

# **Official Basketball Rules Changes 2024**

FOR NATIONAL FEDERATIONS

# Summary of Changes – OBR 2024

## MAJOR

Art. 17 Throw-in

Art. 44 Correctable Error

Appendix F : Instant Replay System & HCC

Official Interpretations: Foul and Fake

## MINOR

Art. 1 Participants' Responsibility

Art. 3 Equipment

Art. 31 Basket Interference

Art. 40 Foul limits by a player and game disq.

Art. 48 Scorer and assistant scorer: Duties

Appendix A : Officials Signals

Appendix C : Protest Procedure

Appendix D : Classifications of teams

## Art. 1.2 – Participants' responsibility

All participants have a responsibility to contribute to the smooth running of the game.

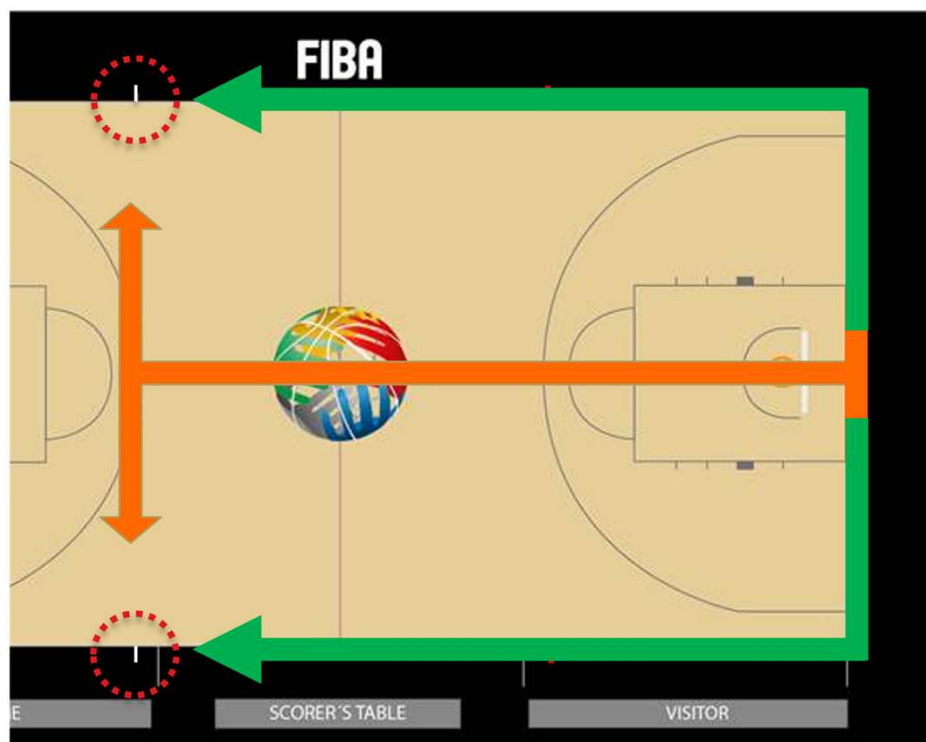
When there is an error, which can be solved, everyone should help to identify the error so it can be corrected.

See changes to  
Art. 44 – Correctable Error.



## Art. 17 – Throw-in (L2M after a time-out)

and Art. 2.5.6 Throw-in lines (new throw-in lines)



After a time-out with 2:00 minutes or less in the 4<sup>th</sup> quarter and in each overtime the Head Coach may decide to resume the game with a frontcourt throw-in (throw-in line) instead of a backcourt throw-in.

- If the backcourt throw-in is after a valid basket, the Head Coach shall decide **which side of the court will be used**.
- The throw-in after a foul or violation shall be on the **same side** of the court as the designated backcourt throw-in spot.

## Art. 31.2.4 – Goaltending and Interference

This is an editorial change provides more details to increase consistency of referees' decisions when a player grasps or vibrates the basket.

*The action must cause "the ball to take an unnatural bounce or to change direction" thus **causing** the ball **to enter or be prevented from entering** the basket.*



## Art. 40 – Foul limits by a player and game disqualifications

Any disqualified or game disqualified person must leave the floor area immediately and shall not take more than 30 seconds to do so.

To facilitate the general communication and reduce execution time, after a player or coach has received a game disqualification.

