

NCAA

VS.

FIBA

Rule by Rule

Differences

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THIS PAGE FOR ALBERTA OFFICIALS ONLY

RULE DIFFERENCES NCAA Men's/FIBA For Officials

This year the majority of the province: the high schools, junior highs, most community leagues and adult recreation ball are all expected to join with the CIAU and ACAC Men and adopt NCAA Men's rules for both genders.

The CIAU and ACAC Men, and the High Schools all **have** some modifications from NCAA Rules.

ASAA Rule Modifications of the NCAA Men's Rules for the 2000-2001 Season

1. 30 second shot clock
2. use of FIBA numbers if teams have not/do not have appropriate numbers
3. use of FIBA 3 point line
4. closely guarded rule - front court only holding the ball
5. use of two official system versus 3 official system
6. no handle in the back court if the offense commits a violation and no basket is scored

CIAU/ACAC Men's Rule Modifications of the NCAA Men's Rules for the 2000-2001 Season.

1. use of 30 second clock
2. not to use video courtside equipment for correctable errors
3. number of shots for fouls at the buzzer
4. the 2 minute blood rule
5. use of the FIBA 3 point line
6. closely guarded rule - front court only holding the ball
7. dunking is allowed during dead ball periods

ACAC Women play FIBA rules with the only modifications being:

1. no handle in the back court
2. alternating possession

Differences between NCAA Rules (2001) and FIBA (1999) Rules

1. Scoring

NCAA - the object of the game is to score in your basket.

FIBA - you score in your opponents basket.

2. Supplying Game Ball

NCAA - home team provides a (one) ball for game use. The referee may use the visitors ball if the ball given is not satisfactory or cannot provide a legal ball.

FIBA - the home team provided 2 balls with the same option for the referee if either ball is unsatisfactory.

3. Powers/Jurisdiction of Officials

NCAA - starts 30 minutes prior to scheduled starting time.

FIBA - it starts 20 minutes prior to scheduled starting time.

NCAA - Jurisdiction - ends with the referee signing of score sheet and has left the confines of the playing court. The use of courtside video equipment may be used only to determine if a shot at the buzzer was released in time. Insure the table notifies each team three minutes before the start of a game or half.

FIBA - ends with the signing/approval of score sheet by the referee.

4. Choice of baskets and bench

NCAA - home team administration makes the choice. Each team must warm-up and shoot at the basket **farthest** away from their bench in the first half.

FIBA - the home got the choice of basket AND bench.

5. Team Rosters Submission to Scorer

NCAA -Team rosters and starting five must be submitted 10 minutes prior to the start of a game.

FIBA - 20 minutes for the roster and then 10 minutes starting five

6. Uniform Numbers

NCAA - numbers are "supposed" to be no digit greater than 5. The numbers 0 and 00 are legal but only one of these numbers may be used not both. The single numbers 1 and 2 are also legal.

FIBA - numbers are "supposed" to be 4 through 15.

NCAA - Undergarments are allowed as long as they are the same color.

FIBA - undergarments are not allowed unless there is a note from a doctor.

7. Playing time

NCAA - Two 20 minute halves with a 15 minute intermission between halves and 1 minute between regulation time and extra periods.

FIBA - The same except there is two minutes between regulation time and extra periods.

Many leagues have modifications to this rule – usually 10 minute half times.

8. Correctable errors

NCAA - If the error involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, play shall resume as after any free throw attempt.

FIBA - play was always continued from the point of where it was stopped to correct the error.

9. Bonus (FIBA Penalty)

NCAA – shoot “1 and 1” on the 7th team foul in each half. On the 10th foul of each half, 2 free throws.

FIBA - it is 2 shots on the 8th foul in each half.

10. Timeouts

NCAA - Four 75 second (full) timeouts per game. They can be carried over. One additional full for each extra period. Two 30 second timeouts which can be used any time during a game. Players are not allowed to leave the floor or sit down during a 30 second time out. A Coach may indicate he/she wants 2 consecutive 30 second time outs during which the players are allowed to sit down on the bench. A Coach may not call just a single 30 and after call another 30 and allow the players to sit on the bench. A coach can shorten a timeout and must notify the table to give the opposing team a 10 second warning buzzer.

FIBA – Five 60 second timeouts per game with one extra for each overtime period.

Calling/Requesting

NCAA - can be called by **anyone** (Head Coach or player) verbally or visually during a dead ball situation. Can be called or signaled for by a player in control or a team member if they are in control of the ball.

(except during an interrupted dribble)

FIBA – Called by the coach through the scorers bench or through the official directly.

NCAA - timeouts are allowed after successful free throws and between free throws.

FIBA - Not allowed after successful free throws and between free throws.

NCAA - extra timeouts may be bought at the expense of an administrative technical foul.

FIBA – cannot buy additional.

NCAA Clarification

No time-out request by a **defender** shall be acknowledged once the ball is about to be put in play .

Expiration of Timeout

NCAA -the timer is to sound a device 15 seconds prior to the expiration of a timeout or intermission. (10 seconds for 30 second timeouts) When the second buzzer goes off after the 15 or 10 second warning the teams are expected to be ready to play immediately. **The rules state an official may place the ball on the floor/place at disposal and start the five second count.** The coach who called the time-out may shorten it by notifying an official he/she wishes to do so. The official should then have the table sound the warning buzzer. The other team would then have 10 seconds to return to play.

NOTE: no substitutes are allowed after the 10 second or 15 second buzzer indicating the time left in the time-out or intermission.

