from below **no** points can be scored and a violation is called.

If a team *accidentally* scores a goal in the wrong basket, the points are awarded to the court captain of the opposing team.

If a team *deliberately* scores a goal in the wrong basket, no points can be scored and the ball is awarded to the opposing team out of bounds opposite the free throw line.

Act of Shooting

A player is in the act of shooting when the player has started an attempt to score and continues until the ball leaves the player's hand(s). If the shooter is in the air, the act of shooting continues until the player's feet return to the floor.

A shot for a field goal or a free throw:

Begins: when the ball leaves the hand(s) of a player in the act of shooting

Ends when the ball:

- Enters the basket directly from above and passes through the basket
- No longer has the possibility of entering the basket
- Touches the ring or the floor
- Becomes dead

FIBA TIMING REGULATIONS

Length of a game: 4 periods of 10 minutes Extra Periods: 5 minutes.

Intervals of play: 10 min half time, 2 min after first and third period (before extra periods).

Forfeits: A team forfeits a game if it does not have 5 players present and ready to play within 15 minutes of the scheduled starting time. [score recorded 20 to 0]

Game Clock

• Jump ball

Starts

- Out of bounds » when the ball is legally tapped.
- Missed last free throw » when the ball touches a player **on** the court.

Game Clock **Stops**

- When the official blows the whistle.
 When a field basket is scored and the opposing team has requested a charged time-out.
- When the 24 second signal sounds for a 24 second violation.
- When a field basket is scored in the last 2 min of the 4th (or extra) period.
- · At the end of a period.

Charged Time-Outs

May vary in domestic competitions.

Each team is entitled to 2 time-outs in the first half of the game, 3 time-outs in the second half (with a maximum of 2 time-outs in the last 2 minutes of the second half) and 1 time-out in each period of extra time. The length of a time-out is one (1) minute. The scorekeeper (or chairman) shall sound his/her signal after 50 seconds has elapsed. Time-outs are granted after any whistle to stop the play or if an opponent scores a goal or after the last free throw if the ball becomes dead.

In the last 2 min of the game if a time-out is awarded to a team in their backcourt the ball is inbounded from the throw in line opposite the scorer's table in the team's frontcourt

Substitutions

Requests are made when a substitute (not the coach) goes to the scoretable and asks for a substitution. The substitute should be dressed ready to play.

Substitutions are permitted by either team when the whistle is blown to stop the game or after the last free throw when the ball becomes dead.

After a basket is scored in the last 2 minutes of the last period (or any extra period) only non-scoring team may initiate a substitution. The other team may then substitute.

A fouled out or disqualified player must be substituted within 30 seconds.

If the game is delayed (approx 15 seconds) to attend to an **injured player** or the player is treated or bleeding, the player must be substituted. (unless there are not enough players to take the court)

The free throw shooter may be substituted if the last free throw is successful or the ball becomes dead after the last free throw. The other team is then also entitled to substitution.

Substitutions are not permitted once the ball becomes live (at disposal of player on free throw line or out of bounds).

Start of the Game and Jump Ball Situations

The game commences with a jump ball at the centre circle. This is the only jump ball in the game. During a Jump Ball• the jumpers occupy their half of the circle with one foot close to the line.

• the non-jumpers are entitled to alternating positions around the circle or any other position on the court.

The jumpers shall not

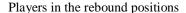
- tap the ball until the ball has reached its highest point.
- touch the court on or over the line until the ball has been legally tapped.
- tap the ball more than twice.
- leave the jump circle until the ball has been legally tapped.
- catch the ball until it has touched a non-jumper, the floor or the referee

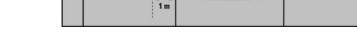
The **non-jumpers** shall **not** enter the circle until the ball has been legally tapped. Any violations of the above shall be called immediately and the ball awarded to the non-offending team at the nearest point out of bounds. If the ball is not tossed straight, the ball touches the floor without being tapped or both teams violate the jump ball, the jump ball shall be retaken.

