



## USA Basketball Tournament Rules

Please note, where a specific rule of standard is not listed in this document, the recommendation is to follow official FIBA rules. The full list of FIBA rules can be found at

<http://www.fiba.basketball/OBR2017/Final.pdf>

Act of Shooting	<ul style="list-style-type: none"> <li>Considered in the act of shooting until both feet return to floor</li> <li>If fouled and able to release the ball, the ball must be released towards the basket for the foul to be considered in the act of shooting</li> </ul>
Airborne Shooter	<ul style="list-style-type: none"> <li>No airborne shooter rule as such</li> <li>Foul committed by airborne shooter is not considered a player control foul</li> </ul>
Adding Player to Scoresheet After Game Begins	<ul style="list-style-type: none"> <li>Not permitted</li> </ul>
Alternating Possession Arrow	<ul style="list-style-type: none"> <li>Set to the team that does not gain control of the first live ball on the playing court after the jump ball</li> </ul>
Backcourt, Frontcourt	<ul style="list-style-type: none"> <li>Non-dribbler is in the frontcourt when both feet are completely touching frontcourt</li> </ul>
Backcourt Count	<ul style="list-style-type: none"> <li>Ten (10) second backcourt</li> <li>Starts on player touching ball on inbound</li> <li>New count on defensive foul</li> <li>Count resumes with time remaining on any out-of-bounds, held ball, cancellation of equal penalties, double foul and offensive injury</li> <li>New count begins when the offensive player gains control of ball if the ball legally returns to back court without loss of control</li> </ul>
Basket	<ul style="list-style-type: none"> <li>Team basket is the one a team is defending</li> </ul>
Basket Interference	<ul style="list-style-type: none"> <li>Both teams may touch the ball after it touches the rim</li> <li>Causing backboard to vibrate to prevent goal is a violation</li> </ul>
Bench Area, Coaching Box, Time-out Area	<ul style="list-style-type: none"> <li>Use existing court lines</li> <li>No loss of coaching box (no requirement to sit) after a technical foul</li> <li>Home team is located to the left of the scorer's table (when facing court table side) unless both teams agree to change benches and interchange baskets</li> <li>No defined 'team bench area', team's time-outs are taken in the team bench area</li> </ul>
Blocked Shot or Pass	<ul style="list-style-type: none"> <li>Player returning to floor without losing control of ball is a travel (with the below exception)</li> <li>Player returning to floor without losing control of ball with opponent's hand(s) firmly on ball is a held ball</li> </ul>
Bleeding, Injured Player	<ul style="list-style-type: none"> <li>May remain in game if has not been substituted and a time-out is taken by EITHER team and player is ready to play at end of time-out</li> </ul>
Blood on Uniform	<ul style="list-style-type: none"> <li>Item with blood must be removed/changed</li> </ul>

