



# RULE CHANGES 2020

Valid as of 1st October 2020

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Throughout the material, all references made to a player, coach, referee, etc. in the male gender also apply to the female gender.  
It must be understood that this is done for practical reasons only.

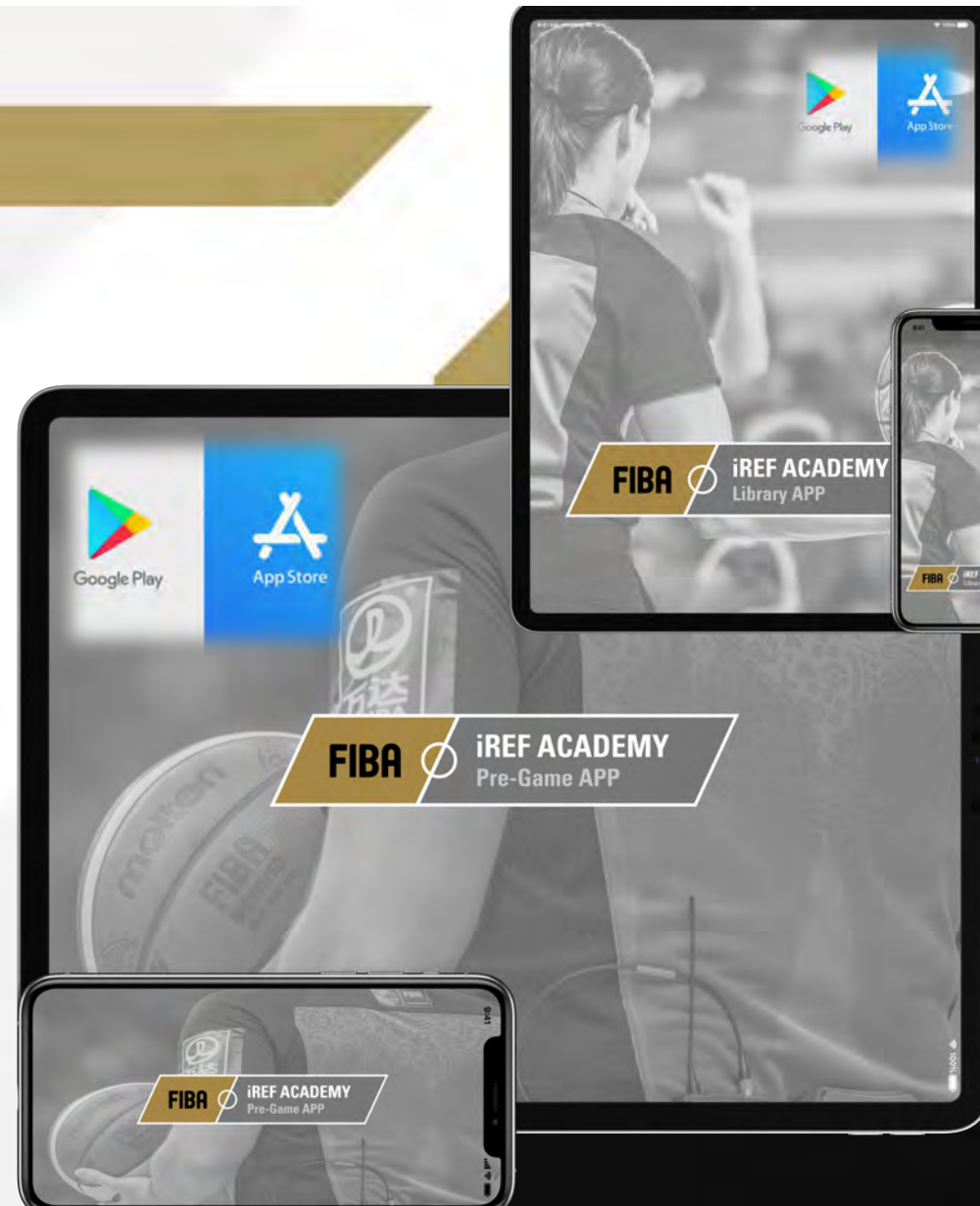
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## ABBREVIATIONS USED IN THE MATERIAL

