

BASKETBALL VICTORIA COMPETITIONS AND LEAGUES

NEW RULES - 2019

Bolded words are changes or updates. Underlined words are specific league interpretations.

TERMINOLOGY

No more Period **Now Quarter**
No more Extra Time **Now Overtime**

ART. 4 TEAMS

4.4 Other equipment

The following are not permitted:

All players on the team must have all their arm and leg compression sleeves, headgear, wristbands and headbands and tapings of the same solid colour.

Arm and leg compression sleeves must be the same solid colour.

ART. 7 COACHES: DUTIES AND POWERS

7.5 The coach may communicate in a courteous manner with the officials during the game to obtain information only when the ball is dead and the game clock is stopped.

ART. 12 JUMP BALL AND ALTERNATING POSSESSION

12.3 Jump Ball Situations

A jump ball situation occurs when:

A live ball lodges between the ring and the backboard except:

- **Between free throws,**
- **After the last free throw followed by a throw-in from the throw-in line in the team's frontcourt.**

EXPLANATION:

When the ball lodges between the ring and the backboard, the result is a jump ball situation. The possession arrow determines who is entitled to the throw in.

EXAMPLE:

A1 attempts a shot for a field goal. The ball lodges between the ring and the backboard. The possession arrow favours team A. The shot clock shows 8 seconds.

INTERPRETATION:

The game shall be resumed with a team A throw-in from the endline next to the backboard. The shot clock shall be reset to 14 seconds. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds.

ART. 17 THROW-IN (ADVANCING THE BALL)

17.2.4 When the game clock shows 2:00 minutes or less in the fourth quarter or overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, **the coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.**

EXPLANATION:

If a time-out is granted to a team that has been awarded possession of the ball in its backcourt when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime the coach, after the time-out the coach has **the right to decide whether the throw-in shall be administered from the throw-in line in the team's frontcourt or from the team's backcourt.**

After the coach has made a decision, it is final and irreversible. Further requests of both teams to change the throw-in place, after the additional time-outs at the same game clock stopped period, shall not lead to a change of the original decision. At the latest after the time-out, the crew chief shall ask the coach for a decision where the throw-in shall be administered.

The coach shall say “frontcourt” or “backcourt” and at the same time showing with their arm to the place (frontcourt or backcourt), where the throw-in shall be administered. The coach’s decision is final and irreversible. The referee shall inform the opposing coach of the other coach’s decision.

ART. 17 THROW-IN (ILLEGAL BOUNDARY LINE SIGNAL)

17.3.3. When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, and there is a throw-in, the official shall use an illegal boundary line crossing signal as a warning while administering the throw-in.

If a defensive player:

- Moves any part of their body over the boundary line to interfere with a throw-in, or
- Is closer than 1 m to the player taking the throw-in when the throw-in place has less than 2 m distance, it is a violation and shall lead to a technical foul.

The same procedure shall also be applied after a successful field goal and last free throw, when the ball is not handed to the thrower-in.

EXAMPLE:

With 0:54 remaining on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the official shows the warning signal for an illegal boundary line crossing. After that, B1 moves his hand towards A1 over the boundary line before the ball has been thrown-in across the boundary line.

INTERPRETATION: B1 shall be charged with a technical foul.



ILLEGAL BOUNDARY LINE CROSSING ON A THROW-IN

Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)

ART. 24 DRIBBLING

24.1.4. The following are not dribbles:

Throwing the ball against the backboard and regaining the control of the ball.

EXPLANATION:

If a player deliberately throws the ball against a backboard (not attempting a legitimate shot for a field goal), this shall not be considered as a dribble.

EXAMPLE:

A1 has not yet dribbled and is standing still when they throws the ball against the opponents’ or their own backboard and catches it again before another player has touched the ball.

INTERPRETATION:

Legal play. After catching the ball, A1 may shoot, pass and begin a new dribble.

EXAMPLE:

After ending a dribble either in the continuous motion or standing still, A1 throws the ball against the opponents’ or their own backboard and catches or touches the ball again before it has touched another player.

INTERPRETATION:

Legal play. After catching the ball A1 may shoot or pass but may not begin a new dribble.

EXAMPLE:

A1’s shot for a field goal misses the ring. A1 catches the ball and throws it against the backboard, after which A1 catches or touches the ball again before it has touched another player.

INTERPRETATION:

Legal play. After catching the ball, A1 may shoot, pass and begin a new dribble.

ART. 29 24 SECONDS

29.2.2. The shot clock shall be reset whenever a throw-in is awarded to the opponents' team after the game is stopped by an official for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball.