Bonus, Penalty	<ul style="list-style-type: none"> <li>• Two (2) free throw penalty on 5th team foul each period</li> </ul>
Cancelled Free Throw, Field Goal or Dead Ball Enters Basket	<ul style="list-style-type: none"> <li>• Throw-in free throw line extended (includes scenario where, for example, offensive player is fouled in restricted area prior to act of shooting but then continues and puts the ball into the basket)</li> </ul>
Charge Semi-Circle	<ul style="list-style-type: none"> <li>• Airborne offensive player penetrating the semi-circle line passing or attempting try for goal who contacts a defender within or in contact with semi-circle area can't be ruled a charge</li> </ul>
Coach Replacement	<ul style="list-style-type: none"> <li>• Should a coach be removed or exit a contest, a parent or adult supervisor must be present on the bench for the game to continue (can come from stands). If this replacement is not licensed by USA Basketball, a USA Basketball staff member will be required to sit on the bench for the remainder of the tournament</li> </ul>
Closely Guarded	<ul style="list-style-type: none"> <li>• Five (5) second count applied <ul style="list-style-type: none"> <li>○ Backcourt and frontcourt</li> <li>○ Only while the ball is held</li> <li>○ Opponent within one (1) meter playing active defense</li> </ul> </li> </ul>
Coach(es) Standing	<ul style="list-style-type: none"> <li>• Either the head coach or assistant coaches can stand to coach</li> <li>• Only one coach may stand at a time</li> <li>• Only the head coach can address the officials</li> <li>• No loss of coaching box privileges (no requirement to sit) after a direct "C" or bench "B" technical foul to coach</li> </ul>
Concussion	<ul style="list-style-type: none"> <li>• Immediately remove player from game who exhibits signs, symptoms or behavior consistent with concussion</li> </ul>
Correctable Errors	<ul style="list-style-type: none"> <li>• Free throws shot at wrong basket are not a correctable error– count FT's and resume play in correct direction at correct point</li> <li>• Free throws shot by wrong player – cancel free throws and award ball to opponent at Free Throw line extended</li> <li>• The error is to be ignored if failure to award merited free throws and team scores</li> </ul>
Default	<ul style="list-style-type: none"> <li>• Game is defaulted if a team has fewer than two (2) players ready to play on the court</li> </ul>
Delay of Game	<ul style="list-style-type: none"> <li>• Official can put the ball on the floor and start a count if a player refuses to take the ball/is delaying the game on any free throw and/or throw-in</li> <li>• Warning or technical foul for preventing a throw-in from being taken promptly/interfering with a throw-in</li> <li>• Warning or technical for deliberately touching ball after a goal or successful free throw</li> <li>• No rule for huddling or contacting free thrower during free throws</li> <li>• If a team is delaying coming out of a time-out on 1st offense <ul style="list-style-type: none"> <li>○ Warning if return to court after being re-beckoned</li> <li>○ Charging additional time-out if they do not return</li> <li>○ If no time-outs left a technical foul is charged</li> <li>○ 2nd offense results in a technical foul</li> </ul> </li> </ul>
Double Foul	<ul style="list-style-type: none"> <li>• Point of infraction – throw-in at spot closest to the foul</li> </ul>
Disqualified Player	<ul style="list-style-type: none"> <li>• Must be replaced within 30 seconds</li> <li>• No warning horn</li> <li>• Team may huddle</li> <li>• Player who has committed five (5) fouls is an excluded player</li> </ul>
Dribbling Out-Of-Bounds	<ul style="list-style-type: none"> <li>• No violation if dribbler steps out-of-bounds while dribbling but does not contact the ball while out-of bounds and has in-bounds status when next contacts the ball</li> </ul>
Dunking in Warm-Up	<ul style="list-style-type: none"> <li>• Permitted (Note: though dunking is legal, hanging on the rim is not)</li> </ul>
End of Game, Official's Jurisdiction	<ul style="list-style-type: none"> <li>• Ends when referee signs the score sheet</li> <li>• No assessment of fouls after time expires, report any activity/incidents</li> </ul>
Extra Periods	<ul style="list-style-type: none"> <li>• Four (4) minutes</li> <li>• Start with alternate possession</li> <li>• Only one (1) time-out each period</li> </ul>

