



**CANADIAN ASSOCIATION OF BASKETBALL OFFICIALS
ASSOCIATION CANADIENNE DES ARBITRES DE BASKETBALL**

RULE DIFFERENCES 2005-2006

Document prepared by: Paul Deshaies, CABO National Interpreter, With the assistance of Ted Montgomery, Ontario Interpreter, (Based on a original document produced by Nancy Éthier in 2004)

RULE	FIBA	NFHS
Court & Equipment	Specific court dimensions and markings 1 circle – trapezoid lane	Smaller court, specific markings 1 circle – rectangular lane Smaller 3-point arc
Officials	2 or 3 persons	2 or 3 persons
Bench & Basket	Home team's bench to the left of table, warm-up at opposite end	Warm-up opposite team bench. Home has choice of bench
Duration	4 x 10 minutes	4 x 8 minutes or 4 x 6 minutes
Intervals of Play	15-minute half time; 2 minutes between each quarter.	15-minute half time; one minute before overtime
Starting Each Half	Jump Ball only to start the game. AP for the rest	Jump Ball 1 st and all overtimes, AP for the rest
Jump Ball	Players may move onto or around the circle prior to toss.	Players may not move onto or around the circle until the ball has left the official's hand
Throw-ins	Front court throw-in – cannot throw the ball to the back court. Allowed to throw ball over backboard on throw-in.	Can be thrown anywhere on the court. Cannot throw ball over rectangular backboard on throw-in. Can be thrown over fan-shaped backboard
Substitution	Permitted during clock stoppage Free throws situations- Prior to first shot and before ball at disposal of thrower-in following last shot if successful, or if to be followed by throw-in at mid-court Last 2 minutes of 2 nd half, subs permitted for team scored upon.	Permitted during any stoppage of play Multiple free throw situations: only before last free throw or after last successful free throw During time-outs – player must report prior to warning signal. No restriction in final 59.9 seconds
Time Outs	2 in the first half and 3 in the second half. No carry-over. T.O. must be requested at the scorer's table by the coach. Granted at the next stoppage of play, or if scored upon, or after last successful free throw, or after free throw followed by throw-in at mid-court. No T.O. between free throws. T.O. is 1 minute in duration- warning at 50 seconds. Teams must stay in their huddle for 50 seconds. One T.O per overtime	3 x 60 seconds + 2 x 30 seconds Warning issued 15 seconds prior to end of a 60-second time-out and 10 seconds prior to the end of a 30-second time out. Used anytime during the game. May be granted at request of player or coach while a player on the requesting team is in control or during dead ball. T.O. may be granted between free throws. T.O. can be shortened if both teams are ready to play.. Add one T.O. per overtime T.O. can be carried over Extra T.O. technical foul.
Timing	Clock stops last 2 minutes of 2nd half & extra periods on made field goals.	No rule
Overtime	Same direction & no jump ball. 5 minutes. 1 time-out only.	Same direction & jump ball. 4 minutes. 3 minutes for a game with 6 minute quarters 1 additional 60 sec. T.O
Blood Rule	Bleeding player must be substituted for immediately. May stay if timeout granted to any team and player ready at end of timeout	Bleeding player must be substituted for immediately. (can stay if a T.O. is taken by there team and the blood is stopped)
Blocked Shot	Player returning to floor without losing control of ball – Travel	Player returning to floor without losing control of ball – Held Ball = AP arrow
Falling	Player with ball permitted to fall.	Player with ball travels if falls
Fighting	Head coach or assistant may assist in fighting situation.	Head coach only may assist in restoring order.

RULE	FIBA	NFHS
Free Throws	Maximum 5 players (3 defense, 2 offense) in designated lane spaces. Spaces are exclusive to each team. Violation by either team (excluding the shooter) is called <u>only</u> if free throw is unsuccessful. Team control foul – no f.t. Violation by free-thrower takes precedence over other violations Five seconds to release the try Restrictions apply : for players in marked lane spaces, until ball is released for other players, until ball touches ring	Maximum 6 players in lane spaces (Max. 2 offensive players). First 2 spaces must be occupied by defense. Open spot may be taken by opponent. No player shall occupy the fourth space. Players not in marked lane spaces must be behind the 3-point line and the free throw line extended. Violation on offensive team called immediately. Delay against defense team. No free throws on a team control foul Ten seconds to release the try Restrictions for all players end when ball touches rim, backboard, or free throw ends
Shot Clock Reset	Reset when: <ul style="list-style-type: none"> • Ball hits rim • Change of possession • Score • Technical stoppage, no advantage • Injury to opponent • All fouls (except double and cancellation of equal penalties and same team gets throw-in) • All violations by defense (exc. out of bounds). 	No shot clock rule
Airborne Shooter	Considered in act of shooting until both feet return to the floor. Charge after release of ball, count basket if successful	Considered in act of shooting until one foot returns to the floor Airborne shooter charges after release of ball, disallow basket, player control foul

VIOLATIONS

Closely Guarded	5 second count on a player holding the ball, anywhere on the court.	5 second count on a player holding or dribbling the ball in front court only
8 seconds	8 seconds to advance into front court Ball out of bounds and returns to same team, time left in count	10 seconds to advance into front court New count if stoppage of play
Shot Clock	24 seconds Ball must be released prior to sounding of horn and subsequently hit rim. Clock begins on player control inbounds. If horn sounds – don't blow whistle and wait to see what happens = if shot doesn't hit rim or go in, or defense gets immediate control, no whistle, play continues.	No rule
Back court	Front court status once ball or either foot crosses division line. Ball returning to back court with team control, last touch, first touch = violation	During dribble, front court status once 3 points (ball +both feet) cross division line. A player from the team not in control may jump from front court, catch a tapped jump ball or a throw-in and land in the back court (even with one foot touching in the front court first.)
Basket Interference	Offense and defense may touch ball once it contacts rim.	Neither team may touch ball within imaginary cylinder Except when the hand was on the ball and brought it into the cylinder – as in a dunk or dunk attempt or in blocking a dunk attempt
Faking during Free Throw	Shooter may not fake free throw No rule on faking to draw a violation by players in lane spaces.	Shooter may not fake free throw Violation for faking by player in lane space to draw a player into lane early

FOULS

Personal Fouls	Contact by an opponent during a live or dead ball.	Contact by an opponent during a live ball only.
Team/Player Control	No free throws on any team control foul Team control on a throw-in	No free throws on team control foul Includes airborne shooter after release of ball No team control on a throw-in.
Penalty (Bonus)	2 shots starting on the 5th team foul in each quarter.	1 + 1 starting on the 7th team foul in each half and 2 shots starting on the 10th
Technical Foul	Non-contact fouls – live or dead ball. 2 shots plus possession at division line.	Dead ball- contact & non-contact fouls Live ball- non-contact fouls 2 shots and possession
Unsportsmanlike Foul	2 (3) shots and possession at division line. Exception: Made field goal = 1 shot + possession	Same as CIS men