- CC** = Crew Chief
- U1/U2** = Umpire 1 / Umpire 2
- PF** = Personal Foul
- OF** = Offensive Foul
- DF** = Defensive Foul
- UF** = Unsportsmanlike Foul
- DOF** = Double Foul
- AOS** = Act of shooting
- IRS** = Instant Replay System



# SUMMARY NEW RULES 2020 MAJOR CHANGES

## MAJOR

### Player in act of shooting:

Different definitions for a shot and for a continuous movement

### Cylinder:

The cylinder of the offensive player – with or without the ball - is defined with the rule focusing on legal and illegal positions of the defense and offense. Defensive cylinder definition remains.

### Unsportsmanlike Foul :

“Open Path” (C4) is clarified: terms offensive and defensive player are no longer used, but instead simply requires the player to be progressing towards the opposing team’s basket.

### Double Foul

Simplified definition of the double foul ( same category of foul)



# SUMMARY NEW RULES 2020 MINOR CHANGES

## MINOR

### Player injured or assisted:

Both situations are now the same, whether the player is injured or receives any assistance.

### Head Coach who actively participates during fighting:

Situations are clarified when the head coach is disqualified for not assisting the referees and when he is actively participating. Only one D2 is charged and entered in the scoresheet.

### Tables officials' duties:

Certain of the of the scorer's duties are now delegated to the timer.

### Instant Replay System:

A specific Appendix has been created for all articles related to the IRS, along with a new protocol.





## ART 5/19 PLAYER: INJURY AND ASSISTANCE - SUBSTITUTION

Stop the game for

An injured player cannot play immediately =  
NOT recovered in 15 seconds

If a player receives any assistance from his own team members\*



MUST BE SUBSTITUTED

*\* = head coach, assistant coaches, team members and/or accompanying delegation members*





**VIDEO**  
**EXAMPLE OF ASSISTANCE**



**01\_OBR2020\_ART5\_001\_ASSISTANCE\_ON\_PLAYER\_SUBSTITUTION (1\_31)**

## ART 44 CORRECTABLE ERROR: PLAYER INJURY & ASSISTANCE

Injured player substituted or any player receiving assistance

Committed 5<sup>th</sup> personal foul or was disqualified

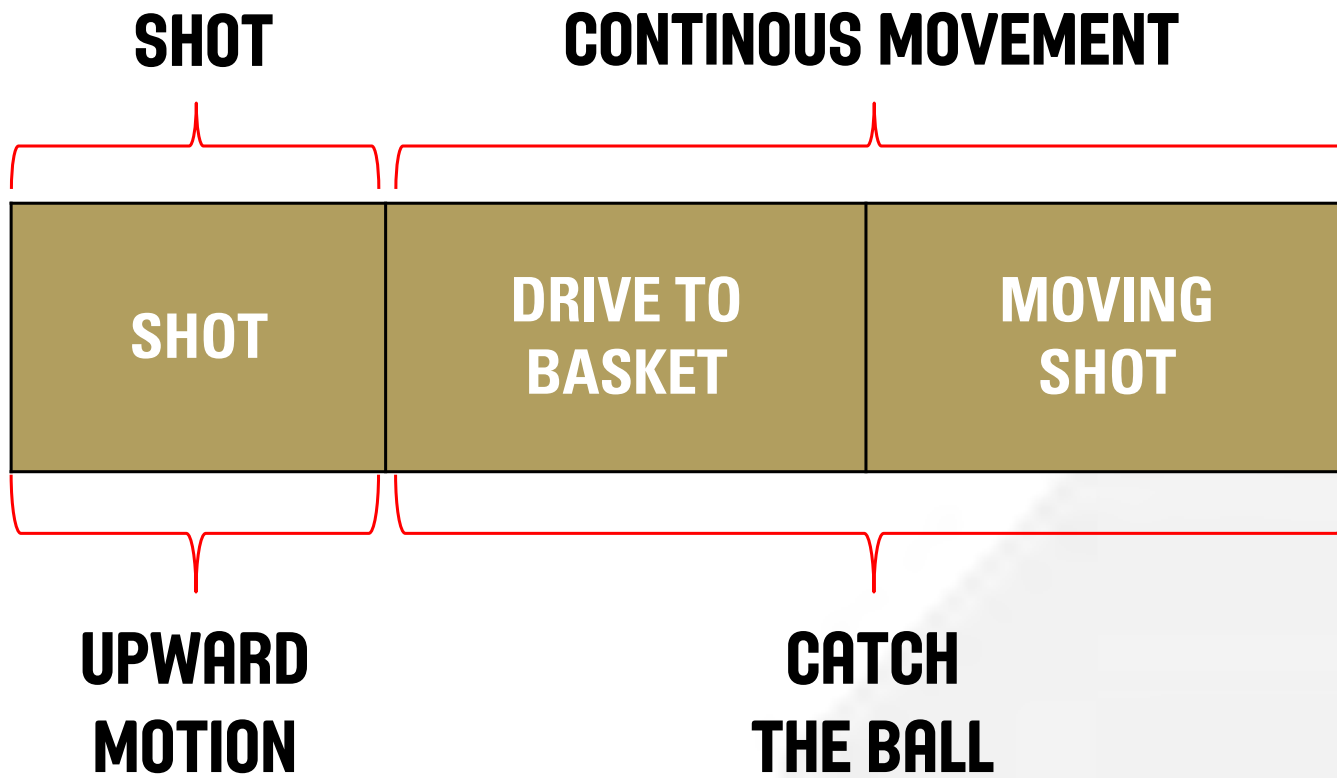
Substitute must participate in the correction of the error





