



FIBA

We Are Basketball

A basketball player is shown from the chest up, wearing a grey jersey with a FIBA logo on the left chest. He is holding a white Molten basketball with both hands. The basketball has 'Molten' and 'FIBA CUP' printed on it. The background is dark and moody.

FIBA
We Are Basketball

RULE CHANGES 2020

Valid as of 1st October 2020



FIBA

We Are Basketball

NOTE



This material has been created by FIBA Referee Operations and it is official FIBA material.
The content cannot be modified and present with FIBA logo, without written permission from the FIBA Referee Operations.

July 2020, All Rights Reserved

FIBA – International Basketball Federation
Route Suisse, PO Box 28
1295 Mies
Switzerland

Throughout the material, all references made to a player, coach, referee, etc. in the male gender also apply to the female gender.
It must be understood that this is done for practical reasons only.

If you identify an error or discrepancy in this material, please notify the FIBA Referee Operations at:
refereeing@fiba.basketball
[fiba.basketball](https://www.fiba.basketball)



ABBREVIATIONS USED IN THE MATERIAL

- CC** = Crew Chief
- U1/U2** = Umpire 1 / Umpire 2
- PF** = Personal Foul
- OF** = Offensive Foul
- DF** = Defensive Foul
- UF** = Unsportsmanlike Foul
- DOF** = Double Foul
- AOS** = Act of shooting
- IRS** = Instant Replay System

These are **standard abbreviations** used in all official FIBA Material.

All referees should be familiar with, we will use the term referees rather than officials.

This is a change that can be found in the FIBA OBR 2020 – we are all now – referees.

All the abbreviations are important, to speak “FIBA” we need to understand these and other abbreviations – in particular, we will use **UF, AOS** and **IRS**

FIBA has released an IOT manual through the new FIBA iRef Academy Library APP. All official FIBA terminology can be found in the manual and on the APP. It is important we use only official terminology in all our materials.



SUMMARY NEW RULES 2020 MAJOR CHANGES

MAJOR

Player in act of shooting:
Different definitions for a shot and for a continuous movement

Cylinder:
The cylinder of the offensive player – with or without the ball - is defined with the rule focusing on legal and illegal positions of the defense and offense. Defensive cylinder definition remains.

Unsportsmanlike Foul:
“Open Path” (C4) is clarified: terms offensive and defensive player are no longer used, but instead simply requires the player to be progressing towards the opposing team’s basket.

Double Foul
Simplified definition of the double foul (same category of foul)

THE FIBA OFFICIAL BASKETBALL RULES CHANGES VALID AS OF 1 OCTOBER 2020

Published June 2020 Version 12

4 changes identified as **major** changes, but 2 really just adjust language to be consistent with contact philosophy being taught in last “window”.

Great news for referees, all major changes make the game easier for the referees

- **Art 15 / Player in the act of shooting:** Different definitions for a shot and for a continuous movement – note it is movement – not motion.
- **Art 33 / Cylinder:** The cylinder of the offensive player with or without the ball is defined. The rule focuses on legal and illegal actions by the offense and defense in respect to their and their opponent’s cylinders. The definition of the defensive cylinder is unchanged.
- **Art 37 / Unsportsmanlike Foul:** The “Open Path” (UF – C4) rule is clarified, eliminating any reference to offensive and defensive players. Criteria is changed to require a player to be **progressing** towards the opponent’s basket.
- **Art 35 / Double Foul:** The definition of the double foul is simplified, requiring that the two fouls be of the same category.



SUMMARY NEW RULES 2020 MINOR CHANGES

MINOR

Player injured or assisted
Both situations are now the same, whether the player is injured or receives any assistance.

Head Coach who actively participates during fighting:
Situations are clarified when the head coach is disqualified for not assisting the referees and when he is actively participating. Only one D2 is charged and entered in the scoresheet.

Tables officials' duties:
Certain of the of the scorer's duties are now delegated to the timer.

Instant Replay System:
A specific Appendix has been created for all articles related to the IRS, along with a new protocol.

THE FIBA OFFICIAL BASKETBALL RULES CHANGES VALID AS OF 1 OCTOBER 2020

© 2020 FIBA. All rights reserved.

- Art 5: Bring clarity that a player who receives **an assistance** is treated as injured.
- Appx B / Clarity where the head coach is disqualified when a fight occurs.
- Art 49 / Acknowledge the true duties of the scorer & timer because of modern equipment.
- Appx F / Clear direction – developed at the latest FIBA top competitions on how the IRS is to be used, a practical protocol is now found in Appendix F.




