

## Art 2 - Court and Equipment.

### Line Markings

- The 3-point line is moved 0,5 m away from the basket
  - (instead of 6,25 m it will be 6,75 m).
- Courts 15 m by 28 m should have two x 3 point lines.
  - The inside line is for grades under 14 and below.
  - The outside line is for grades under 16 and above
- The restricted (three-second) area will be a rectangle shape
  - (not anymore a trapezoid) as in the USA.
- No-charge semicircles are marked under the baskets.
  - The distance of the inner edge of the semicircles is 1,25 m from the centre of the basket (on the floor).
- 2 small lines are marked outside the court,
  - opposite side of the scorer's table, level to the top of the three-point line.

## Art 4 – Teams

### Uniforms

- The uniform of the team members shall consist of:
- Shirts of the same dominant colour front and back.
- All players must tuck their shirts into their playing shorts.
- 'All-in-ones' are permitted.
- Shorts of the same dominant colour front and back,
- Not necessarily of the same colour as the shirts.
- Socks of the same dominant colour for all players of the team.
  - **BQ does not enforce this ruling**

### The following are permitted:

- Compression sleeves of the same dominant colour as the shirts.
- Compression stockings of the same dominant colour as the shorts.
  - If for the upper leg it must end above the knee;
  - if for the lower leg it must end below the knee.
- **BQ does not enforce the following rulings**
  - Non-coloured transparent mouth guard.
  - Non-coloured transparent taping of arms, shoulders & legs.

## 2010 New Rule Definitions (cont)

### Art's 8 - 9 & 10 Playing Regulations

#### Start and end of interval, period and status of the ball

- **During jump ball** - The ball becomes live when it leaves the hand of the referee on the toss (old rule: when the ball is tapped by a jumper). Now this is the moment when the first period begins and the interval before the game ends.

*This ruling eliminates the theoretical problem that existed when a foul was committed during the jump ball before the ball has been tapped. By the old rule this was a foul in the interval and now it is a foul during the game.*

- **During throw-in** - The other periods begin and the intervals before end, when the ball becomes live, that is, the thrower-in has the ball at his disposal. By the old rule it was the moment when the ball was touched on the court.

### Art 16 – Playing Regulations

#### Goal at the end of a period

A new paragraph is introduced to better define how much time can remain during a shot, tap or dunk.

- The game clock must indicate 0:00.3 (three tenths of a second) or more for a player to gain control of the ball on a throw-in or on a rebound after the last or only free throw in order to attempt a shot for a field goal. If the game clock indicates 0:00.2 or 0:00.1 the only type of a valid field goal is by tapping or directly dunking the ball.

### Art 17 - Throw-in spot after time-out in the last 2 minutes

- During the last 2 minutes of the game and extra period(s), following the time-out granted to the team that has been entitled to the possession of the ball from its backcourt, the subsequent throw-in will be taken on the opposite side of the scorer's table from the new "throw-in line" and not as presently from the centre line extended.

## 2010 New Rule Definitions (cont)

### Art 28 and 30 Violations

#### **Eight second and back court rules**

- There is an important change in the case when the ball touches an offensive player at the centre line. The offensive player must have both feet in the front court when the ball touches him in order that the ball is considered to be in the front court. This means that the same principle is now applied for all offensive players as for a dribbler.

#### **The consequence of this ruling is:**

- A player straddling the centre line is considered to be in his back court.

#### **This player**

- May pivot backwards, until both feet and the ball are placed in the front court, or start a dribble or pass the ball also backward, but the eight second count continues.

***The intent of this ruling is to create the same principle for any offensive player and the dribbler, and by this, to allow normal movements for players who are straddling the centre line.***

- It is important that there is no change for the defensive player: if the ball is coming from the offensive team's back court and he touches it whilst straddling the line. His position is in his back court, therefore the ball goes into the offensive team's front court.
  - A New 8-second count also starts if the ball is deflected by him back to the offensive team's back court.
- However, if the defensive player gets possession while straddling the line, he becomes offensive player and may pass or dribble backwards to his back court.

## 2010 New Rule Definitions (cont)

### Art 28 and 50 Violations

#### Start of 8 and 24 second count on a throw-in

- On a throw-in, the count starts when the ball touches or is legally touched by any player on the playing court. This means that the game clock and the shot clock starts simultaneously.
- By the old rule the 24 second clock could start later because it currently starts when the first player gains control of the ball on the court.

***At the end of the game some smart players tried to gain some seconds by not catching but only touching the ball. This ruling eliminates this possibility.***

### Art 29 Violations

#### 24 second rule

- If the throw-in is to be administered in the backcourt, if required by the respective rules, the 24 second device shall be reset to 24 Seconds.
- If the throw-in is to be administered in the frontcourt, if required by the respective rules, the 24-second device shall be reset as follows:
- If 14 seconds or more are displayed on the 24-second device at the time the game was stopped, the 24-second device shall not be reset and shall remain the same.
- If 13 seconds or less are displayed on the 24-second device at the time the game was stopped, the 24-second device shall be reset to 14 seconds.

***The intent of this rule is to speed up the game.***

## 2010 New Rule Definitions (cont)

### Art 33 – Contact

#### No charge area

- On any penetration play situation into the no-charge semi-circle area a contact caused by an airborne offensive player with a defensive player inside the no-charge semi-circle shall not be called as an offensive foul, unless the offensive player is illegally using his hands, arms, legs or body, when
- the offensive player is in control of the ball whilst airborne,
- he attempts a shot or passes off,
- the defensive player has both feet inside the no-charge semi-circle

***The purpose of the no-charge semi-circle rule is not to reward a defensive player who has taken a position under his own basket in order to draw a charging foul against an offensive player who is in control of the ball and is penetrating towards the basket.***

#### **For the no-charge semi-circle rule to be applied:**

- The defensive player shall have both feet inside the semi-circle area (see Diagram below). The semi-circle line is **not** part of the semi-circle area.
- The offensive player shall drive to the basket across the semi-circle line and attempt a shot for a field goal or a pass while airborne.
- The no-charge semi-circle rule is **not** to be applied and any contact shall be judged according to normal regulations, e. g. cylinder principle, charge/block principle:

## 2010 New Rule Definitions (cont)

### Art 36 – Contact

#### Unsportsmanlike foul during throw-in

- The official interpretation stated that an unsportsmanlike foul shall be given automatically if a defensive player commits a foul while the ball is out-of-bounds for a throw-in and still in the hands of the official or already at the disposal of the player taking the throw-in and before the ball is released by the thrower-in.
- According to the new interpretation this shall be applied ONLY in the last 2 minutes of the fourth period and during the last 2 minutes of each extra period.

***The original intent of this interpretation is to stop tactic fouls when the defensive players' goal is not to allow the clock to start. Normally, this happens only at the end of the game. The new interpretation serves much better the spirit of the game and the intent of this ruling.***

### Art 38 – Contact

#### Technical foul during a last or only free throw

- During a last or only free throw, if a defensive player commits a violation a technical foul shall be given only in case of goaltending but not anymore for interference.

**If you have any questions on the rules please contact**

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