## PLAYER IN THE ACT OF SHOOTING (AOS)

### DEFINITION FOR A SHOT & ACT OF SHOOTING ON A SHOT



## PLAYER IN THE ACT OF SHOOTING

### NEW DEFINITION: SHOT

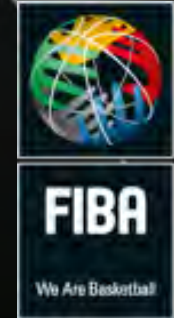
- Stationary shot (example jump shot)
- Player is NOT dribbling or progressing

Shot	Begins	Ends
<b>AOS</b>	<ul style="list-style-type: none"><li>When a player <b>moves the ball upwards</b> towards the opponent's basket</li></ul>	<ul style="list-style-type: none"><li>The ball <b>has left the player's hands</b> and, in the case of an airborne shooter, <b>both feet returned to the floor</b>.</li><li><b>Pass-Off</b> after being fouled</li></ul>





# VIDEO EXAMPLE OF SHOT & AOS



02\_OBR2020\_ART15\_005\_SHOT\_AOS (1\_47)



# VIDEO EXAMPLE OF SHOT & NO AOS

03\_OBR2020\_ART15\_003\_SHOT\_NO AOS (1\_42)



## PLAYER IN THE ACT OF SHOOTING

### NEW DEFINITION: CONTINUOUS MOVEMENT

- ▶ Drive to basket
- ▶ Moving shot
  - Catches the ball when progressing or
  - Completes the dribble,
  - ....continues with the shooting motion (without stop)

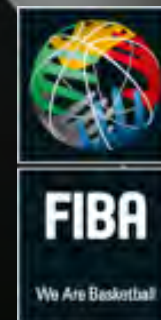
Drive Moving Shot	Begins	Ends
<b>AOS</b>	<ul style="list-style-type: none"><li>• When the <b>ball</b> comes <b>to rest in the hand(s)</b>:</li><li>• Upon completion of a dribble</li><li>• While progressing</li></ul>	<ul style="list-style-type: none"><li>• The ball <b>has left the player's hands</b> and, in the case of an airborne shooter, <b>both feet returned to the floor.</b></li><li>• <b>Pass-Off</b> after being fouled</li></ul>







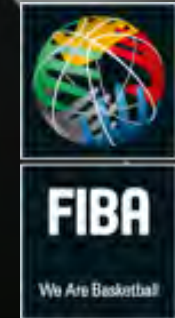
# VIDEO EXAMPLE OF DRIVE TO BASKET & AOS