ART 5/19 PLAYER: INJURY AND ASSISTANCE - SUBSTITUTION

Stop the game for

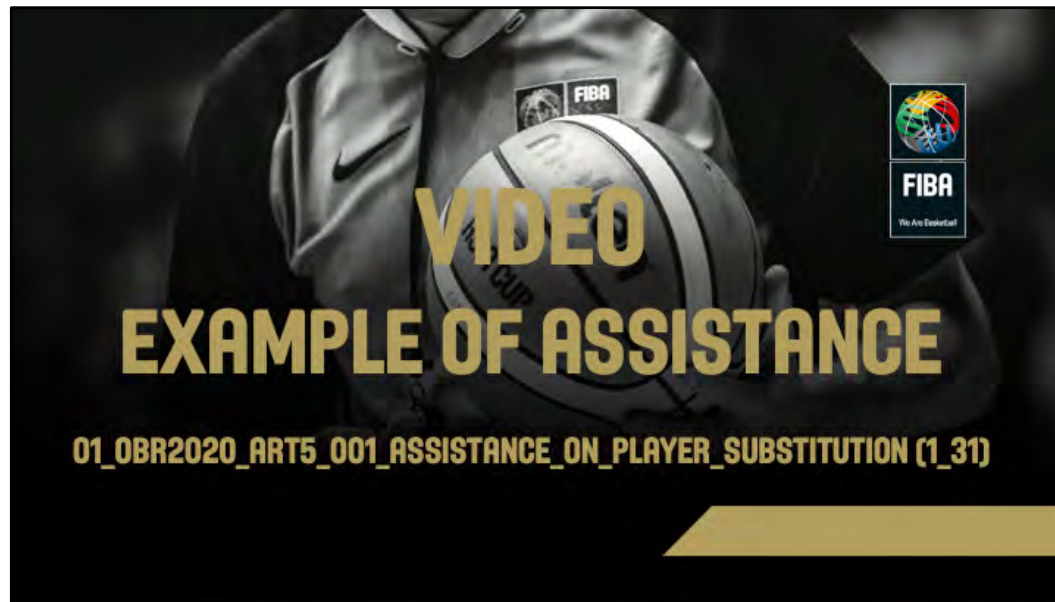
An injured player cannot play immediately = NOT recovered in 15 seconds	If a player receives any assistance from his own team members*
--	--

MUST BE SUBSTITUTED

* = head coach, assistant coaches, team members and/or accompanying delegation members



Additional language to clarify that a player who receives assistance must also be substituted, no change for injuries. To eliminate delays in the games and bring consistency to the administration of delays. Assistance could be a shoe, a contact lens, a loose taping, a uniform issue etc... anything that comes out from the court.



We see the player has received an **assistance** and must be substituted.



FIBA

We Are Basketball

ART 44 CORRECTABLE ERROR: PLAYER INJURY & ASSISTANCE

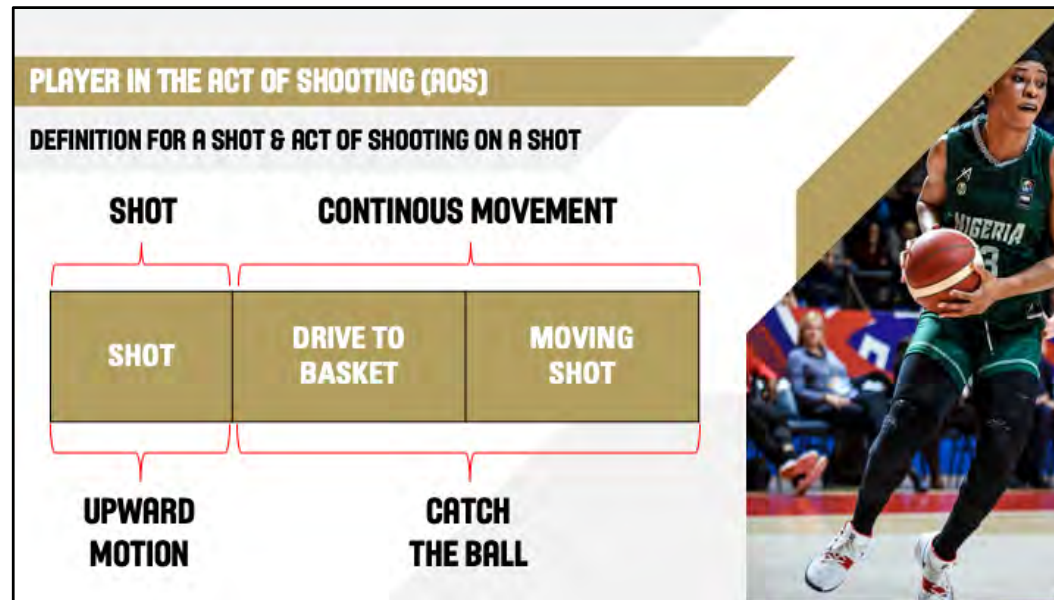
Injured player substituted or any player receiving assistance

Committed 5th personal foul or was disqualified

Substitute must participate in the correction of the error



Clarity that (Art. 44.2.5) the substitute must participate in the correction.



AOS

Rule change intended to improve players, coaches, and referees understanding of whether a foul occurs in the **Act of Shooting** or not.

Introduces concepts consistent with how the game is played, there being 2 types of Acts of Shooting – the **SHOT** and **CONTINUOUS MOVEMENT**.

CONTINUOUS MOVEMENT is divided into 2 parts “drive to basket” and “moving shot” .

In every play referees should be able to identify if the AOS was in “shot”, “drive to basket” or “moving shot”.

This requires more of the basketball knowledge as understanding the player shooting techniques, than just knowing the rule.