Free Throws

The shooter [A3]

- takes a position behind the free throw line and in the semi circle and does not fake the free throw
- shoots the ball within 5 seconds
- ensures that the ball hits the ring or enters the basket
- does not touch the free throw line or restricted area until the ball hits the ring





- maximum 3 defensive [B1, B2 or B3] and 2 offensive players [A1 and A2] may occupy the rebound positions as shown.
 Players may only occupy position they are entitled to
- May not enter the restricted area until the ball has left the shooter's hands

Other Players

• May occupy any other position on the court above the free throw line extended, outside the 3 point line and remain there until the ball hits the ring.

Opponents may not distract the shooter by waiving their hands or making noises

If there is no rebound after the last free throw, there is no line up along the free throw lines.

Free throw Violations

During the last or only free throw

- If missed:
 - Violation by the shooter or team-mate-opponent's ball out of bounds free throw line extended
 - Violation by opponent of free throw shooter-another free throw is awarded
 - Violation by both teams-jump ball situation
- If successful:
 - Violation by the shooter cancel the basket *opponent's ball out of bounds free throw line extended*
 - Violation by team-mate or opposition one point awarded and ignore the violation

During a free throw to be followed by another free throw or further penalty

- If successful
 - Violation by the shooter *cancel the basket and complete free throws*
 - Violation by team-mate or opposition award one point and ignore the violation

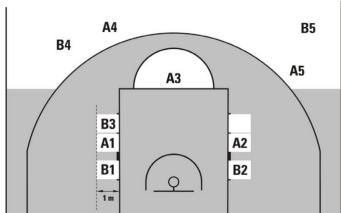
DEFINITIONS

Fumble

When a player accidently loses control of the ball. The player can legally recover the ball.

Pivot

The movement of one foot while the other (pivot) foot remains at its point of contact with the floor



Team Control

Team Control occurs when a player of the team is holding or dribbling a live ball or when team-mates are passing the ball. This includes when the ball is at the disposal of a player out of bounds.

Team control ends

- When the ball leaves the hand on a shot
- The ball becomes dead (whistle is blown)
- The other team gains control of the ball

Defaults

A team with less than two players left on the court defaults the game. If the opposing team is ahead at the time, that score is the final result. If the opposing team was not ahead, the result is recorded as 2 - 0.

CALLING THE GAME

Throw in from out of bounds

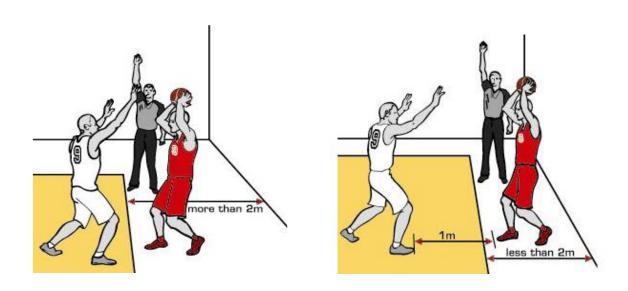
Once the ball is at the disposal of the player **out of bounds**, the player must:

- release the ball within 5 seconds so that it touches a player on the court
- not touch the ball on the court until it has touched another player.
- not step into the court before releasing the ball
- not move laterally more than 1 metre (*unless the throw in is after a successful field goal or free throw)
- not cause the ball to touch out of bounds or enter the basket. before touching a player on the court

Defending players must not have any part of their body over the boundary line (plane)

If the distance out of bounds behind the player making the throw in is less than 2 meters all other players on the court must remain at least 1 m from the player out of bounds. (see diagram below)

*After a field goal or successful last or only free throw the ball is put in from behind the endline the player may move along the endline or pass to a team-mate behind the endline, provided the ball is inbounded under the throw in conditions stated above



VIOLATIONS

Violations are infractions of the rules. The penalty is the opponents receive the ball for a throw-in from the nearest point out of bounds, except directly behind the backboard, unless otherwise stated.

Out of Bounds

Includes the sidelines and endlines, the floor and objects outside of these lines. The boundary lines are out of court. This includes structures, supports, the back of the backboard, lights and overhangs. It does **NOT** include the edges (*sides*, *top and bottom*) of the backboard.

The ball is out of bounds if it touches any of the above, or someone who is standing out of bounds. The ball is caused to go out of bounds by the last player to touch the ball before it goes out, or by a player who is already out of bounds.