04\_OBR2020\_ART15\_002\_DRIVETOBASKET\_AOS (1\_40)



**VIDEO  
EXAMPLE OF  
DRIVE TO BASKET & PASS-OFF**



**05\_OBR2020\_ART15\_002\_DRIVETOBASKET\_PASS-OFF (1\_37)**



# VIDEO EXAMPLE OF MOVING SHOT & AOS



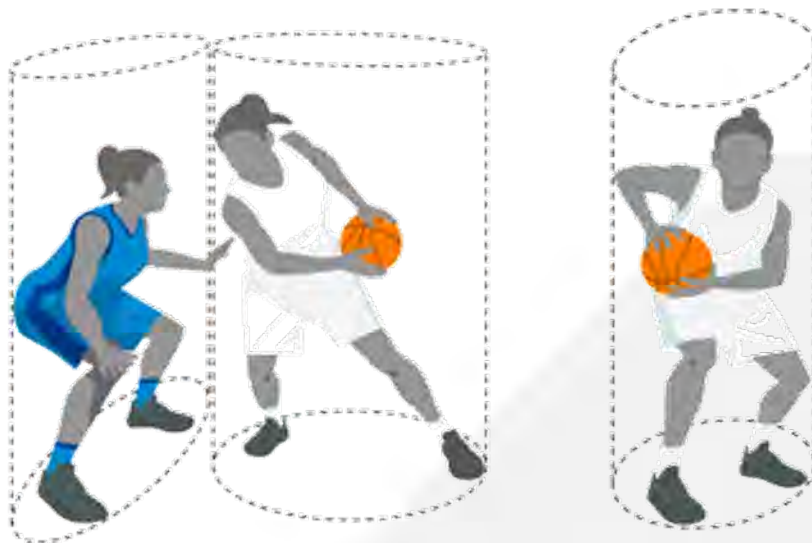
06\_OBR2020\_ART15\_003\_MOVINGSHOT\_AOS (1\_50)

## ART 33 CONTACT: PRINCIPLES

### DEFINITION: CYLINDER

The space within an imaginary cylinder occupied by a player. Dimensions vary depending on the height and size of the player:

- Defensive & Offensive Player **without ball**
- Offensive player **with the ball**



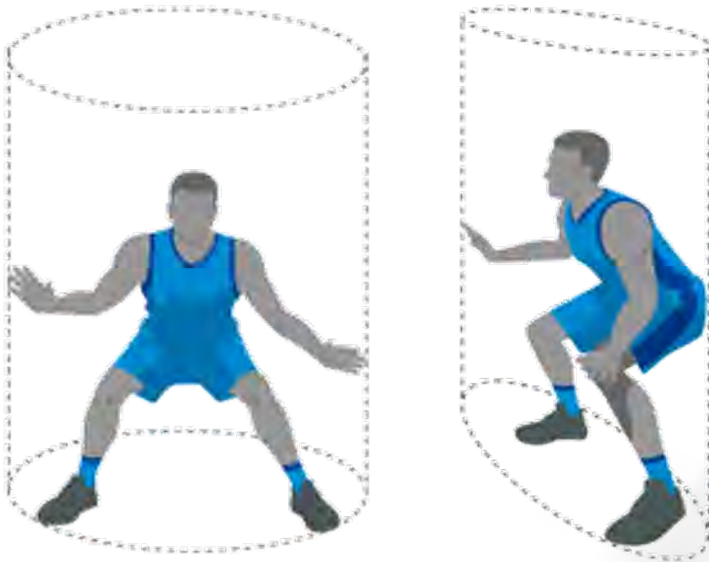


## ART 33 CONTACT: CYLINDER

### DEFINITION: WITHOUT BALL (DEFENSE & OFFENSE)

Cylinder's boundaries for players without the ball, remain the same

- ▶ 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.





