

RULE DIFFERENCES 2006-2007

RULE	FIBA	NCAA (or CIS Men)
Court	1 circle – trapezoid lane	1 circle – rectangular lane
Officials	2 or 3 persons	3 persons (CIS Men) 2 persons (HS and EBA)
Uniforms	Jerseys tucked in. No T-shirts unless permission. Undergarments below shorts must be similar colour to shorts.	Jerseys tucked in. T-shirts and undergarments below shorts are permitted (must be dominant colour of uniform) Head / wrist bands – must be single colour and all the same colour on the floor.
Team Roster	A full team roster must be submitted 20 minutes prior to game time. Starting line-ups, submitted by home team first , must be at 10 minute mark.	
Dunking	Permitted during the warm-up.	Not allowed during warm-up. Exception – allowed in CIS Men.
Bench & Basket	Home team's bench to the left of table, warm-up at opposite end. If both coaches agree, they may interchange their benches and/or baskets – this may constitute them not necessarily shooting at opposite their bench in the first half.	Warm-up opposite team bench. Home has choice of bench
Duration	4 x 10 minutes	2 x 20 minutes
Intervals of Play	15-minute half time; 2 minutes between each quarter and overtime (if necessary).	15-minute half time; 1 minute before overtime
LIVE Ball / DEAD Ball	The ball is LIVE when: <ul style="list-style-type: none"> • It is legally tapped during a jump ball • It is at the disposal of a free thrower • It is at the disposal of a thrower-in <p>The ball is DEAD when:</p> <ul style="list-style-type: none"> • Ball is in flight for a goal and either the whistle blows or the game clock sounds to end the period or the shot clock sounds and the ball is on its upward flight • If the ball hits the rim on a shot and bounces above it with a chance of going in – then the whistle sounds or the game clock signals end of period – if a player touches the ball at this point, BASKET INTERFERENCE 	<i>THE BALL IS LIVE WHEN:</i> <ul style="list-style-type: none"> • IT LEAVES THE REFS HAND ON THE JUMP BALL • IT IS AT THE DISPOSAL OF A FREE THROWER • IT IS AT THE DISPOSAL OF A THROWER IN. <i>THE BALL IS ABOUT TO BECOME LIVE:</i> <ul style="list-style-type: none"> • THE REF STEPS INTO THE CIRCLE FOR THE JUMP BALL • STEPS INTO THE LANE TO ADMINISTER FREE THROWS • IS PUTTING THE BALL AT THE DISPOSAL OF A THROWER IN.
Beginning of Game / Half	Jump Ball always and only to start the game. AP for the rest (including OT). If a Technical foul is issued before the start of the game, shoot the free throws and start the game with a jump ball. If an infraction occurs between periods, the infraction is sanctioned without the AP arrow being affected.	Jump Ball 1 st and all overtimes, AP for the rest
Jump Ball	Players may move onto or around the circle prior to toss.	Players may not move onto or around the circle until the ball has left the official's hand.
Throw-ins	Front court throw-in – cannot throw the ball to the back court. Allowed to throw ball over backboard on throw-in.	Can be thrown anywhere on the court. Cannot throw ball over backboard on throw-in.
Substitution	Permitted during clock stoppage – unlimited. Free throws – ONLY prior to first shot. Either team may sub after last successful free throw provided request was on time. Last 2 minutes of 2 nd half, subs permitted for team scored upon. If they do, scoring team may have subs as well. Once the sub is in, he/she must stay in the game for one tick of the clock. Player who has fouled out must be replaced in 30 seconds. During a T.O., any substitute must simply report to the score keeper.	Permitted during any stoppage of play. Subs permitted prior to any free throw or after last free throw if successful. During time-outs – player must report prior to 15 sec. warning. No subs in final minute of stop time in second half or over-time. HS and EBA – Subs permitted only prior to last free throw or after last free throw if successful.