Illegal Dribble

A dribble starts when a player, having gained control of a live ball bounces, throws, taps or rolls the ball and touches it again before it touches another player. During a dribble, the ball must contact the floor, between touches. The dribble ends when the player touches the ball with both hands at the same time or the ball comes to rest in 1 or both hands. The following are *not* considered dribbles:

- The player fumbles the ball at the beginning or end of a dribble
- Successive shots for goal (regardless of whether the ball hits the ring/backboard or not)
- Attempts to gain control of the ball by tapping the ball away from another player

<u>A player may not make a second dribble after completing a dribble</u>. A player may dribble again after a shot is attempted, the ball is batted away by an opponent, a pass or fumble is touched by another player.

Carried Ball

A player may not allow the ball to come to rest in the hand during a dribble.

Traveling

<u>Establishing a Pivot Foot</u>: When a player receives the ball, he/she is entitled to stop, move, shoot or pass under the following conditions:

- Player catches the ball with both feet on the floor (is stationary) may use either foot as the pivot foot. Once one foot is lifted, the other foot becomes the pivot foot.
- Player catches the ball while moving or dribbling may stop as follows:
 - o **If one foot is touching the floor:** this foot becomes the zero or gather step
 - o **If both feet are off the floor:** and the player lands on both feet simultaneously, the moment one foot is lifted, the other become the pivot foot
 - o **If both feet are off the floor** and the player lands on one foot, then that foot becomes the zero or gather step and the second foot to land is the pivot foot

In the 2017 FIBA rule changes there was a significant change to travel rule surrounding a player in motion receiving the ball, beginning a dribble, shooting or passing the ball.

Progressing with the ball (after establishing a pivot foot) for a stationary player

- After coming to a legal stop the player with a pivot foot
 - o Must release the ball before lifting the pivot foot to start a dribble
 - May lift the pivot foot or jump to shoot or pass. The ball must be released before the pivot foot returns to the floor
- After coming to a legal stop the player without a pivot foot (has caught the ball in the air and landed on two feet)
 - o Must release the ball before lifting **either foot** when commencing a dribble
 - o May lift one of both feet to shoot or pass. The ball must be released before either foot returns to the floor

Progressing with the ball for a player in motion (not stationary)

- To legally begin a dribble
 - A player in motion is allowed a gather or 'zero' step at the beginning or the end of a dribble
 - The foot that is on the ground when the player catches the ball or the first to land is the 'zero' step
 - o A player in motion must release the ball from his/her hands prior to the 2 step landing on the floor.
 - Example: Blue 5 who is running up the court catches the ball with his left foot on the floor, he steps with his right foot and releases the ball to begin his dribble before his left foot hits the floor again. **This**
- To legally end a dribble
 - o A player in motion is allowed a gather or 'zero' step at the beginning or the end of a dribble.
 - o The foot that is on the ground when the player catches the ball or the first to land is the 'zero' step
 - A player in motion must release the ball from his/her hands prior to the 1 step (pivot foot) landing on the floor again after the 2 step.
 - Example: Blue 5 who is dribbling the ball towards the basket picks the ball up with his right foot on the floor, he steps with his left foot and then his right foot again prior to releasing the ball for the layup or a pass. This is legal
 - Note: If blue 5 comes to a stop at the end of his dribble, it is the foot that landed second (the 1 step) becomes the pivot foot.

The following are not travels:

- A player falling to the floor
- A player sliding along the floor, provided it is sliding due to natural momentum.

A player cannot roll on the floor or stand up from the position on the floor while holding the ball. From this position a player must begin a dribble, pass or shoot the ball to avoid a violation.

Return to Backcourt

A team in control of a live ball in the frontcourt has caused the ball to be illegally returned to their backcourt if a player of that team is the last to touch the ball in his frontcourt and the ball is then first touched by a player of that team

- who has part of his body in contact with the backcourt or
- after the ball has touched the backcourt of that team

This restriction applies to all situations in a team's frontcourt, including throw-ins. However, it does not apply to a player who jumps from his frontcourt, establishes new team control while still airborne and then lands with the ball in his team's backcourt.