Excessively Swinging Elbows	<ul style="list-style-type: none"> <li>• Without contact - technical foul</li> <li>• With contact – may be personal (team control), unsportsmanlike or disqualifying</li> </ul>
Falling to Floor	<ul style="list-style-type: none"> <li>• Legal for player in control of the ball to fall to floor</li> </ul>
Fighting	<ul style="list-style-type: none"> <li>• Head coach or assistant coach may assist in restoring order</li> </ul>
Free Throws	<ul style="list-style-type: none"> <li>• Maximum of five (5) players (2 offensive) in lane spaces</li> <li>• Spaces are exclusive to teams but don't have to be occupied</li> <li>• Bottom two (2) spaces must be occupied by defense – other open spots may be taken by opponent</li> <li>• Violation by either team (except shooter) ignored if free throw is successful</li> <li>• Double violation involving shooter and opponent – shooter violation penalized</li> <li>• Eight (8) seconds to release ball</li> <li>• Players on lane can enter on release; shooter and players behind arc can't enter until ball hits rim</li> <li>• Only shooter can't fake</li> <li>• Free throw ends when ball touches the rim</li> </ul>
Game Timing	<ul style="list-style-type: none"> <li>• Four (4) periods of eight (8) minutes</li> <li>• Time between periods: 1-minute</li> </ul>
Goaltending	<ul style="list-style-type: none"> <li>• Ball touched in downward flight, above ring with chance of entering the basket or a ball touched above level of ring after it has touched the backboard</li> </ul>
Held Ball	<ul style="list-style-type: none"> <li>• Two (2) opponents in-bounds one or both hands firmly on the ball trying to get possession and one player steps out-of-bounds – held ball situation and ball awarded based on alternate possession arrow</li> <li>• Two (2) opponents in frontcourt one or both hands firmly on ball trying to get possession and player of team in control steps on division line or into backcourt - held ball situation and ball awarded according to alternate possession arrow</li> </ul>
Intentional /Unsportsmanlike Foul	<ul style="list-style-type: none"> <li>• If on an attempt for goal <ul style="list-style-type: none"> <li>○ Basket not scored: two (2) or three (3) shots and possession at center line</li> <li>○ Basket scored: One (1) free throw and possession at center line</li> </ul> </li> <li>• Foul by the defense on throw-in during last two (2) minutes is unsportsmanlike if ball still in hands of player throwing in or at their disposal</li> <li>• Foul from behind or laterally on player with a clear-path to stop a fast break is unsportsmanlike</li> </ul>
Instant Replay System	<ul style="list-style-type: none"> <li>• No Instant Replay System</li> </ul>
Jump Ball	<ul style="list-style-type: none"> <li>• To start game only. Alternate possession for rest of game including each extra period</li> <li>• Players may move onto or around circle prior to toss</li> </ul>
Last Second Shot	<ul style="list-style-type: none"> <li>• 0.3 seconds or more to catch and shoot</li> <li>• 0.2 or 0.1 – tap or directly dunk only</li> <li>• Shoot free throws if fouled simultaneously with signal to end game while shooting</li> </ul>
Out-Of-Bounds	<ul style="list-style-type: none"> <li>• Legal for the ball to pass over the backboard in either direction</li> <li>• Two (2) opponents in bounds both hands on ball trying to get possession and one player steps out-of-bounds. Held ball situation and ball awarded based on alternate possession arrow</li> </ul>
Personal Foul	<ul style="list-style-type: none"> <li>• Contact by a player against an opponent while ball is alive or dead during playing time</li> </ul>
Player Control Foul	<ul style="list-style-type: none"> <li>• Does not include airborne shooter after release on a try (count field goal if made and penalize pushing foul)</li> </ul>
Protests	<ul style="list-style-type: none"> <li>• Protest procedure is started by coach signing the appropriate spot on the scoresheet before the start of the game &amp; reporting complaint to designated tournament personnel</li> </ul>
Resumption of Play Procedure	<ul style="list-style-type: none"> <li>• No such procedure; warn if initial delay is excessive and assess a technical foul if repeated</li> </ul>

