

FIBA Rules 2018 - 2019
Revised January 20, 2019

Rationale:

In order to stay in line with the rule changes in high school basketball and the Ontario Basketball Association, the DSBN elementary basketball will transition to FIBA rules. Some rules have been adopted and others have been **modified** to best suit our program. The following changes and modifications are in effect 2016 – 2017.

1. Starting the game:

- a) Four 6 minute quarters stop time no exceptions (12 minute halves do not work because of the allotment of the team fouls per quarter).
- b) Jump ball to start the game. Players can move around outside the circle, but not into the circle. The two Centres taking the jump must stay set.
- c) Adding a player to the scoresheet after the game has started is allowed without penalty.

2. Overtime:

- a) If/as needed, overtime period will be 3 minutes.
- b) Only **one time** out allowed in overtime. Unused time outs are not accumulated.
- c) If a second overtime period is needed, only one time out is allowed.
- d) Possession arrow used to determine who has the ball.
- e) Team fouls do not reset in overtime from the 4th quarter to overtime or to subsequent overtime periods.

3. Team Fouls:

- a) Five team fouls are allotted each quarter. On the 5th foul **two shots** will be given to the opposing team.
- b) Team fouls are reset each quarter except in overtime.
- c) Team fouls do not reset in overtime from the 4th quarter to overtime or to subsequent overtime periods.
- d) Individual fouls do not change ~ players are only allowed 5 fouls per game.

4. Time outs:

- a) Can be called on possession on the floor or at any whistle.
- b) One minute duration
- c) Two time outs in first half
- d) Two time outs in second half. The timeouts can be taken **ANY TIME** in the second half (including the last two minutes).
- e) Cannot “carry over” timeouts from 1st half to 2nd half or from 2nd half to overtime.

5. Last two minutes:

- a) In the **last 2 minutes** of the game, **time is stopped** on a scored basket.
Be sure to train your score keepers to stop and start the clock.

6. Free throw shooting line up:

- a) Shooter plus 2 offence and 3 defense allowed around the key.
- b) Players around the key can rebound once the ball is released from the foul shooter’s hand. The foul shooter cannot leave the line until the ball hits the rim.

7. If the ball is shot over the backboard and does not hit the supports of the basket, play continues as long as it is caught inbounds.

8. If a player falls to the floor with the ball and dribbles to stand up it is not travelling. If you are on the floor you cannot roll to gain advantage.

9. Throw-ins: when in the front court you CAN throw into the back court.

10. Unsporting-like foul: If shot goes in and player gets called for an unsporting like foul, the points count and one foul shot is awarded. If the shot does not go in, two foul shots are awarded.

11. 8 seconds to advance the ball to half.

Note: Referees can determine the over and back line. It is good practice to use this because it is used at the DSBN tournament.

12. No 3 point shots in DSBN basketball.

13. Technical foul on a coach:

a) Opposing team gets 1 shot and possession of the ball. Coach can continue to stand.

Basic Basketball Rules Relevant to D.S.B.N.

1. We are following rules that are similar to high school O.F.S.S.A. rules. FIBA rules have been adopted and **modified** to suit our district basketball program. See **FIBA Rules 2016-2017**

2. We are playing a **Man to Man defense**. For clarification, refer to: **MAN TO MAN DEFENSE** posted in the Elementary School Sports page under the District Basketball information.

3. A team has **5** seconds to inbound the ball.

4. **In-bounder:** If a team is pressing, a defensive player must be on the in-bounder. The defense cannot be waiting in an area in order to trap. This would be considered a zone defense.

5. **Double Teaming/Trapping:** Can only be done with the player who has the ball. In other words initially everyone must be in a man to man defense.....when the situation is such that a double team CAN occur, the defense can leave his/her check and double team the ball. You can only double team the **player with the ball**. You can only **trap the ball**.

6. A team must have 5 players to start. Teams are allowed to compete with 4 players due to injury or ejection

7. **Drop Back Rule:** If a team is ahead by **15** points, the defense must drop back behind the center line (offensive front court).

8. We do **NOT** have 3 point shots.

9. An offensive player is only allowed in the key for 3 seconds at a time.

10. The referee is not part of the rules process.