Definition of Game disqualification (GD)

- a player with 2 TFs *or* 2 UFs *or* 1 TF & 1 UF
- a coach with 2 personal TFs *or* 3 combined TFs



## Art. 44 – Correctable Error

Errors have occurred in FIBA Competitions (fantasy basket, missing points on the score sheet, wrongly executing the penalty, etc.) that ought to have been corrected.

Re-write of the rule expands the time frame to correct an error and provides greater clarity regarding what, when and how errors are to be corrected in a logical manner.

The errors have been divided in two categories.

Category

1

Category

2



# Art. 44 – Correctable Error / Category 1

## Category 1

- Awarding an unmerited free throw(s).
- Failing to award a merited free throw(s).
- Permitting the wrong player to attempt a free throw(s).
- **Directing the wrong player to attempt a free throw(s).**
- Erroneously awarding or cancelling of a point(s).
- **Reporting a foul on the wrong player, coach, or team.**
- **Scorekeeping errors, including:**
  - failing to record or erroneously recording points.
  - failing to record or recording a foul on the wrong player, coach, or team.
  - failing to record or recording a time-out on the wrong team.
- **Game clock errors, including malfunctions, or errors in starting or stopping the game clock correctly, or in setting the correct time on the game clock.**



## Art. 44 – Correctable Error / Category 2

### Category 2

- **Shot clock errors, including**
  - malfunction in starting the shot clock correctly.
  - malfunction in stopping the shot clock correctly.
  - errors in setting the correct time on the shot clock.



# Art. 44 – Category 1 / Correction Window

First 38 minutes

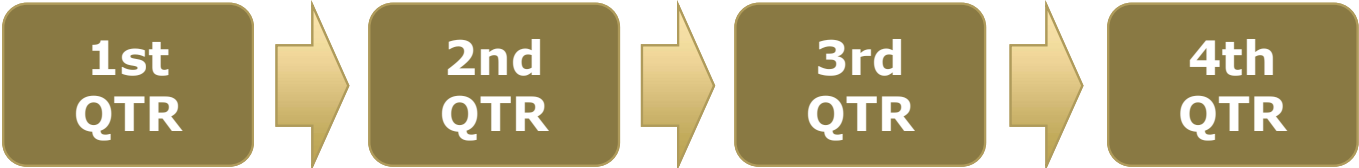
## Category 1 Error

10:00 – 00:00  
Game Clock

10:00 – 00:00  
Game Clock

10:00 – 00:00  
Game Clock

10:00 – 02:01  
Game Clock



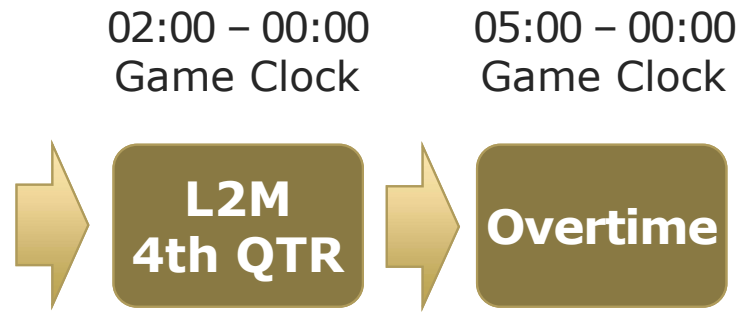
## Correction Window

Latest 4th quarter at 02:01  
(including intervals)

# Art. 44 – Category 1 / Correction Window

Last 2 minutes of 4<sup>th</sup> Quarter + Overtime(s)

## Category 1 Error



If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, but the referees stop the game for the first time with less than 2:00 minutes remaining on the game clock, the error must be corrected before the ball becomes live again.

## Correction Window

Until next stoppage  
in the game

# Art. 44 – Category 2 / Correction Window

## Category 2 Error

Any time  
of the game

Game

## Correction Window

During the same Shot Clock period  
when the error occurred

No longer correctable after:

- a change of possession of a live ball after the error.
- the team in control of the ball scores a valid goal.
- the ball becomes dead when the game clock sounds for the end of the game.

## **Art. 48 – Scorer and assistant scorer: Duties**

### In Case of an Error

To provide new language to clarify the Scorer's ability and procedure to correct an error on the scoresheet.

