

FIBA/NFHS Differences 2009/2010

	FIBA	NFHS
Court	Trapezoid key Farther 3 pt line 6.25 m (20' 6.25")	Rectangular key 19' 9" 3 pt line
Playing Time	4 x 10 minutes periods	4 x 8 minute quarters
Intervals of Play	15 minute half time 2 minutes between 1st and 2nd/ 2nd and 3rd	Up to 10 minutes halftime 1 minute between 1st and 2nd/2nd and 3rd
Basket	Team's own basket is the one they defend	Team's own basket is the one they try to score into
Bench	Home team to left of table as per seated at table	Home team has choice of baskets
Coaching Box	From endline to 5 m (16' 4.85") from centre line	Maximum 14 ft; 14 ft from endline to 28 feet from endline
Dunking in Warm-up	Allowed	Technical foul directly to player and indirect to coach
Official's Jurisdiction	Be on court 20 minutes before game time Ends when the Referee approves and signs the scoresheet at the end of the game	Be on court 15 minutes before game time Ends when officials leave the visual confines of the playing area
Uniforms	4 - 15; Natonal Federations may approve other 2 digit numbers for their competitions	0 - 5, 00 - 15, 20 - 25, 30 - 35, 40 - 45, 50 - 55
Jump Ball	Jump Ball only to start the game; AP for the rest Players may move onto or around the circle prior to toss.	Jump Ball 1st quarter and all overtimes period; AP for the rest Players may not move onto or around the circle until the ball has left the official's hand.
Team Control	Exists when ball is live thus when at the disposal on a throw-in	Exists only during a liveball inbounds thus not on throw-in
Throw-ins	Front court throw-in – cannot throw the ball to the back court. Allowed to throw ball over backboard on throw-in. Thrower can't move laterally to exceed a total distance of 1 metre A team that is entitled to a throw-in in their back court and calls a T.O. gets the ball straddling the center line	Can be thrown anywhere on the court. Cannot throw ball over backboard on throw-in. Designated spot is 3 feet wide with stipulation that thrower must keep 1 ft on or over spot until released and can go back and forth/move within the spot as much as the 5 seconds allow

FIBA/NFHS Differences 2009/2010

	for the throw-in after the T.O.	
Resumption of Play	No resumption of play procedure	Resumption of play procedure after a time-out or intermission
Substitution	Free-throws - before that first or only throw and following last successful attempt or violation.	Free-throws - before last attempt in sequence or after last free throw if successful
	Subs can occur after warning horn	During time-outs – player must report prior to 15 sec. warning.
	30 sec. to replace a disqualified player.	20 sec. to replace a disqualified player
	Team scored upon in last 2 minutes of 4th period or any overtime period can substitute; if so, then opponents can substitute	Ball remains live and clock running thus the opportunity doesn't exist until clock stopped
	Substitute becomes a player when requesting the substitution to the scorer during a time-out or interval of play; otherwise, when beckoned onto the court by an official	Substitutes must be beckoned in by an official
Time-outs	All time-outs are 60 seconds	Two (2) thirty (30)second and three (3) sixty (60)second time-outs
	2 in the first half and 3 in the second half. No carryover.	Used anytime during game,
	T.O. must be requested at the scorer's table by the coach. Granted only at the next stoppage of play or if scored upon.	May be granted at request of player or coach while in team control or during any dead ball
	No T.O. between free throws.	T.O. may be granted between free throws.
	Warning horn at 50 seconds	Warning horn at 15 seconds before end of timeout
	Teams must stay in their huddle for 50 seconds	No restriction on teams staying in huddle
	One (1) additional T.O. per extra period. No carryover	One (1) additional T.O. per extra period. Unused time-outs carryover from previous playing time
	Request for any extra T.O. is ignored	Extra T.O. may be granted at the expense of an indirect technical foul.
	A team that is entitled to a throw-in in their back court and calls a T.O. gets the ball straddling the center line for the throw-in after the T.O.	
Free Throws	Maximum 5 players (2 off) in designated lane spaces.	Maximum 6 players (2 off) in lane spaces
	Spaces are exclusive to each team.	First 2 spaces must be occupied by defense. Other open spots may be taken by opponent. No player shall occupy the fourth space.
	Violation by either team (excluding the shooter) is called only if free throw is unsuccessful.	Violation on offensive team called immediately. Delay against defense team and ignore if throw is successful
	Violation by free-thrower takes precedence over other violations	
	5 seconds to release ball	10 seconds to release ball
	Players in lane spaces can enter key on release	No one can enter key until ball touches rim