## ART 33 CONTACT : CYLINDER OFFENSE

### DEFINITION: WITH BALL (OFFENSE)

Cylinder's boundaries for players with the ball

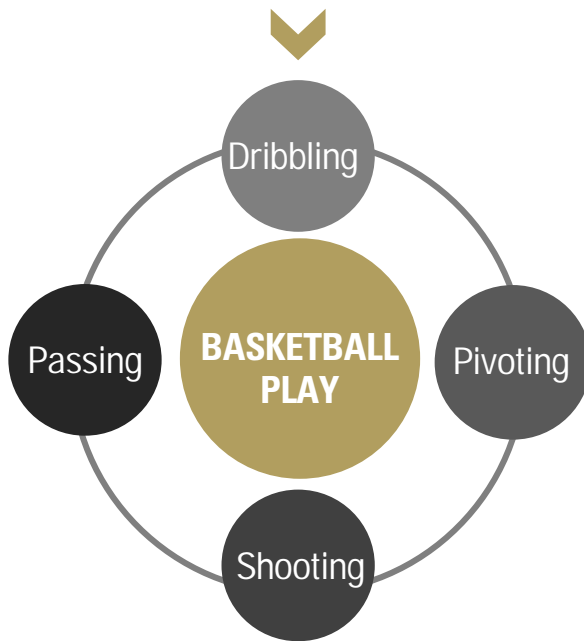
- ▶ The front by the feet, bent knees and arms, holding the ball above the hips,
- ▶ The rear by the buttocks, and
- ▶ The sides by the outer edge of elbows and legs



# ART 33 CONTACT: CYLINDER

## RIGHTS & DUTIES

An offensive player with the ball must be allowed enough space for a normal Basketball play within his cylinder.



**VERTICAL FOREARMS**



VS.

**HORIZONTAL FOREARMS**



**HIGH & LOW SIDE TO SIDE**



VS.