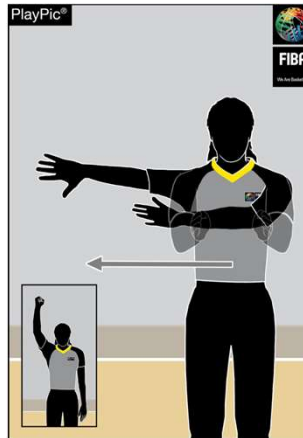
New language is consistent with changes to Art. 44 Correctable Errors

- Scorekeeper shall consult the crew chief and correct errors on the scoresheet when the error is identified within the limits defined in Article 44 (Correctable errors).
- If the error is not identified within the limits defined in Article 44 (Correctable errors), the error may no longer be corrected.

# Appendix A: Officials signals

## Signal 51: Pass-off after foul

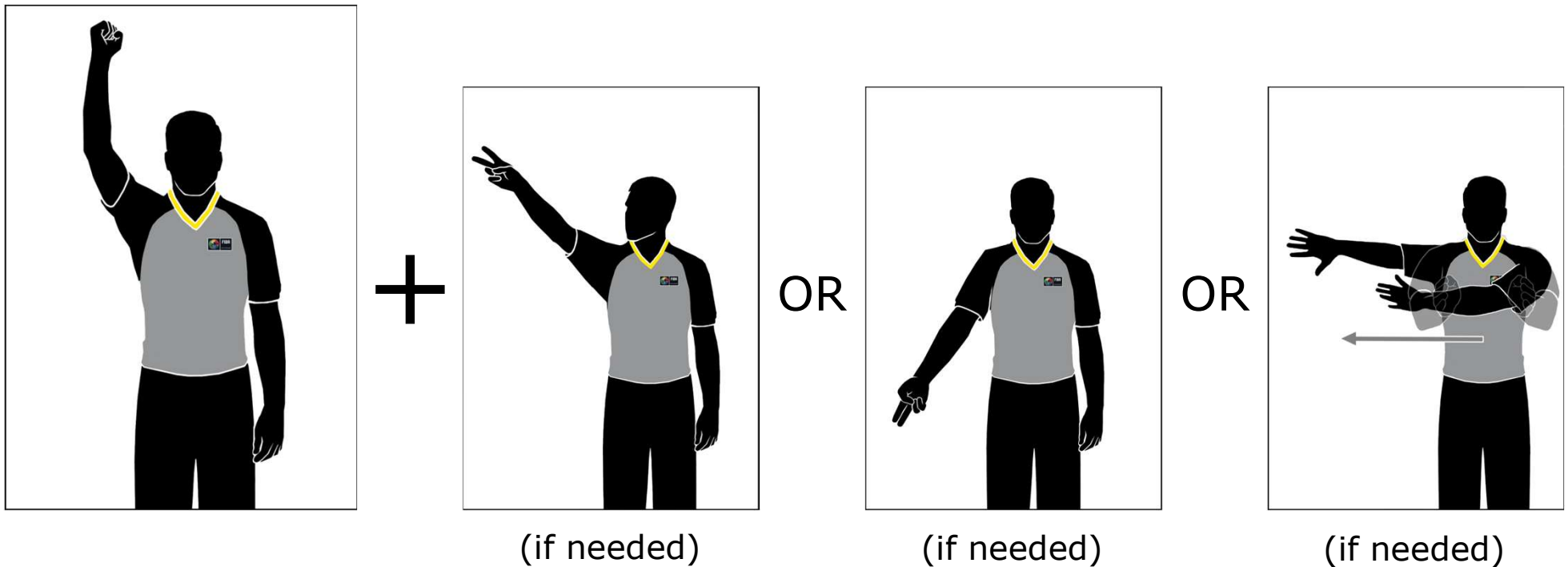
An official referee signal has been added to communicate a situation where the player fouled in the act of shooting then passes the ball instead of shooting it.



ONLY FOR REFEREES EDITION

## Appendix A: Officials signals

A new protocol after a foul call (for the play with AOS)



# OBRI 2024: New interpretation Foul and Fake

## New protocol

- We can have both a foul/violation & a fake on a same play. The fake can either be on the player who fouls, or the player fouled.

## Example

B1 fouls dribbler A1, striking the players arm when reaching for the ball. A1 snaps their head back, when the contact is only on the arm.

- ⇒ The referee calls a foul on B1 and issues a fake a foul warning on A1 for the head snap.