FIBA

We Are Basketball

PLAYER IN THE ACT OF SHOOTING

NEW DEFINITION: SHOT

- Stationary shot (example jump shot)
- Player is NOT dribbling or progressing

Shot	Begins	Ends
AOS	<ul style="list-style-type: none">When a player moves the ball upwards towards the opponent's basket	<ul style="list-style-type: none">The ball has left the player's hands and, in the case of an airborne shooter, both feet returned to the floor.Pass-Off after being fouled



Stationary Shot

An example of a **Stationary Shot** would be the classic jump shot.

Player is not moving, progressing, whether through running without the ball or dribbling.

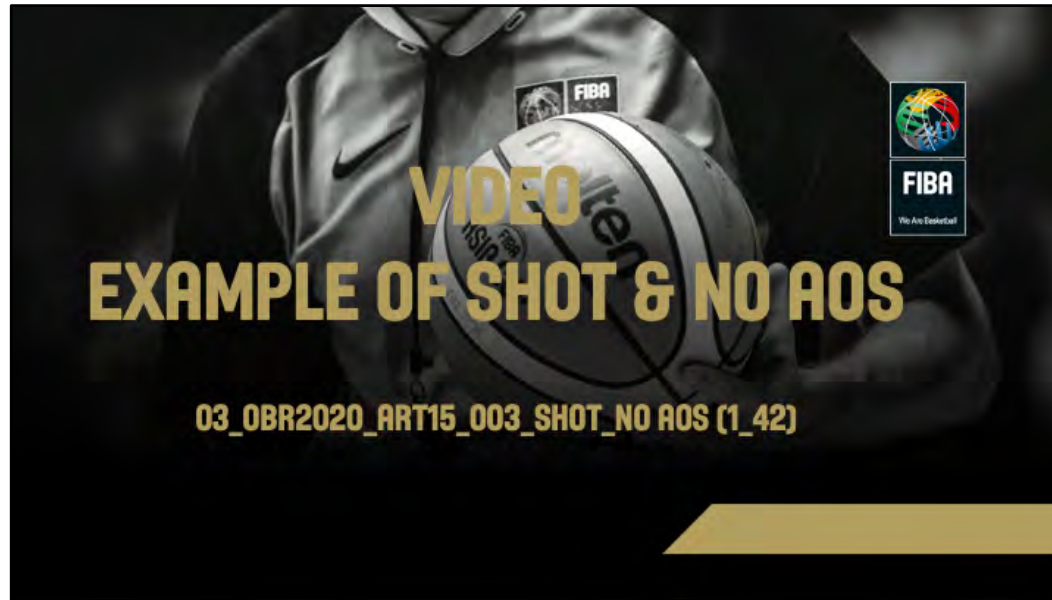
AOS – **begins** on upward movement towards the shooting position and basket (not side to side).

AOS – **ends** – when the ball has left the player's hands, or if the shooter is airborne, when both feet return to the floor. Player who **passes off** after being fouled is **no longer in the AOS**.



Shot video

We can see the player begins the upward motion towards the basket, and is fouled after the upward motion begins, and he is therefore fouled in the act of shooting.



Shot video

We can see the player is fouled before begins the upward motion towards the basket, and he is therefore fouled before the act of shooting (foul NOT in AOS).



FIBA


We Are Basketball

PLAYER IN THE ACT OF SHOOTING

NEW DEFINITION: CONTINUOUS MOVEMENT

- ▶ Drive to basket
- ▶ Moving shot
 - Catches the ball when progressing or
 - Completes the dribble,
 - ...continues with the shooting motion (without stop)

Drive Moving Shot	Begins	Ends
AOS	<ul style="list-style-type: none">• When the ball comes to rest in the hand(s):• Upon completion of a dribble• While progressing	<ul style="list-style-type: none">• The ball has left the player's hands and, in the case of an airborne shooter, both feet returned to the floor.• Pass-Off after being fouled



Drive, Moving Shot

New Definition of **Continuous Motion** introduced to the rules

Two situations are covered – **Drive to the basket** or a **Moving Shot**

In both situations the player may catch the ball when **progressing** or when he **completes the dribble**. Key is that player continues to a **shooting motion without stopping**.

AOS – **begins** when the ball comes to rest in the hand or hands. This is the gather.

AOS – **ends** – when the ball has left the player's hands, or if the shooter is airborne, when both feet return to the floor.