Goal tending

Goaltending occurs during a shot for field goal when a player touches the ball while it is completely above the level of the ring and:

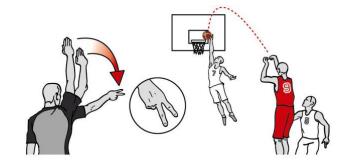
- it is on its downward flight to the basket or
- after it has touched the backboard

These restrictions apply until the ball no longer has a possibility of entering the basket, or the ball has touched the ring

If the violation is committed by an offensive player, no points can be awarded. The ball shall be awarded to the opponent's team for a throw in at the free throw line extended. If the violation is committed by a defensive player the offensive team are awarded the point from the basket. In addition, if this violation is committed by a defensive player during the last or only free throw that player is charged with a technical foul.







Playing the ball

A player shall not **deliberately** play the ball with the foot or the leg. A player shall not play the ball with closed hand (fist). On a pass or rebound, a player may not reach through the basket from below and touch the ball.

Three second rule

When a team has control of a live ball **in its front court** and the clock is running, a player must not remain in the opponent's restricted area for **more than three (3) consecutive seconds**. Allowances must be made for a player who is leaving the restricted area *or* is in the act of shooting (*including a team-mate*) *or* receives the ball, dribbles in and shoots for goal (quickly). Where possible warn the player when they are close to being charged with a 3 second violation

Five Second Rule (Closely guarded player)

A player holding the ball and is **closely guarded** by an opponent must pass, shoot or dribble the ball within five (5) seconds. To be closely guarded, the opponent must be within one (1) metre and actively guarding the player.

Eight Second Rule

A team in control of a live ball in its backcourt must cause the ball to go into the frontcourt within eight (8) seconds. If the same team retains possession in the backcourt as a result of the ball going out of bounds, a jumpball situation, the game stopped due to an injury to a player of the team in control, a double foul or foul penalties that cancel, then the eight (8) second count will continue with the remaining time only. The ball is in the frontcourt when it touches the frontcourt and/or a player with both feet in the frontcourt.

Shot Clock Rule

If the twenty four (24) second device is in use, the team in control of the ball on the court must shoot for goal within 24 seconds. The sounding of the 24 second signal when the ball is in flight on a shot shall be ignored if the ball hits the ring *or* enters the basket *or* the opposing team gains immediate control of the ball. It is a violation if, after a shot is attempted, the ball misses the ring and the offensive team regain control of the ball.

The 24 second clock starts when a team gains control of the ball **on** the court and stops when team control ends (except on a shot for goal). After a shot the 24 second clock resets to 24 seconds if the defensive team gains control. If the offensive team gains control after an attempted shot, the shot clock resets to 14 seconds.

From out of bounds the 24 second clock is reset unless the **same team retains possession** as a result of the ball going out of bounds, a jumpball situation, a stoppage caused by the team in control of the ball, a double foul or foul penalties that cancel,

If the 24 second signal sounds in error, the 24 second signal shall be ignored. If the game is stopped by this error then the 24 second clock shall be corrected and the team in control of the ball, shall be awarded the ball. If neither team had control of the ball, a jumpball situation occurs.

FOULS

Personal Foul

Illegal contact on 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 his hand, arm, elbow, shoulder, hip, leg, knee or foot not by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in and rough or violent play.

Unsportsmanlike Foul

A personal foul that is not a legitimate attempt to play the ball or causes excessive contact on an opponent with or without the ball.

Below are the five criteria of the Unsportsmanlike Foul:

- (C1) Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
- (C2) Excessive, hard contact caused by a player in an effort to play the ball or an opponent
- (C3) An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition.
- (C4) Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket. This applies until the offensive player begins his act of shooting.
- (C5) Contact by the defensive player on an opponent on the playing court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.

Penalty: if the foul is committed on a player not in the act of shooting = 2 free throws. For a player in the act of shooting they are awarded 2 free throws for a field goal attempt or 3 free throws for a 3 point attempt. For a player in the act of shooting, if they made the basket, the score counts and they are awarded 1 further free throw. The free throws are followed by a throw in at the center line extended opposite the scorer's table.