RULE DIFFERENCES 2006-2007

Time Outs	<p>2 in the first half and 3 in the second half. No carry-over. T.O. must be requested at the scorer's table by the coach. Or assistant coach. Granted ONLY at the next stoppage of play or if scored upon.</p> <p>No T.O. between free throws.</p> <p>T.O. is 1 minute in duration- warning at 50 seconds.</p> <p>Teams must stay in their huddle for 50 seconds.</p> <p>One T.O. per overtime</p> <p>If your team has been scored upon, your team may request a T.O. – request must be made before the ball is at the disposal of the thrower-in, out of bounds, after the basket.</p> <p>After a successful free throw, either team may request a T.O., before the ball is at the disposal of the thrower-in, out of bounds.</p>	<p>4 full (75 sec.) + 2 Mini (30sec.). Warning issued 15 seconds prior to end of time-out. Used anytime during the game. May be granted at request of player or coach while in team control or during dead ball.</p> <p>T.O. may be granted between free throws.</p> <p>T.O. can be shortened if calling team is ready to play. If this happens, a 15 second warning horn will sound to alert other team of this.</p> <p>Add one T.O. per overtime</p> <p>T.O. can be carried over</p> <p>Extra T.O. may be bought at the expense of an indirect technical foul.</p>
Free Throws	<p>5 seconds to shoot the ball.</p> <p>Maximum 5 players in designated lane spaces. Spaces are exclusive to each team. Violation by either team (excluding the shooter) is called ONLY if free throw is unsuccessful.</p> <p>On a successful free throw only a violation by the free thrower is penalized.</p> <p>Throw in is from free throw line extended.</p> <p>Team control foul – no free throw.</p> <p>Violation by free-thrower takes precedence over other violations.</p>	<p>10 seconds to shoot the ball.</p> <p>Maximum 6 players in lane spaces (Max. 2 defensive players). First 2 spaces must be occupied by defense. Open spot may be taken by opponent. No player shall occupy the fourth space.</p> <p>Violation on offensive team called immediately. Delay against defense team.</p> <p>No free throws on a team control foul.</p> <p>Violation by defender and free thrower – jump ball (AP).</p>
Timing	Clock stops last 2 minutes of 2 nd half & extra periods on made field goals.	Clock stops last minute of 2 nd half & extra periods on made field goals.
Shot Clock Reset	<p>Reset when:</p> <ul style="list-style-type: none"> • Ball hits rim • Change of possession • Score • Technical stoppage, no advantage • Injury to opponent or defense • All fouls (except double and cancellation of equal penalties and same team gets throw-in) • All violations by defense (exc. Out of bounds). 	<p>Reset:</p> <ul style="list-style-type: none"> ▪ Ball hits rim ▪ Change of possession ▪ Score ▪ Stoppage of play when no team control ▪ All fouls (except double fouls, simultaneous fouls with same team getting throw-in, and technical called on offense)
Overtime	Same direction & NO JUMP BALL . 5 minutes. 1 time-out only.	Same direction & jump ball. 5 minutes. 1 additional 75 sec. T.O..
Airborne Shooter	Considered in act of shooting until both feet return to the floor.	Considered in act of shooting until one foot returns to the 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	Player with ball permitted to fall.	Player with ball travels if falls
Injured Player	<p>If injured player able to play immediately (within 15 seconds) play shall continue without penalty.</p> <p>If injured player recovers during a T.O. called by either team in that stopped clock period, that player may continue to play.</p> <p>If bench personnel come out on to the floor when the player is injured, that player must be replaced for one tick of the clock unless T.O. called by either team.</p>	<p>If injured player able to play immediately (within 15 seconds) play shall continue without penalty.</p> <p>If injured player recovers, that player may continue to play if their team calls a T.O.</p> <p>If bench personnel come out on to the floor when the player is injured, that player must be replaced for one tick of the clock unless T.O. called by their team.</p>
Blood Rule	Bleeding player must be substituted for immediately. May stay if timeout granted to either team and player ready at end of T.O.	Bleeding player must be substituted for immediately. (can stay if a T.O. is taken by their team and the blood is stopped)