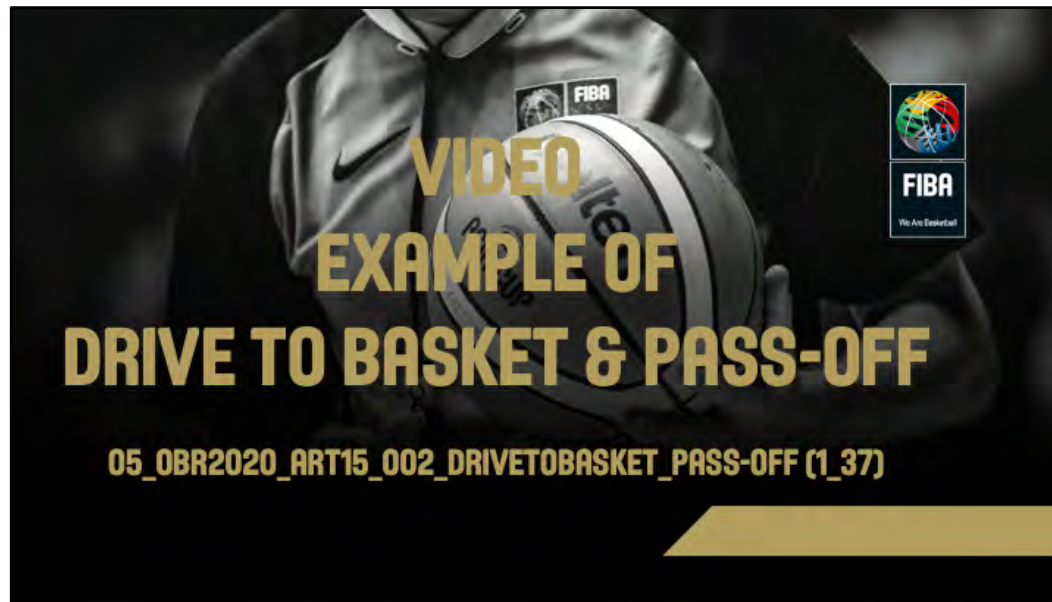
Again, a player who **passes off** after being fouled is **no longer in the AOS**.

Example, a jump shot after dribble/progressing (without stop) is a “moving shot” but jump shot from stationary position is a “shot”.



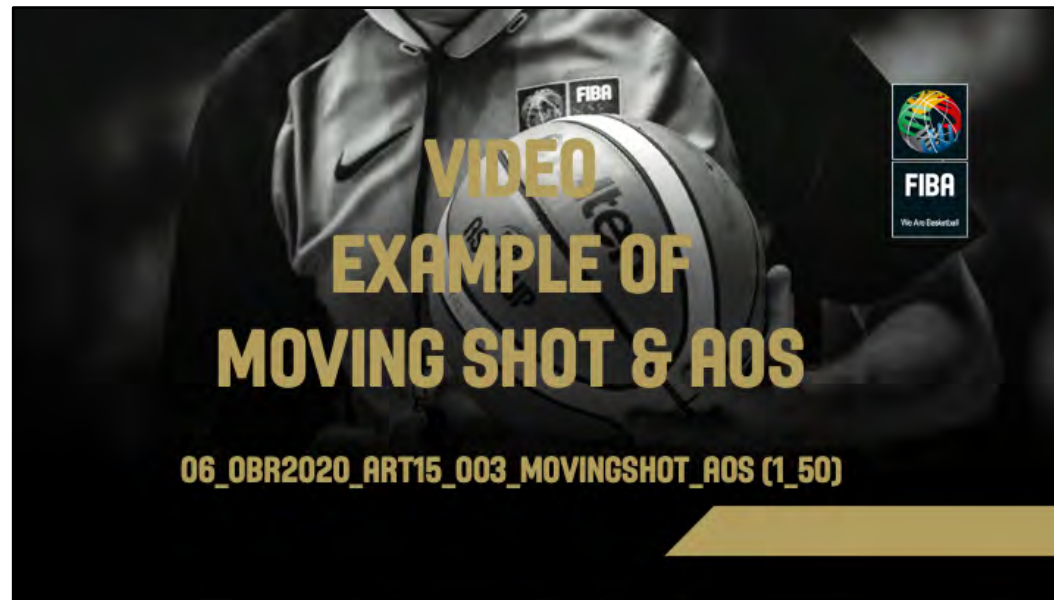
Drive to Basket video

We can see on the video examples of when the player is progressing (ending the dribble) and catches (gathers) the ball. If a foul follows – this is a foul in the AOS.



Drive to Basket video

We can see on the video examples of when the player is driving to basket, but after being fouled, passes the ball off and is no more considered to be in AOS (foul not in AOS).



Video Moving Shot

We can see on the video an example-of a player who is progressing (moving towards the basket). We see the foul occurs after the ball has come to rest in his hands, meaning he has gathered the ball, and has begun his act of shooting. The foul is therefore in the act of shooting.



ART 33 CONTACT: PRINCIPLES

DEFINITION: CYLINDER

The space within an imaginary cylinder occupied by a player.
Dimensions vary depending on the height and size of the player:

- Defensive & Offensive Player **without ball**
- Offensive player **with the ball**



General / Reason for Change

We have seen an increase in the number of situations where defensive players **invade, encroach upon** the offensive player.

These actions by the defenders have generated actions that we don't want in basketball.

Actions like elbows from the offense when trying to **"shed"** the defender that **invades** or **encroaches** their space, or

Actions by the defender to **"fake"** being fouled when the offense attempts a normal basket move.

It became apparent that the rules only defined a defensive player's cylinder.

Rules are amended to add an offensive player's cylinder, both with and without the ball. **Cylinder Principle**



FIBA

We Are Basketball

ART 33 CONTACT: CYLINDER

DEFINITION: WITHOUT BALL (DEFENSE & OFFENSE)

Cylinder's boundaries for players without the ball, remain the same

- ▶ The front by the palms of the hands,
- ▶ The rear by the buttocks, and
- ▶ The sides by the outer edge of the arms and legs.