The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

If the throw-in is then administered in that team's:

- **Backcourt, the shot clock shall be reset to a new 24 seconds.**
- **Frontcourt, the shot clock shall be reset to 14 seconds.**

29.2.3. Explanation:

If a time-out is granted to a team that has been awarded possession of the ball in its backcourt when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime the coach, after the time-out the coach has the right to decide whether the throw-in shall be administered from the throw-in line in the team's frontcourt or from the team's backcourt.

If the throw-in is then to be administered from the team's frontcourt, the shot clock shall be reset as follows:

- **If 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped, the shot clock shall be reset to 14 seconds. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds.**
- **If 13 seconds or less are displayed on the shot clock at the time when the game clock was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds.**

If the throw-in is then to be administered from the team's backcourt, the shot clock shall be reset as follows:

- **If the team has a new control of the ball, or a foul or violation was called on the opponents' team, the shot clock shall be reset to a new 24 seconds.**
- **If the team had control of the ball when the game was stopped, the shot clock shall continue from the time it was stopped.**

Please Note: In MUVJBL Under 14 Competitions

The shot clock does not start until the ball enters the front court – starting of 24 seconds.

Please Note: In all MUVJBL Competitions

After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring, the shot clock shall be stopped and reset to 24 seconds.

29/50-54 EXAMPLE:

With 58 seconds remaining on the game clock in the fourth quarter, B1 deliberately kicks the ball or B1 fouls A1 in team's A backcourt. This is team B's third foul in the quarter. Team A has 19 seconds on the shot clock. Team A is granted a time-out.

INTERPRETATION:

Coach A may decide on a throw-in to be administered in the frontcourt from the throw-in line in team A's frontcourt or in Team A's backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds

If coach A decides on a throw-in from the backcourt, team A shall have 24 seconds on the shot clock.

29/50-57 EXAMPLE:

With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his backcourt where B1 taps the ball out-of-bounds with 19 seconds on the shot clock. Team A is granted a time-out.

INTERPRETATION:

Coach A may decide on a throw-in to be administered in the frontcourt from the throw-in line in team A's frontcourt or in its backcourt.

If coach A decides on a throw-in from the throw-in line in the frontcourt, team A shall have 14 seconds on the shot clock. Except in MUVJBL Competitions – the clock shall remain on 19 seconds.

If coach A decides on a throw-in from the backcourt, team A shall have 19 seconds on the shot clock.

TECHNICAL, UNSPORTSMANLIKE, DISQUALIFYING FOULS:

EXPLANATION:

When the team is awarded a throw-in from the throw-in line in the team's frontcourt as part of the penalty for a technical, unsportsmanlike or disqualifying foul, the shot clock shall be reset to 14 seconds.

Except in MUVJBL Competitions – the clock shall be reset to 24 seconds

ART. 35 DOUBLE FOUL

Definition: A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.

35.1.2 Explanation: **To consider 2 fouls as a double foul the following conditions must apply:**

- Both fouls are player fouls.
- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.
- **Both fouls have the same penalty.**

35.2. Penalty

A personal foul shall be charged against each offender. No free throws shall be awarded and the game shall be resumed as follows:

If at approximately the same time as the double foul:

- A valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a throw-in from any place behind that team's endline.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in from the place nearest to the infraction.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

35-2 EXAMPLE:

Team A has 2 team fouls and team B has 3 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

INTERPRETATION:

As the foul penalties against both teams are equal, it is a double foul. The game shall be resumed with a team A throw-in from the place nearest to where the double foul has occurred.

35-3 EXAMPLE:

Team A has 2 team fouls and team B has 5 team fouls in the quarter. Dribbler A1 and B1 now commit a foul against each other at approximately the same time.

INTERPRETATION:

The penalties against both teams are not equal, therefore it is not a double foul.

A1's foul shall be penalised with a team B throw-in. B1's foul shall be penalised with 2 free throws for A1. The officials shall apply the special situations rule and decide which foul has occurred first.

In case B1's foul has occurred first, A1 shall attempt 2 free throws, no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the fouls have occurred. In case A1's foul has occurred first, the team B throw-in shall be cancelled. A1 shall attempt 2 free throws and the game shall be resumed as after any last free throw.

ART. 36 TECHNICAL FOUL – VICTORIAN COMPETITIONS

36.3 Penalty for Technical Foul is the Same as for Unsportsmanlike and Disqualifying Foul

If a technical foul, unsportsmanlike foul or disqualifying foul is committed:

- By a player, a technical foul, unsportsmanlike foul or disqualifying foul shall be charged against the offender and shall count as one of the team fouls.
- By any person permitted to sit on the team bench, a technical foul shall be charged against the coach and shall not count as one of the team fouls.

Two (2) free throws shall be awarded to the opponents, followed by:

- A throw-in from the throw-in line at the team's front court
- A jump ball in the centre circle to start the first quarter.