Disqualifying Foul

Any flagrant unsportsmanlike action by a player or team bench personnel

- A **player** shall be disqualified for the remainder of the game when:
 - o he is charged with 2 unsportsmanlike
 - o he is charged with 2 technical fouls
 - o he is charged with 1 technical foul and 1 unsportsmanlike foul
- A **coach** shall be disqualified for the remainder of the game when:
 - o He is charged with 2 technical fouls as a result of his personal unsportsmanlike behavior
 - O He is charged with 3 technical fouls, either all of them as a result of unsportsmanlike behavior of his **bench personnel** or one of them as a result of **his personal** unsportsmanlike behavior

Technical foul

A technical fouls is a non-contact foul of a behavioral nature including, but not limited to: disrespectfully communicating with the officials, using language or gestures likely to offence or incite spectators, delay of game, hanging on the ring or goaltending (defensive) during free throws.

Penalty: the opponents are awarded 1 free throw followed by a throw-in at the center line extended opposite the scorer's table.

Technical fouls on players **DO** count as team fouls. Technical fouls against a coach or any of his team personnel **DO NOT** count as team fouls

Types of Personal fouls

Holding

Illegal personal contact with an opponent that interferes with his freedom of movement. This contact can occur with any part of the body

Pushing

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

Illegal use of hands

Occurs when the defensive player is in a guarding position and his hands or arms are placed upon and remains in contact with an opponent with or without the ball, to impede his movement.

Blocking/Illegal Screen

When a player causes contact that impedes the progress of an opponent. This usually occurs when a player fails to gain or maintain a legal guarding position and stops the player with the body or legs. Blocking also includes illegal screens that impedes the progress of an opponent. Illegal screening occurs when a player who is screening an opponent was moving when contact occurred.

Charging

When the player with the ball forcibly pushes (or moves) into an opponent's torso who is in a legal guarding position.

When judging a charging foul consider the following:

- The defensive player must establish a legal guarding position (the defense does not **have to** be stationary for a charge to be called)
- The defensive player may remain stationary, jump vertically, move laterally or backwards to maintain his/her legal guarding position.
- Contact must be on the torso (body)

Cylinder Principle and Principle of Verticality

Each player has the right to a position on the floor and the space (cylinder) above him/her. A player may not leave his/her vertical position (cylinder) and cause contact with an opponent in a legal position. The cylinder is limited by the palms of the hands to the front, the back of the buttocks to the back and the outside edges of the arms and legs to the sides of a player in **normal basketball stance**. The hands and arms may be extended in front of the torso no further than the position of the feet. The distance between the feet is proportional to the height of the player

A defensive player may turn within his/her cylinder to avoid injury.





Legal Guarding Position

A player gains an initial **legal guarding position** on the court by being first to the position, facing the opponent, with both feet on the floor (in a normal stance) without causing contact. A player may maintain this position by moving backwards or laterally as the opponent moves.

An opponent **with** the ball may be guarded as close as possible without causing contact. An opponent **without** the ball must be allowed sufficient space to stop or change direction. The maximum distance for a fast moving player is two normal paces.

Foul Penalties

After 4 team fouls in a period, any additional fouls shall be penalized by 2 free throws unless a greater penalty is involved.

No free throws are administered for team control fouls (any foul committed by a team in control of the ball)

A foul on a player in the act of shooting, the shot shall count if successful plus 1 free throw. If the shot is missed 2 or 3 free throws are awarded depending on where the shooters feet were last on the floor

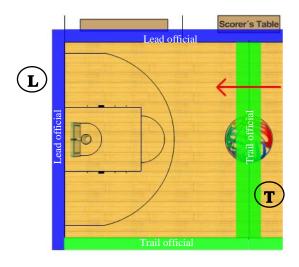
A foul on a player not in the act of shooting the ball is awarded to the player or team mate at the nearest point out of bounds.

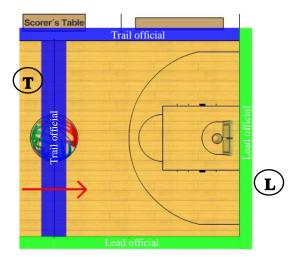
Players with 5 fouls must leave the court immediately. The substitution must be made within 30 second or a time-out may be charged.