Cylinder Without the Ball

Two circumstances of players without the ball exist. Defensive and Offensive players.

The boundaries of the cylinder rule remain unchanged.

The front is defined by palms of the hands, in a normal stance, arms bent at elbows;

The rear by the buttock's in a normal athletic stance; and

The sides by the outer edge of the arms and legs, when in that athletic stance with bent knees and arms bent at the elbow (a normal basketball stance).



FIBA

We Are Basketball

ART 33 CONTACT : CYLINDER OFFENSE

DEFINITION: WITH BALL (OFFENSE)

Cylinder's boundaries for players with the ball

- ▶ The front by the feet, bent knees and arms, holding the ball above the hips,
- ▶ The rear by the buttocks, and
- ▶ The sides by the outer edge of elbows and legs



Offense Cylinder with Ball

Mentally we have, for years refereed with the understanding that there was always a limit on the position, the stance that an offensive player could take. Now we have a definition of an offensive players cylinder.

The front is defined by the feet, bent knees and arms, with the ball held above the hips – in the position called triple threat, from which a player may shoot, pass, dribble, or drive from;

The rear by the buttock's in a normal athletic stance; and

The sides by the outer edge of the arms and legs, in that athletic stance with bent knees and arms bent at the elbow (a normal basketball stance).



ART 33 CONTACT: CYLINDER

RIGHTS & DUTIES

An offensive player with the ball must be allowed enough space for a normal Basketball play within his cylinder.

VERTICAL FOREARMS (Green icon) VS. **HORIZONTAL FOREARMS** (Red icon)

HIGH & LOW SIDE TO SIDE (Green icon) VS. **CHEST LEVEL SIDE TO SIDE** (Red icon)

Rights & Duties

Otherwise known as Privileges & Responsibilities – these are important concepts to understand.

The offensive player with the ball must be allowed enough space for a **normal basketball play** within his cylinder.

Normal basketball plays – **pivoting, shooting, passing, and dribbling**.

We look for whether **the forearms are vertical or horizontal**.

When the ball is moved **side to side** – is it “high” or “low” or is it at chest level.

When shifting the ball side to side, if the forearms are more **vertical than horizontal** the defense is at greater risk.

When shifting the ball side to side, if the forearms are more **horizontal than vertical**, particularly with the ball at the chest level, the offense is at greater risk.

This concept may take some time for referees to recognize in the game, but it is entirely consistent with the philosophy we have been officiating with for years. This is more a clarification than a change.



ART 33 CONTACT: CYLINDER

RIGHTS & DUTIES

Defensive	May not enter the cylinder of the offensive player with the ball and illegally contact him when offense attempting a normal basketball play.
Offensive	Cannot spread his legs or arms outside of his cylinder and cause an illegal contact with the opponent to gain additional space. (No "clear out" for space)

ILLEGAL BY DEFENCE

LEGAL BY OFFENCE

Contact Principles

Our principles are simple.

The defensive player **may not enter the cylinder** of the offensive player with the ball and illegally contact the offensive player when the offense is attempting a normal basketball play.

The defensive player may not **"belly up"** or use the lower part of the body or arms to **encroach** into the offensive players legal cylinder and cause illegal contact.

The defensive player may not **invade** the vertical cylinder of the offensive player and make illegal contact when the offense is attempting a normal basketball play.

The offense may not spread his legs or arms **outside his cylinder** and cause an illegal contact with the opponent to gain additional space – to **"clear out"** the defense.

Which player encroaches or invades the opponent's cylinder?



Video Illegal Defense

We see it is the defensive player that **invades, encroaches** on the offensive player's vertical cylinder.

Referees must recognize these actions quickly, as soon as they happen, and call the defensive foul, when the illegal contact occurs. This is important to avoid a reaction by the offensive player trying to “shed” the defender, or the defender “faking” having been fouled. Referees should call the first illegal contact – as soon as it happens.

The first foul will avoid any further actions by offensive or defensive player that do not belong to basketball (example elbowing, faking).



FIBA

We Are Basketball

ART 33 CONTACT: CYLINDER

RIGHTS & DUTIES

Defensive	May not enter the cylinder of the offensive player with the ball and illegally contact him when offense attempting a normal basketball play.
Offensive	Cannot spread his legs or arms outside of his cylinder and cause an illegal contact with the opponent to gain additional space. (No "clear out" for space)

Contact Principles

Let us review our key principles.

The defensive player may not **enter the cylinder** of the offensive player with the ball and illegally contact the offensive player when the offense is attempting a **normal basketball play**.

The offense may not spread his legs or arms **outside his cylinder** and cause an illegal contact with the opponent to gain additional space – to **"clear out"** the defense.



Video Illegal Offense

We see on this video examples of our refereeing keys:

When shifting the ball side to side, if the forearms **are more vertical than horizontal** the defense is at greater risk.

When shifting the ball side to side, if the forearms are more horizontal than vertical, particularly with the ball at the chest level, the offense is at greater risk.





We can see the offensive player is moving the ball side to side (high) what is a normal basketball move. But he is still making the action outside of his cylinder (defensive player is legal and has not **invaded**, **encroached** on the offensive player's vertical cylinder).


