

## 2025 ADDITIONAL TOURNAMENT RULES IN EFFECT

**GAME SCHEDULES, RESULTS:** A QR code will be posted at all venues, including the Hilton which gives access to a “Read Only” shared excel file where scores will be updated regularly by one of the NACBA Executives.

**We will be using FIBA rules** on every game with the exceptions listed on the NACBA website. The complete FIBA rule can be found on the FIBA website.

### **Significant rule difference between FIBA and NHFS/NCAA rules are as follows...**

- Teams warm up and go towards the basket in front of the team bench.
- 8 seconds to move the ball into the front court, not 10
- Timeouts are to be requested through the scorer’s table not the referees. A timeout can only be called when the ball is dead after the referee has blown their whistle. The only exception is when a team is scored upon, they may call time out before they take possession of the ball for the inbound.
- When inbounding the ball in the front court, cannot be thrown into the backcourt. Referees will remind the inbounder of this.
- Player may fall while possessing the ball but may not get up, roll or sit up.
- Ball is still in play if it hits the top of the backboard and/or goes over the backboard.
- The ball may be touched immediately after it strikes the rim.
- A blocked shot where the ball never leaves the shooter’s hand is a travelling violation , not a held ball.
- FIBA allows a gather or zero step when a dribbler stops their dribble while in motion and then is allowed an additional 2 steps after that step.
- Penalty situation is after 7 team fouls (on the 8<sup>th</sup> foul) where it is 2 free throws.
- All jump balls go to the arrow. Start of every quarter including all over time periods will go the arrow.
- If the ball is released before the player control foul occurs, the basket will count and the foul will be recorded.
- Substitutes will be allowed before the first free throw and after the last one, not in between.
- A technical foul is 1 free throw and then play is resumed at the point of interruption.
- An unsporting foul is not playing the ball (excessive contact), a deadball contact foul (pushing after the whistle), stopping a break (take foul), or clear path (last defender fouls) which may include being fouled while receiving a pass or going after a loose ball. The penalty is 2 free throws and a front court throw in.
- In the last 2 minutes of the game, after a dead ball stoppage, the team that has possession of the ball in their backcourt may advance the ball to the front court.
- In the last 2 minutes of the game, if a team has been scored upon and has substitutions at the table, the game will be stopped and the subs brought in.
- Shot clock is 24 seconds, which will used for the Men’s Open, Women’s Open, and Friendship finals on Monday. There will be 5 second count on a closely guarded dribbler, within 1 metre

or 3 feet when there is not shot clock. A closely guarded 5 second count violation on a held ball may be called in the backcourt.

### **POINTS OF EMPHASIS INCLUDE:**

**Rule instituted in 2024:** When the game clock has reached the last 2 minute mark of the second half, if either team has not reached a total of 5 team fouls, then their team's team foul will be adjusted to 5 team fouls for the half.

**Rationale:** Teams that are behind will often foul on purpose in order to enter the bonus situation. With this rule, a team who needs to foul can reach the bonus situation on their second foul under 2 minutes. This will prevent fouls where contact may be intentionally or unintentionally hard/aggressive in nature. Hard fouls can often lead to injury, conflict, escalation, and retaliation. These hard fouls can also be deemed as flagrant and/or intentional by a referee and penalized with technical fouls and retention of the ball which defeats the purpose of the foul by the team that is behind.

**3 POINT LINE:** We will be using the High School line. The only exception will be at the King's Square venue where the courts there only have the FIBA 3-pt line.

**RESTRICTED AREA ARC:** This will not be used