MECHANICS OF REFEREEING

Court Coverage

Out of Bounds and throw-in situations





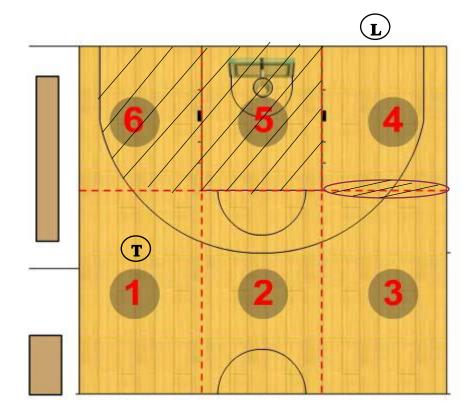
During the game, one referee is responsible for sideline 1 and endline 1. The other referee is responsible for sideline 2 and endline 2. The diagram (above) shows responsibility of each sideline given the direction of the ball. Primary responsibility for the out-of-bounds decisions are as follows:

Lead official: endline and sideline to his left **Trail** official: center line and sideline to his left.

An out-of-bounds call should only be by the referee responsible for that line. One referee may ask the other for help if they are unsure of who the ball touched before it went out.

Switching

Referees switch their positions on court when the 'lead' referee makes a foul call, but not when the 'trail' referee does. Exception: when the 'lead' referee makes a team control foul call, he then returns to administer the throw-in



Lead and trail positions

Indicates shared area

The referee ahead of play (on the endline) is called the 'lead' referee. This referee is responsible for watching the play on and around the ball when the ball is in areas 4 and 5, and out to the 3- point line in area 6 (shaded area above). At other times, this referee is responsible for the players off ball

The referee that follows the play is called the 'trail' referee. This referee is responsible for the play on and around the ball when the ball is in areas 1, 2, 3, 5, and 6. At other times, this referee is responsible for the other players away from the ball. The 'trail' referee is also responsible for most of the play in the backcourt. When the ball is in Area 5 (*restricted area*), both referees are responsible for on and off ball activity. The referee that the play is moving towards usually make the on-ball calls. It is important that the referees:

- 1. Keep up with the play
- 2. Look for the spaces in between players
- 3. Know their area of responsibility
- 4. Keep moving to obtain the best position
- 5. Keep most of the players between them. This is known as 'boxing in' or the 'Sandwich Principle'

Trail: the primary duties for the trail official include.

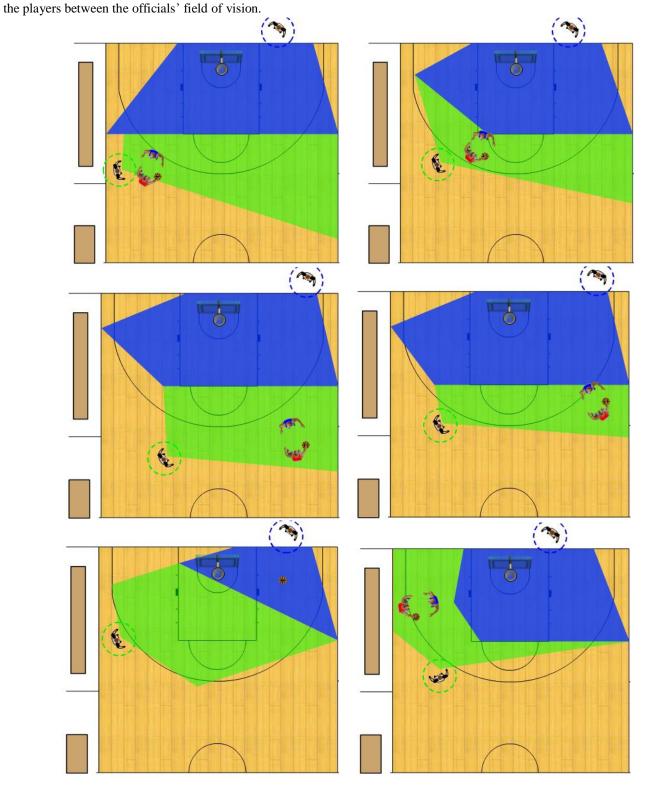
- 1. Two and three point field goal attempts, including fouls, or violations that may occur
- 2. Goaltending and interference
- 3. Rebounding situations, especially over-the-back situations
- 4. Low post area, especially on weak side (away from the ball)
- 5. Fouls away from the lead official
- 6. Twenty four (24) second shot clock