Note: the offensive player action is normal basketball movement and the contact is not with elbow, but side of the forearm (vertical forearms) and the force of the contact is not excessive (this is important when determining difference between personal and unsportsmanlike foul).



ART 35 DOUBLE FOUL

DOF APPLIES WHENEVER ALL 4 CONDITIONS OCCUR

-  Both fouls are players fouls
-  Both fouls involve physical contact
-  Both fouls are between the same 2 opponents fouling each other
-  Both fouls are of the same category: either personal, unsportsmanlike or disqualifying



Double Foul

Simplifies the rule and moves away from the complexities of the rule that introduced in 2018, returns rule to previous concepts.

We need 4 criteria to be present to have a double foul:

- Both fouls are **player fouls**
- Both fouls involve **physical contact**
- Both fouls are on the **same two opponents** fouling each other
- Both fouls are the **same category**, personal, unsportsmanlike, or disqualifying.

No longer is there any concern whether one of the fouls is a team control foul or if either team is in the penalty.

As referees this is an excellent change for us.




See Complementary video example.




ART 37: UNSPORTSMANLIKE FOUL

UNSPORTSMANLIKE FOUL IN "OPEN PATH" (C4)

UF applies whenever all 3 conditions occur:

-  No other opponent players between the progressing player, the ball and the basket
- +**
-  Player is progressing towards to the opponents' basket, and
- +**
-  Illegal contact occurs on a player from behind or laterally



UF – Open Path

This is another excellent change for clarity .

We are dealing with the unsportsmanlike foul – criteria 4. The **UF – C-4**. The foul we call the “**clear path**” foul.

Rule change simplifies the game and we no longer need to concern ourselves as to which team has team control, or if, team control has changed.

We need 3 criteria to be present to have a UF-C-4 “clear path foul” called:

No other opponent player between the progressing player, the ball and the opponent’s basket

Player is **progressing** towards the opponent’s basket; and

Illegal contact (even basketball play) occurs on the progressing player from **behind or laterally**

PS. Even the rule states that “**No other player between.....**” the OBRI will clarify that this is only valid for progressive player’s opponent (**No other opponent player between the progressing player, the ball and the opponent’s basket** is correct interpretation).



ART 37 UNSPORTSMANLIKE FOUL

UF IN "OPEN PATH" (C4)

Why the change?

-  Removes the requirement to identify offensive and defensive players.
-  Not relevant whether the player has control of the ball.
-  The progressing player must have an open path towards the opponents basket.
-  No other opponent players between the progressing player and the ball and basket.



Rationale UF

Let us discuss the rationale for the change.

There were too many plays where the referee would get caught up trying to determine if team control had changed, or if the foul were committed before a team control change.

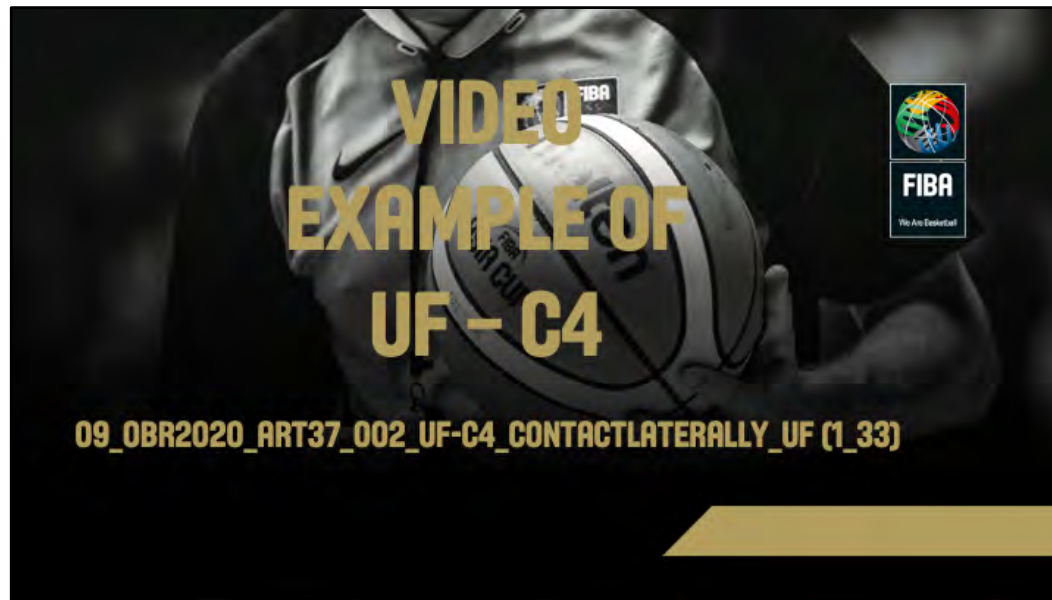
If the foul was committed while the offense was still in control the result was the offense gained an advantage not intended by rule.

Many participants, players, coaches, spectators and even some referees struggled with the concept that team control needed to change in the old rule. So:

- Rule removes the requirement to identify offensive and defensive players.
- Not relevant whether the player has control of the ball.
- We look to see that the **progressing player has an open path towards** the opponent's basket; and there is:
- **No other opponent** between the progressing player and the ball and the basket.