36-25 STATEMENT

After having committed their fifth foul a player becomes an excluded player. After the player's fifth foul any further technical fouls called against them shall be charged against their coach and recorded as 'B1'. This is also valid if one of their 5 fouls was a technical or unsportsmanlike foul. They are not disqualified and may stay in their team bench area.

36-26 EXAMPLE:

B1 has committed a technical foul during the first quarter. In the fourth quarter, B1 has committed their fifth foul. This is team B's second foul in the quarter. On the way to the team bench B1 is charged with a technical foul.

Interpretation: With their fifth foul B1 has become an excluded player. Any further technical fouls against them shall be charged against their coach and recorded as 'B1'. B1 is not disqualified. Any team A player may attempt 1 free throw. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul was called.

Victorian Competitions: 2 free throws PLUS possession. The game shall be resumed with a team A throw in from the throw in line A Teams front court.

ART. 37 UNSPORTSMANLIKE FOUL

37.2. PENALTY

Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in from the throw-in line in the team's frontcourt.

37-15 EXAMPLE:

A1 has committed their fifth foul. This is team A's second team foul in the quarter. On the way to their team bench, they push B1 and are charged with an unsportsmanlike foul. B1 now pushes back on A1 and is also charged with an unsportsmanlike foul.

INTERPRETATION:

A1 has become an excluded player. Their unsportsmanlike foul shall be charged as a technical foul against coach A, recorded as 'B1'. The unsportsmanlike foul against B1 shall be charged to them, recorded as 'U2'. Any team B player shall attempt 1 free throw, no line-up. The substitute for A1 shall attempt 2 free throws, no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its front-court, with 14 seconds on the shot clock. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds

ART. 38 DISQUALIFYING FOUL

38.3.4. The number of free throws shall be awarded as follows:

- If the foul is a non-contact foul: 2 free throws.
- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made: 2 or 3 free throws.
- **If the foul is a disqualification of a coach: 2 free throws.**
- **If the foul is a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member, this foul is charged against the coach as a technical foul: 2 free throws.**

In addition, if a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member after leaving the team bench area is for their active participation during any fight:

- **For each single disqualifying foul of an assistant coach, substitute and excluded player: 2 free throws. All disqualifying fouls shall be charged against each offender.**
- **For each single disqualifying foul of any accompanying delegation member: 2 free throws. All disqualifying fouls shall be charged against the coach.**

All free-throw penalties shall be executed, unless there are equal penalties against the opponent's team to be cancelled.

ART. 39 FIGHTING

39.3. Penalty

39.3.5. All possible disqualification foul penalties against assistant coach, substitute, excluded player or an accompanying delegation member involved actively in a fight or any situation which leads to a fight, shall be penalised in accordance with Art. 38.3.4, sixth bullet. (see above)

EXAMPLE:

39-3 Statement. A coach shall be charged with a technical foul for a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member for leaving the team bench area during a fighting situation. Each technical foul shall be recorded as 'B2'. The penalty shall be 2 free throws and possession of the ball for the opponents.

In addition, for each disqualifying foul, the penalty shall be 2 free throws and possession of the ball for the opponents.

All further penalties shall be administered, unless there are equal penalties against opponent teams to be cancelled.

The game shall be resumed from the throw-in line in the team's frontcourt as for any other disqualifying foul. The shot clock shall be reset to 14 seconds. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds

39-4 EXAMPLE:

In a fighting situation, A6 has entered the playing court and has therefore been disqualified.

Interpretation: Coach A shall be charged with a technical foul, recorded as 'B2'. Any team B player shall attempt 2 free throws, no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. The shot clock shall be reset to 14 seconds. Except in MUVJBL Competitions – the clock shall be reset to 24 seconds

ART. 50 SHOT CLOCK OPERATOR: DUTIES

50.2 Stopped, but not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation (including for the ball having gone out-of-bounds).

50.3 Stopped and reset to 24 seconds, with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
 - As the result of a foul or violation (**not for the ball having gone out-of-bounds**).
 - **As the result of a jump ball situation.**
 - The game is stopped because of an action not connected with the team in control of the ball.
 - The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team is awarded free throw(s).

50.4 Stopped and reset to 14 seconds, with 14 seconds visible, when: Except in MUVJBL Competitions – the clock shall be reset to 24 seconds

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
 - As the result of a foul or violation (not for the ball having gone out-of-bounds).
 - The game being stopped because of an action not connected with the team in control of the ball.
 - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.

- The team that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:
 - Personal, unsportsmanlike or disqualifying foul,
 - Violation (including for the ball having gone out-of-bounds),
 - Jump ball situation.
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- The game clock shows 2:00 minutes or less in the fourth quarter or in each over-time following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the coach decides that the game shall be resumed with a throw-in for his team from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.