Lead: the primary duties for the lead official include:

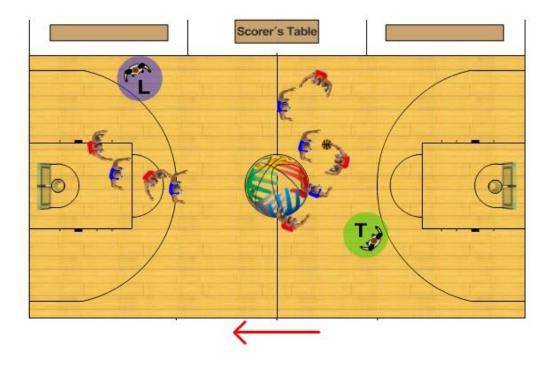
- 1. Post play
- 2. Play under the basket
- 3. Fouls away from trail official
- 4. Drive to the basket

Please remember there is no magic place on the floor, referees are reminded to use this as a guide and 'Go where you need to go in order to see what you need to see.'

In the follow diagrams note the position of the referees in relation to the players the ball and each other. Remember to 'box-in' all



In transition and trapping situations it is very important to **box the players in**.



SIGNALS

GAME CLOCK SIGNALS

STOP THE CLOCK



STOP THE CLOCK FOR FOUL



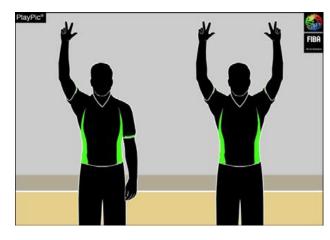
START THE CLOCK



SCORING







1 POINT

2 POINTS

3 POINT ATTEMPT

SUCCESSFUL

SUBSTITUION AND TIME OUT

SUBSTITUION



BECKONING-IN

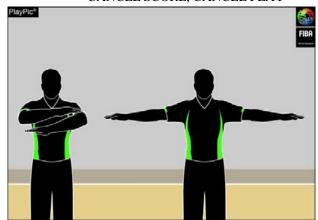


CHARGED TIME-OUT

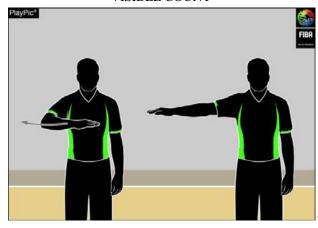


INFORMATIVE

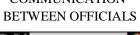
CANCEL SCORE, CANCEL PLAY



VISIBLE COUNT



COMMUNICATION





DIRECTION OF PLAY AND/OR OUT OF BOUNDS

JUMP BALL SITUATION







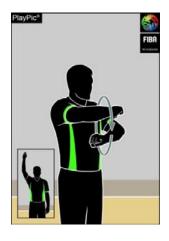


VIOLATIONS

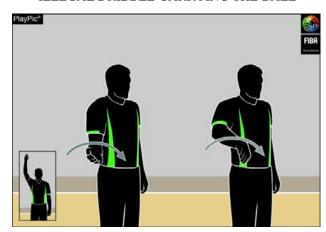
TRAVELLING

ILLEGAL DRIBBLE

ILLEGAL DRIBBLE-CARRYING THE BALL



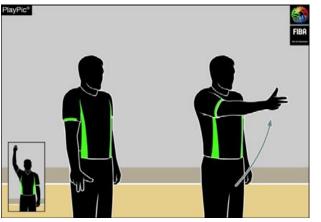




3 SECONDS

5 SECONDS

8 SECONDS





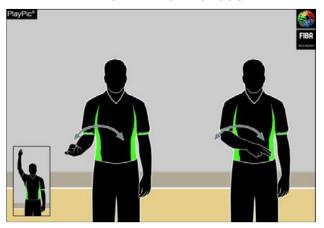


24 SECONDS

BALL RETURNED TO BACKCOURT

DELIBERATE FOOT

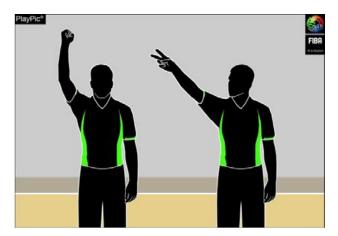


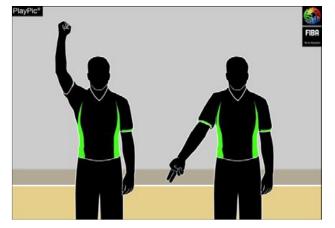




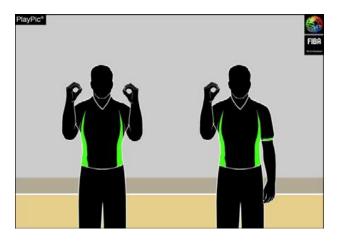
Foul on a player in the act of shooting

Not in the act of shooting





No. 1-5 No. 6-10 No. 00 and 0

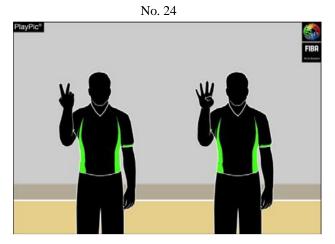




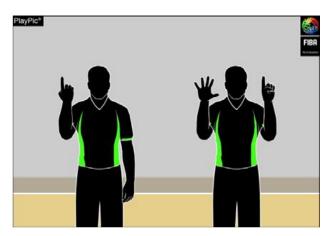


No. 11-15

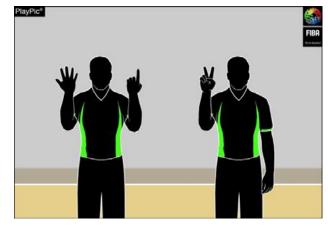


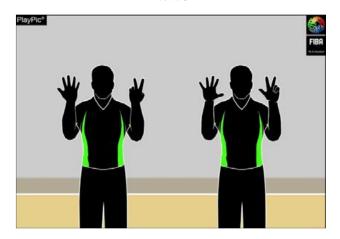


No. 16



No. 62





STEP 2-TYPE OF FOUL