FIB
We Are Be



UF – Video Example

All 3 criteria will be present in the this video to demonstrate an UF-C-4 “clear path foul” :

No other opponent player between the progressing player, the ball and the opponent’s basket

Player is **progressing** towards the opponent’s basket; and

Illegal contact (even basketball play) occurs on the progressing player **laterally**


PS. Even the rule states that “**No other player** between.....” the OBRI will clarify that this is only valid for progressive player’s opponent (**No other opponent player between the progressing player, the ball and the opponent’s basket** is correct interpretation).



ART 49 TIMER DUTIES

NEW DUTIES BY TIMER / OLD DUTIES BY SCORER AND ASSISTANT SCORER.

- Indicate** the number of fouls committed by each player
- Position** the team foul marker on the scorer's table, at the end nearest to the bench of the team with 4 fouls
- Effect** substitutions
- Sound** his signal only when the ball becomes dead and before the ball becomes live again.



Timer's Duties

Certain duties that were by rule the duties of the scorer or assistant scorer have been transferred to the timer.

In most cases these duties were being handled by the timer.

They are:

Indicate the number of fouls committed by each player.

Position the team foul marker on the scorer's table, at the end nearest to the bench of the team with 4 fouls.

Effect and manage substitutions

Sound the timer's signal only when the ball becomes dead and before the ball becomes live again.



APPENDIX B / SCORESHEET: A COACH DISQUALIFYING FOUL

In a fighting situation (Art 39) should the coach be disqualified because of **his active involvement**; it will be scored a **single D₂**. Different examples:

	FOR LEAVING THE TEAM BENCH AREA AND NOT ASSISTING OR ATTEMPTING TO ASSIST THE REFEREES				FOR ACTIVE INVOLVEMENT IN THE FIGHT			
Only the head coach is disqualified.	Head Coach	D ₂	F	F	Head Coach	D ₂	F	F
	First Assistant Coach				First Assistant Coach			
	Penalty: 2 FT + Possession				Penalty: 2 FT + Possession			
Only the first assistant coach is disqualified.	Head Coach	B ₂			Head Coach	B ₂		
	First Assistant Coach	D	F	F	First Assistant Coach	D ₂	F	F
	Penalty: 2 FT + Possession				Penalty: 4 FT + Possession			
Both the head coach and the first assistant coach are disqualified.	Head Coach	D ₂	F	F	Head Coach	D ₂	F	F
	First Assistant Coach	D	F	F	First Assistant Coach	D ₂	F	F
	Penalty: 2 FT + Possession				Penalty: 4 FT + Possession			



Appendix B / Scoresheet

Scoresheet has been clarified to make it easier to understand how, when a **coach is disqualified** because of active involvement in a **fighting situation** - it will be charged and recorded as a single D2.

We will look at a couple examples, examples involving the coach and the assistant coach - but our time is best used if **attendees study the slides themselves**.



APPENDIX B / SCORESHEET: A COACH DISQUALIFYING FOUL										
FOR LEAVING THE TEAM BENCH AREA AND NOT ASSISTING OR ATTEMPTING TO ASSIST THE REFEREES						FOR ACTIVE INVOLVEMENT IN THE FIGHT				
A substitute is disqualified.	Head Coach	B ₁					Head Coach	B ₁		
	First Assistant Coach						First Assistant Coach			
	Player 7	P ₁	P ₂	D	F	F	Player 7	PZ	P ₁	D ₂ F F
Penalty: 2 FT + Possession						Penalty: 4 FT + Possession				
Two substitutes and an excluded player are disqualified.	Head Coach	B ₁					Head Coach	B ₁		
	First Assistant Coach						First Assistant Coach			
	Player 7	P ₁	P ₂	D	F	F	Player 7	P ₁	P ₂	D ₂ F F
	Player 10	P ₃	T ₁	P	P	D F	Player 10	P ₃	T ₁	P P D ₂ F
Player 11	P ₄	P ₅	P	P	P D ₂	Player 11	P ₄	P ₅	P P P D ₂	
Penalty: 2 FT + Possession						Penalty: 4 FT + Possession				
An accompanying delegation member is disqualified.	Head Coach	B ₁	B				Head Coach	B ₁	B ₂	
	First Assistant Coach						First Assistant Coach			
Penalty: 2 FT + Possession						Penalty: 4 FT + Possession				
The two accompanying delegation members are disqualified.	Head Coach	B ₁	B	B			Head Coach	B ₁	B ₂	B ₃
	First Assistant Coach						First Assistant Coach			
	Penalty: 2 FT + Possession						Penalty: 6 FT + Possession			

Appendix B / Scoresheet

Let us look at some additional situations that involve either substitutes, excluded players or accompanying delegation members that leave the bench.

Again, while we will look at a couple examples - our time is best used if **attendees study the slides themselves**.

All attendees have access to the slides.




APPENDIX F / INSTANT REPLAY SYSTEM

NEW APPENDIX

Rules on the IRS have moved from Art. 46 to a new Appendix F.

Reason: to define whole section for IRS rule and emphasise protocol to review.



Appendix F / Instant Replay System

With over 90% of global basketball played not using the IRS, it made sense to create a separate Appendix for the IRS and the IRS review. In this way the IRS rules do not distract from the rules the majority of games are played under.