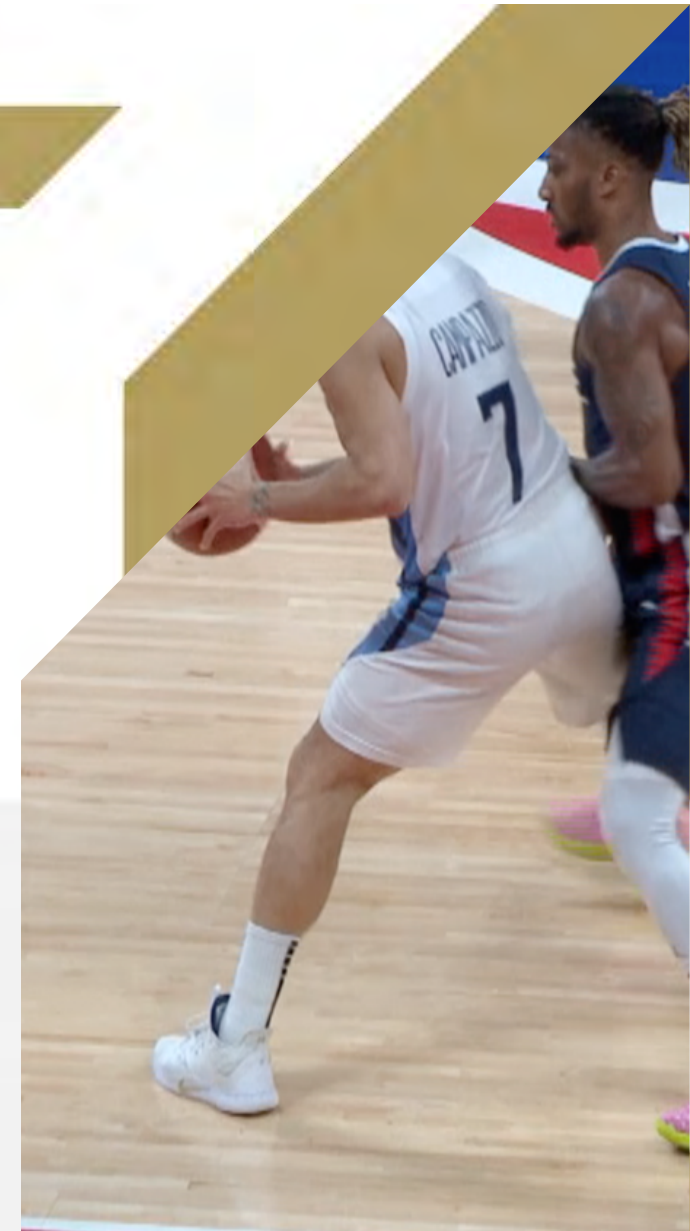
**CHEST LEVEL SIDE TO SIDE**



# ART 33 CONTACT: CYLINDER

## RIGHTS & DUTIES

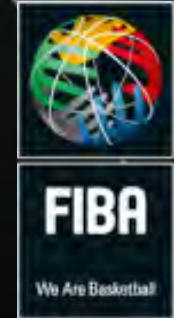
Defensive	May not enter the cylinder of the offensive player with the ball and illegally contact him when offense attempting a normal basketball play.
Offensive	Cannot spread his legs or arms outside of his cylinder and cause an illegal contact with the opponent to gain additional space. (No "clear out" for space)







# VIDEO EXAMPLE OF ILLEGAL DEFENSE

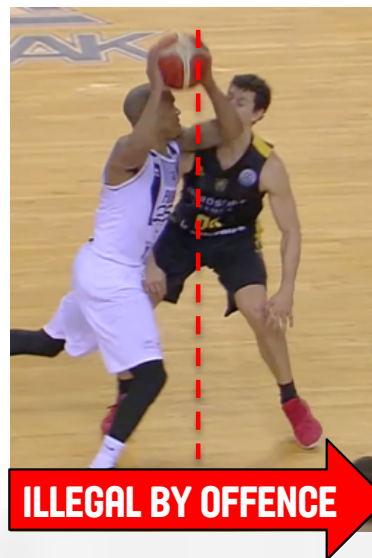


07\_OBR2020\_ART33\_002\_CYLINDER\_ILLEGALDEFENSE\_DF (1\_33)

# ART 33 CONTACT: CYLINDER

## RIGHTS & DUTIES

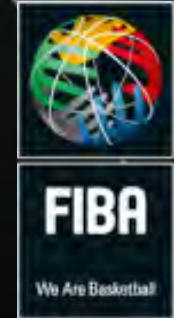
Defensive	May not enter the cylinder of the offensive player with the ball and illegally contact him when offense attempting a normal basketball play.
Offensive	Cannot spread his legs or arms outside of his cylinder and cause an illegal contact with the opponent to gain additional space. (No "clear out" for space)







# VIDEO EXAMPLE OF ILLEGAL OFFENSE



08\_OBR2020\_ART33\_003\_CYLINDER\_ILLEGALOFFENSE\_OF (1\_55)

## ART 35 DOUBLE FOUL

### DOF APPLIES WHENEVER ALL 4 CONDITIONS OCCUR



Both fouls are players fouls



Both fouls involve physical contact



Both fouls are between the same 2 opponents fouling each other



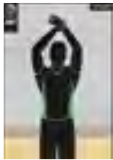
Both fouls are of the same category: either personal, unsportsmanlike or disqualifying



## ART 37: UNSPORTSMANLIKE FOUL

### UNSPORTSMANLIKE FOUL IN "OPEN PATH" (C4)

UF applies whenever all 3 conditions occur:



No other opponent players between the progressing player, the ball and the basket



Player is progressing towards to the opponents' basket, and



Illegal contact occurs on a player from behind or laterally



## ART 37 UNSPORTSMANLIKE FOUL

### UF IN "OPEN PATH" (C4)

Why the change?



*Removes the requirement to identify offensive and defensive players.*



*Not relevant whether the player has control of the ball.*




*The progressing player must have an open path towards the opponents basket.*



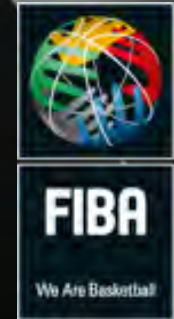
*No other opponent players between the progressing player and the ball and basket.*







# VIDEO EXAMPLE OF UF – C4



09\_OBR2020\_ART37\_002\_UF-C4\_CONTACTLATERALLY\_UF (1\_33)