FIBA/NFHS Differences 2009/2010

Clock Stoppage	Clock stops last 2 minutes of 4th quarter & last 2 minutes of each extra period on made field goals.	Clock doesn't stop on made field goals
Overtime	Use AP to start 5 minutes. 1 time-out only.	Starts with a jump ball 4 minutes. 1 additional 60 sec time-out and any unused time-outs carry over
Act of Shooting	Considered in act of shooting until both feet return to floor	Considered in act of shooting until one foot returns to floor
Blocked Shot	Player returning to floor without losing control of ball – Travel	Player returning to floor without losing control of ball – Held Ball = AP
Falling to floor	Player with ball permitted to fall	Player with ball travels if fall to floor
Fighting	Head coach or assistant may assist in fighting situation	Head coach only may assist in restoring order
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)
Closely Guarded	5 second count only on a player holding the ball, anywhere on the court.	5 second count on a player holding 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 On a throw-in, 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. Full reset on kick ball	30 or 35 seconds. On a throw-in, clock begins when it is touched by a player on the court If horn sounds – no whistle – wait to see if ball hits rim or goes in. If not, violation. Reset to 15 seconds if less than 15 seconds on clock
Back court	Front court status once ball or either foot crosses division line unless during a dribble when both feet and ball must be in frontcourt Player not dribbling straddling the centerline has front court status	Front court status once the player is no longer in contact with back court and contacting the front court unless during a dribble when both feet and ball must be in front court Player not dribbling straddling the centerline has back court status

FIBA/NFHS Differences 2009/2010

Basket Interference	Offense and defense may touch ball once it contacts rim Causing backboard to vibrate to prevent goal is BI	Neither team may touch ball within imaginary cylinder. Causing backboard to vibrate to prevent goal is a technical foul
Faking during Free Throw	No rule on faking to draw a violation	Violation for faking to draw a player into lane early
Personal Fouls	Contact by an opponent during a live or dead ball	Contact by an opponent during a live ball
Penalty (Bonus)	2 shots starting on the 5th team foul in each period	1 + 1 starting on the 7th team foul and 2 shots starting on the 10th.
Technical Foul Player	Non-contact fouls during live or dead ball. 2 shots plus possession straddling center line.	contact & non-contact fouls during dead ball non-contact fouls during live ball 2 shots and resume play at point of interruption. Intentional Technical Foul – Contact by a player during a dead ball = 2 shots + ball at division line. Flagrant Technical Foul = ejection + 2 shots + ball at division line.
Technical Foul Coach or bench personnel	Tehnical by coach or bench personnel don't count towards penalty Coach does not have to sit after a C or B technical foul	Technicals count towards team foul count Coach loses coaching box priviledges after 1st direct or indirect foul
Unsportsmanlike Foul (NFHS Intentional Foul)	2 (3) shots and possession at division line. Exception: Made field goal = 1 shot + possession 2 umsportsmanlike fouls = ejection throw-in is straddling the centerline	2 or 3 shots and possession at point of foul. Basket scored, 2 free throws and possession throw-in is at spot closest infraction
Replacing a disqualified player	Longer than 30 seconds charged with a time-out and if no TOs then B type technical	Longer than 20 seconds is delay of game.
Correctable Errors	No provision for shooting free throws on wrong basket; count free throws and correct direction of play Failure to award merited FTs and team scores, ignore	
Cancelled FTS or FGS	throw-in at free throw line extended	throw-in on endline
Last Second Shot	release, horn, touch = try ends	