In addition makes it easier to find and results in everything related to the IRS to be found in one place.






Strength of the change is it allows referees to do the work to study the new protocol for the referees to follow on all IRS reviews.

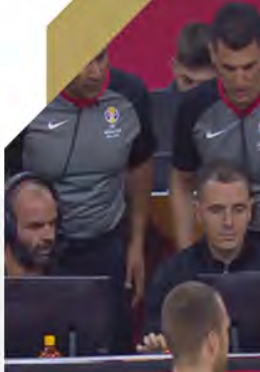
Adding the protocol to the rules demonstrates how important is to follow proper procedure, what has an impact to the correct outcome.



APPENDIX F / INSTANT REPLAY SYSTEM

PROTOCOL

-  An initial decision must be made and communicated
-  The crew-chief and the umpire who had the initial decision, shall review the play
-  The referee who made initial decision communicates the final decision
-  IRS review shall be conducted before a time-out or substitution is granted
-  Team has right to cancel SUB/TO request after IRS review



FIBA has developed a clear, cogent, and concise **protocol** for all uses of the IRS in all situations.

The rule and protocol are found in Appendix F. All referees who will officiate games involving the IRS should learn the protocol as well as the rule.

Let us look at the key parts of the protocol.

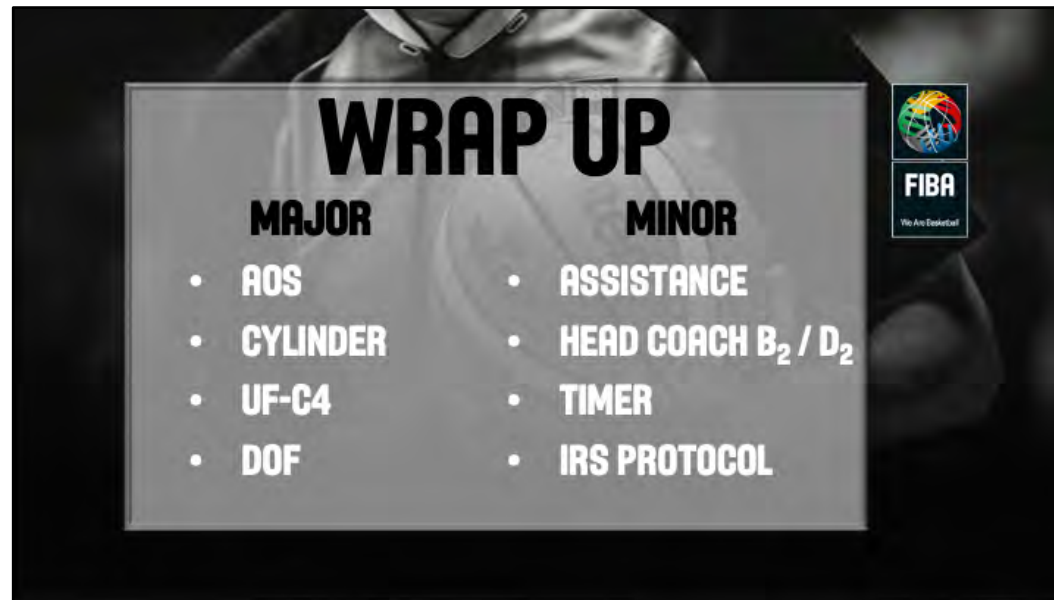
1. An initial decision must be made and communicated. (Reported through the table.)
2. The crew chief and a minimum of one umpire, the umpire who made the call, shall review the play.
3. If the crew chief made the call, he shall choose one of the umpires to participate in viewing the video.
4. Time is of the essence – but goal is to get the play right. If necessary, the to get the play right, the other umpire, the umpire who was looking after the teams during the review can join the review, with the initial umpire then looking after the teams. In this way all 3 referees review the play. This should be done when necessary to get the play right, when the crew chief determines a third opinion is required.
5. The crew chief must ensure no unauthorized persons have access to the IRS monitor.
6. The review takes place before time-outs or substitutions are administered.
7. The referee that made the call shall report the call, in front of the table.
8. The initial decision of the referees can be corrected only if the IRS review provides the referees with clear and conclusive visual evidence for the correction.
9. Either team has the right to cancel a substitution or time-out request after the IRS review.



Video IRS

We see an example of an IRS review on the video.

We can clearly see that the protocol was followed.



Summary: In today's discussion we have had an opportunity to look at the FIBA 2020 rule changes. These rule changes are effective October 1, 2020. There will be a new FIBA 2020 OBRI published in late September 2020.

Let us consider the major changes.

All the major changes make the game easier for players, coaches, referees and spectators.

The UF C-4 and DOF changes simplify the game for all participants.

Player in the act of shooting: Different definitions for a shot and for a continuous movement – note it is movement – not motion.

Cylinder: The cylinder of the offensive player with or without the ball is defined. The rule focuses on legal and illegal actions by the offense and defense in respect to their and their opponent's cylinders. The definition of the defensive cylinder is unchanged.

Unsportsmanlike Foul: The "Open Path" (UF – C4) rule is clarified, eliminating any reference to offensive and



FIBA

We Are Basketball