## ART 49 TIMER DUTIES

**NEW DUTIES BY TIMER / OLD DUTIES BY SCORER AND ASSISTANT SCORER.**



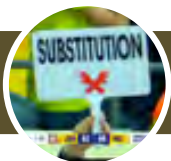
**Indicate** the number of fouls committed by each player



**Position** the team foul marker on the scorer's table, at the end nearest to the bench of the team with 4 fouls



**Effect** substitutions



**Sound** his signal only when the ball becomes dead and before the ball becomes live again.



## APPENDIX B / SCORESHEET: A COACH DISQUALIFYING FOUL

In a fighting situation (Art 39) should the coach be disqualified because of **his active involvement**; it will be scored a **single D<sub>2</sub>**. Different examples:

	FOR LEAVING THE TEAM BENCH AREA AND NOT ASSISTING OR ATTEMPTING TO ASSIST THE REFEREES				FOR ACTIVE INVOLVEMENT IN THE FIGHT			
Only the <b>head coach</b> is disqualified.	Head Coach	D <sub>2</sub>	F	F	Head Coach	D <sub>2</sub>	F	F
	First Assistant Coach				First Assistant Coach			
	Penalty: 2 FT + Possession				Penalty: 2 FT + Possession			
Only the <b>first assistant</b> coach is disqualified.	Head Coach	B <sub>2</sub>			Head Coach	B <sub>2</sub>		
	First Assistant Coach	D	F	F	First Assistant Coach	D <sub>2</sub>	F	F
	Penalty: 2 FT + Possession				Penalty: 4 FT + Possession			
Both the <b>head coach</b> and the <b>first assistant</b> coach are disqualified.	Head Coach	D <sub>2</sub>	F	F	Head Coach	D <sub>2</sub>	F	F
	First Assistant Coach	D	F	F	First Assistant Coach	D <sub>2</sub>	F	F
	Penalty: 2 FT + Possession				Penalty: 4 FT + Possession			