Returned to Backcourt	<ul style="list-style-type: none"> <li>Lifting foot in backcourt while straddling the division line and in control of the ball and touching down again in backcourt while in control of ball is legal (i.e. Offensive player catches pass from backcourt straddling the division line, lifts foot in backcourt to pivot and puts it back down again in backcourt – legal)</li> <li>Two (2) opponents in frontcourt one or both hands firmly on ball trying to get possession and player of team in control steps on division line or into backcourt - held ball situation and ball awarded according to alternate possession arrow</li> </ul>
Roster Size	<ul style="list-style-type: none"> <li>Each team is allowed a maximum of 15 players or coaches on the official roster, at least one of which must be a licensed coach in good standing. All bench personnel over the age of 18 must also be actively licensed in good standing.</li> </ul>
Shot Clock	<ul style="list-style-type: none"> <li>30 seconds</li> <li>On a throw-in, clock begins when touched by player on court</li> <li>If horn sounds, delay whistle – if no rim and defense gets immediate control, no whistle – play on</li> <li>All resets go to 30 seconds.</li> </ul>
Shooting Foul Simultaneous with Horn to End Game	<ul style="list-style-type: none"> <li>Shoot free throws regardless of the score</li> </ul>
Slapping Backboard	<ul style="list-style-type: none"> <li>If intentional and it is deemed to prevent the ball from entering the basket then it is a violation and count the goal</li> <li>Could be deemed technical if considered to be taunting, intimidating or other</li> </ul>
Start of Game	<ul style="list-style-type: none"> <li>Always start with a jump ball</li> <li>Non-jumpers allowed to move onto and off the restraining circle and exchange spots along the circle</li> </ul>
Substitutions	<ul style="list-style-type: none"> <li>On free throws - before first attempt or after last or only successful free throw</li> <li>Subs can report after warning horn up until the substitution period is over</li> <li>Substitution opportunity exists for team scored upon in last two (2) minutes of the 4<sup>th</sup> period and each extra period <ul style="list-style-type: none"> <li>The scoring team can also sub if the non-scoring team is making a substitution</li> </ul> </li> <li>Sub entering and player leaving game can't leave/return until the game clock has started/stopped (runs)</li> <li>Subs don't have to be beckoned in by officials if reported to table during a time-out/interval of play</li> <li>Disqualified player must be replaced within 30 seconds</li> <li>If an injured/bleeding player(s) must be substituted before the game or in-between free throws then opponent can substitute same number of player(s)</li> </ul>
Team Control in Frontcourt	<ul style="list-style-type: none"> <li>Team is in control of a live ball in the frontcourt when: <ul style="list-style-type: none"> <li>Player on that team is holding, catching or dribbling ball with both feet touching the frontcourt</li> </ul> </li> <li>Ball is being passed between teammates in frontcourt, includes frontcourt throw-ins</li> </ul>
Technical Fouls	<ul style="list-style-type: none"> <li>Penalty is one (1) free throw and possession</li> <li>Player not on score sheet cannot play</li> <li>No technical foul for administrative errors (i.e. wrong #)</li> <li>Coach "C" type or Bench "B" type do not count towards team total for penalty</li> <li>Coach doesn't lose coaching box privileges for either of above</li> <li>Player "P" type technical fouls are non-contact fouls during a live or dead ball</li> <li>Technical fouls on players count as fouls towards the five (5) personal fouls for disqualification and team total for penalty</li> <li>Player coming off bench to shoot technical free throws must stay in game for a clock running phase <ul style="list-style-type: none"> <li>Team personnel leaving bench area for unauthorized reason is a "B" type technical</li> </ul> </li> </ul>

Throw-Ins	<ul style="list-style-type: none"> <li>• Legal to throw over the backboard</li> <li>• Thrower can move a total of one (1) meter laterally within the five (5) seconds</li> <li>• Defense can't touch ball if in hands of thrower even if ball has broken the out-of-bounds plane</li> <li>• Warning for touching the ball in hands of thrower 1st occurrence</li> <li>• Defender can't touch ball until it is on inbounds side of boundary line even after thrower releases</li> <li>• Contacting thrower out-of-bounds could be a common or an unsportsmanlike foul</li> <li>• Can't inbound to backcourt from frontcourt</li> <li>• Advanced from the backcourt to the frontcourt throw-in line (3-point line extended if no throw-in line exists) if team in control calls time-out in last two (2) minutes of the 4<sup>th</sup> period or any extra periods following</li> </ul>
Time-Outs	<ul style="list-style-type: none"> <li>• Two (2) 60 second time-outs in 1<sup>st</sup> half &amp; three (3) 60 second time-outs in 2<sup>nd</sup> half – no carryover</li> <li>• Can only take two (2) time-outs with two (2) minutes or less showing on the clock in the 4<sup>th</sup> period. If a team hasn't taken a time-out by the 2-minute mark in 4th period, then they lose a time-out</li> <li>• Must be requested at scorer's table by coach or assistant coach – granted at first time-out opportunity</li> <li>• No time-out within a set of free throws</li> <li>• Teams must stay in huddle for 50 seconds</li> <li>• Extra periods – one (1) 60 second time-out for each extra period – no time-outs carry over</li> <li>• Excessive time-out request is ignored</li> <li>• Time-outs not permitted during intervals of play</li> <li>• Time-out can't be granted before a playing time for a period starts (game clock starts) or after playing time for a period has ended</li> <li>• Official may assess a time-out to a team for delaying coming onto court after a time-out</li> <li>• In the last two (2) minutes of the 4<sup>th</sup> period and each extra period following a time-out the ball will be inbounded from the offensive teams' frontcourt.</li> </ul>
Traveling	<ul style="list-style-type: none"> <li>• Legal for player in control of the ball to fall to floor</li> </ul>
Uniform Worn Improperly	<ul style="list-style-type: none"> <li>• Instruct player to correct. If player doesn't comply could be warned and a technical foul issued if noncompliance continues</li> </ul>