Holding



Blocking (defense) /
Illegal Screen (offense)



Pushing or Charging without the ball



Illegal use of hands



Charging with the ball



Hit to the head



Technical foul



Unsportsmanlike foul



Double foul



Disqualifying foul



PlayPic*

STEP 3-NUMBER OF FREE THROWS AWARDED

1 free throw



2 free throws

3 free throws





OR-DIRECTION OF PLAY

After a foul without free throws



After a team control foul



FREE THROW ADMINISTRATION

Administering referee-Active official (Lead)



Number of Free throws





Passive official (Trail)

1 free throw



2 free throws



3 free throws





FEDERATION INTERNATIONALE DE BASKETBALL INTERNATIONAL BASKETBALL FEDERATION SCORESHEET

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Competition _	Date	Ti	me _			R	Refe					10000						
Game No.	Place					u						Umpire 2						
Game No Place				RUNNING SCORE														
Time-outs		Team fo	uls		_	-				-	В		-		_			
	Period ① 12	3 4 2	1 2	3	4		A 1	1	-	A 41	41	+-	A 81	81 81	+	A 121	121	
	Period 3 12					<u> </u>	2	2	-	42	42		82	82	+	_	122	
	Extra periods				_		3	3	+	43	43	+	83	83	+	123	-	
Licence		- Player		Fouls			4	4	\top	44	44	+	84	84	\top	_	124	
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							17	17	+	57	57	+	97	97	+	137	137	
Coach							18	18		58	58	\top	98	98	\top	-	138	
Assistant Coach							19	19		59	59		99	99		139	139	
Team B							20	20		60	60		100	100		140	140	
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	Period 3 12	3 4 4	1 2	3	4		23	23		63	63			-		143		
	Extra periods		9 209	535 7.51			24	24		64	64	\perp	-	104			144	
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Assistant scorer								eriod							_			
Timer								eriod		Α		_			_			
Shot clock operator						P	eriod	4	Α					_				
Shot clock op	erator				- 22		E	xtra	perio	ds	Α				B _	_		
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Captain's signature in case of protest				Nan	ne o	f wi	nning	tear	n									