# APPENDIX B / SCORESHEET: A COACH DISQUALIFYING FOUL



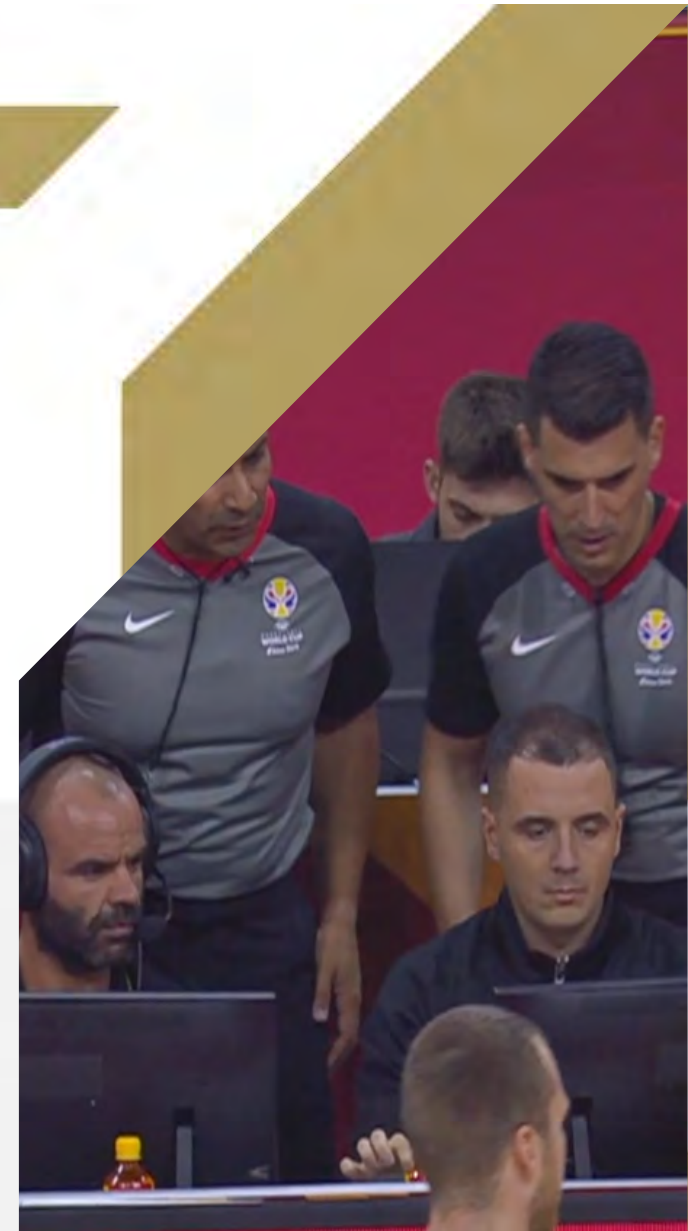
	FOR LEAVING THE TEAM BENCH AREA AND NOT ASSISTING OR ATTEMPTING TO ASSIST THE REFEREES							FOR ACTIVE INVOLVEMENT IN THE FIGHT							
A <b>substitute</b> is disqualified.	Head Coach	B <sub>2</sub>						Head Coach	B <sub>2</sub>						
	First Assistant Coach							First Assistant Coach							
	Player 7	P <sub>2</sub>	P <sub>2</sub>	D	F	F		Player 7	P <sub>2</sub>	P <sub>2</sub>	D <sub>2</sub>	F	F		
	Penalty: 2 FT + Possession							Penalty: 4 FT + Possession							
Two <b>substitutes</b> and an <b>excluded player</b> are disqualified.	Head Coach	B <sub>2</sub>						Head Coach	B <sub>2</sub>						
	First Assistant Coach							First Assistant Coach							
	Player 7	P <sub>2</sub>	P <sub>2</sub>	D	F	F		Player 7	P <sub>2</sub>	P <sub>2</sub>	D <sub>2</sub>	F	F		
	Player 10	P <sub>2</sub>	T <sub>1</sub>	P	P	D	F	Player 10	P <sub>2</sub>	T <sub>1</sub>	P	P	D <sub>2</sub>	F	
	Player 11	P <sub>3</sub>	P <sub>2</sub>	P	P	P	D <sub>f</sub>	Player 11	P <sub>3</sub>	P <sub>2</sub>	P	P	P	D <sub>2F</sub>	
Penalty: 2 FT + Possession							Penalty: 8 FT + Possession								
An <b>accompanying delegation</b> member is disqualified.	Head Coach	B <sub>2</sub>	B					Head Coach	B <sub>2</sub>	B <sub>2</sub>					
	First Assistant Coach							First Assistant Coach							
	Penalty: 2 FT + Possession							Penalty: 4 FT + Possession							
The <b>two accompanying delegation members</b> are disqualified.	Head Coach	B <sub>2</sub>	B	B				Head Coach	B <sub>2</sub>	B <sub>2</sub>	B <sub>2</sub>				
	First Assistant Coach							First Assistant Coach							
	Penalty: 2 FT + Possession							Penalty: 6 FT + Possession							

## APPENDIX F / INSTANT REPLAY SYSTEM

### NEW APPENDIX

Rules on the IRS have moved from Art. 46 to a new Appendix F.

*Reason: to define whole section for IRS rule and emphasise protocol to review.*





# APPENDIX F / INSTANT REPLAY SYSTEM

## PROTOCOL



An initial decision must be made and communicated



The crew-chief and the umpire who had the initial decision, shall review the play



The referee who made initial decision communicates the final decision



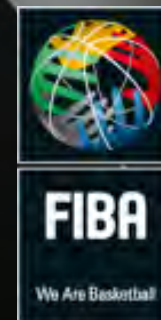
IRS review shall be conducted before a time-out or substitution is granted



Team has right to cancel SUB/TO request after IRS review



# VIDEO EXAMPLE OF IRS PROTOCOL



10\_OBR2020\_APXF\_001\_IRS\_PROTOCOL (2\_21)

# WRAP UP

## MAJOR

- AOS
- CYLINDER
- UF-C4
- DOF

## MINOR

- ASSISTANCE
- HEAD COACH B<sub>2</sub> / D<sub>2</sub>
- TIMER
- IRS PROTOCOL



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