RULE DIFFERENCES 2006-2007

VIOLATIONS	FIBA	CIS (Men)
Closely Guarded	5 second count anywhere on the court-actively guarding the player holding the ball, within a distance of 1 metre	5 second count on a player holding the ball in front court only.
8 seconds	Starts on control or possession of the ball in the court. Centerline is part of back court. 8 seconds to advance into front court. If 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. Ball must be released prior to sounding of horn and subsequently hit rim. 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. Throw in for a shot clock violation is nearest to the spot where the shot was taken. Shot clock is reset or sounds in error – official may correct it. If sounds in error, try to ignore the horn as long as neither team placed at a disadvantage.	30 seconds. Ball must be released prior to sounding of horn and subsequently hit rim. The 30 second clock starts when the ball is touched on a throw in. On a jump ball, rebound, it starts when a team gains control of the ball. If horn sounds – no whistle – wait to see if ball hits rim or goes in. If not, violation
Back court	Front court status once ball or either foot crosses division line. Ball returning to back court with team control, last touch, first touch = violation On a throw in from the front court, players may not throw the ball in the back court. Defensive player who leaps from the front court and makes a good defensive play by intercepting the ball and lands in the back court – violation. Player had established team control in the front court.	During dribble, front court status once 3 points (ball + both feet) cross division line.
Goaltending	A player may not touch the ball once it hits the backboard on a shot above the level of the ring.	
Basket Interference	If the ball is on the ring, players may not touch the basket or the backboard, however they may touch the ball. If the ball is within the basket, defensive players may not touch the ball or the basket. Players may not vibrate the ring or board when the ball has a chance of entering the basket – either when the ball is on the way to the basket or after the ball has struck the basket. This is not a technical foul – simply count the basket. Players may play the ball after the ball has hit the rim on a shot, EXCEPT after an official blows the whistle or the game clock signals to end the period. No one may touch the ball in these two cases if there is a possibility that the ball may enter the basket.	Neither team may touch ball within imaginary cylinder.
Faking during Free Throw	No rule on faking to draw a violation.	Violation for faking to draw a player into lane early.
Lodged Ball	Ball lodged in backboard during play is a jump ball (AP). If the team who caused the ball to get lodged is getting the ball back, they will only have whatever time is remaining on the shot clock. Throw in from out of bounds lodges in the basket/backboard – this is a jump ball (AP). Both of these throw ins are on the end line.	Ball lodged in backboard during play is a jump ball (AP). New shot clock. Throw in from end line. Ball lodged in basket/backboard on a throw in – violation. Throw in from same location.
Kick Ball	Any part of the leg – shot clock is reset to a full 24.	Any part of the leg. If 15 or more – shot clock remains. If less than 14 – reset to shot clock to 15.

RULE DIFFERENCES 2006-2007

FOULS

Personal Fouls	Contact by an opponent during a live or dead ball.	Contact by an opponent during a live ball only.
Team/Player Control	No free throws on any team control foul.	No free throws on team control foul
Penalty (Bonus)	2 shots starting on the 5 th team foul in each quarter.	1 + 1 starting on the 7 th team foul and 2 shots starting on the 10 th .
Double Foul	When opponents commit fouls against each other at approximately the same time. If a team in control, that team gets the ball back with no reset. No team control – AP. If happens during a score, the non- scoring team gets the ball back on the end line.	
Technical Foul	Non-contact fouls – live or dead ball. 2 shots plus possession at division line. Technical fouls against players count towards the players' 5 personals and the teams total. If the foul is by a player during an interval, that foul will count towards the bonus in the next quarter. Technical fouls towards the bench personal are charged to the coach and do not count towards the teams total for the purpose of bonus.	Dead ball- contact & non-contact fouls Live ball- non-contact fouls 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.
Unsportsmanlike Foul	This is an intentional foul with penalty being 2 (3) shots and possession at division line. Exception: Made field goal = 1 shot + possession. 2 unsportsmanlike fouls = disqualification.	2 or 3 shots and possession at point of foul. Basket scored, 2 free throws and possession
Disqualified Player	5 personnel fouls or 2 unsportsmanlike fouls or 1 disqualifying foul. Disqualified player must be substituted for within 30 seconds. No warning buzzer at 10 seconds. Coach is disqualified with 2 technical fouls directly to him or as a result of 3 technical fouls to bench personnel.	Disqualified player must be substituted for within 20 seconds. Warning buzzer at 10 seconds.
Fighting	Head coach or assistant may assist in fighting situation. Any other bench personnel who leave will be disqualified. Regardless of how many people leave the bench area, only 1 Technical foul shall be charged to that particular team. If members of both teams are disqualified under this rule, treat it like a double foul.	Head coach only may assist in restoring order.
SPECIAL SITUATIONS FOR CANCELLING FOULS	Within the same stopped clock period after an infraction, and then other penalties are called – the process is to cancel all sanctions of equal penalty and double foul sanctions. A team may lose possession they were entitled to because of the additional fouls. Once the ball is live for the first free throw, that penalty can no longer be used to cancel any other penalty.	