When a player is disqualified the timer sounds his buzzer after 20 seconds from the start of the 30 seconds allowed to replace that player.

FIBA - the device is to be sounded 10 seconds prior to the expiration of any time-out or intermission.

11. Throw-in Locations

NCAA - whenever a violation or a foul is called during a live ball and play is to be resumed by a throw-in, **it shall be from the nearest point out of bounds from where the infraction or stoppage occurred**. This applies even if a basket is scored and will not count. For technical fouls that occur during a dead ball and carry a penalty of 2 shots and possession, play shall be resumed with a throw in from the division line.
FIBA - the ball is put in play on a sideline if a basket was scored and was not to count.

High School (ASAA) Clarification

As there is no handle in the backcourt except for a few instances, a player entitled to make a throw-in from out of bounds may, on a sideline, run directly out of bounds on the court to the sideline and take two running steps towards the center before releasing the ball. This is legal as long as the player throwing in the ball does not run or move past a defender. If he/she does the play is whistled down and the throw-in now becomes from a designated spot. **It is NOT a violation**. This also applies for a throw-in from the endline if the throw-in is because of a violation and **not** after a basket.

Note: If a foul is committed by the defense on the team inbounding after a score; the team does not lose the opportunity to run along the baseline. This is an NCAA rule change this year.

12. Throw-ins

NCAA - all throw-ins (except after field goals or successful free throws) must be handled by an official. The designated throw-in spot is deemed to be 3 feet in length. On the release of a throw-in, the thrower-in must have one foot on or over the 3 foot area. There are no step limitations or direction limits. If a the ball from a throw-in lodges on the basket support/brace or gets lodged between the basket and the back board it is a violation penalized at the point of throw-in.

Note: once the official has designated the spot and inbounder, no other player may throw the ball in.

FIBA - there are step limitations to the left or right. If the ball gets lodged between the basket and backboard, it is a jump ball.

13. Jerseys

NCAA - if an official must tell a player to tuck his jersey in, the coach also receives a warning. The next time any player on that team is told to tuck a jersey in, that player must leave the floor until the next opportunity to substitute.

FIBA - if a player (after being instructed to tuck his jersey in), refuses or does not tuck it in adequately, he/she has to leave the game until willing to comply.

14. Jumpball

NCAA - Non jumpers: Once the referee is ready to toss the ball there can be no movement onto the circle or change position around the circle until the ball has left the officials hand.

FIBA – non-jumpers are allowed to move on/or around circle.

NCAA Clarifications regarding the jumpball

- Referee must SET everyone for the jump ball unlike FIBA where there is no actual set, you simply give everyone time to get their desired positions.

- If any player receives the ball while both feet are off the floor and returns to the floor touching the back court or centre line with one or both feet, it is **NOT** a violation.

- If teams go the wrong way—score or commit fouls or use any time on the clock, whatever happened happens/counts ..correct direction and carry on.

15. Alternating Possession (AP)

AP is used after the initial game starting jumpball, to put the ball back into play for any situations that warrant a jump ball. When offensive team retains possession, there is no reset of the shot-clock.

NCAA Clarification Plays

Play : Player A1 is holding the ball. Defensive player causes held ball - jumpball/AP. Team A has the possession arrow in its favor.

Ruling - Team A ball but the 30 second clock will not be reset.

FIBA - Team A gets the ball with a new thirty.

Play - Same play as above but the possession arrow favors the defensive team.

Ruling - Defense gets the ball with 30 on the clock.

Play - A simultaneously held-ball occurs during a throw-in and the possession arrow favors the team throwing in the ball.

Ruling - The ball is awarded to the team throwing the ball in with no reset on the 30 second clock

16. Stopping Game Clock During The Game and Near End of Game

NCAA - the game clock will be stopped whenever an official blows his/her whistle and after each field goal in the last minute of the second half or each overtime period.

FIBA – same except the last 2 minutes.

17. Free Throws

NCAA - a shooter has 10 seconds to release the ball.

FIBA - it is 5 seconds.

Players Lining Up in Free-throw Lanes

NCAA - it is now a total of seven; 4 defense - 2 offense - and the shooter.

FIBA - it is a total of six; 3 defense and 2 offense and the shooter.

NCAA - defense must occupy first two lane spots. Remaining spots alternate. Opposition may occupy if not occupied. A team may request to occupy their spot. **The defensive player closest to the end line may stand on the neutral block.**

FIBA - you can only stand in designated spots.

18. Free-throw violations - non Shooter

NCAA - any violation by a teammate of the shooter, causes the ball to become dead immediately, no point can be scored.

Note: When the ball is at the disposal of the free thrower **no one** is allowed to enter or leave a free throw lane or circle. Violation by defensive – wait to see shot successful - ignore; by offense - **immediate** violation.

FIBA - as long as the shot goes there is no violation - a delayed call if it does not fall.

19. Act of Shooting - airborne shooter

NCAA - the act is over when **ONE** foot returns to the floor.

FIBA - the act ends when both feet return to the floor.

20. The Ball and Backboard

NCAA - the ball cannot pass over the backboard or go behind from any direction at any time.

FIBA - not on throw-ins but legal if ball was on the floor. Ball can legally go behind as long as it touches nothing behind the backboard. (ie. the supports)

21. Closely Guarded Player

NCAA - only in the **FRONT COURT** when a player is **holding** while a defender is 6 feet or closer from the ball carrier.

FIBA - anywhere on the court while holding the ball.

22. Shot Clock Modifications for all levels in Alberta

NCAA - 30 second shot clock

FIBA - 30 seconds shot clock

Reset Clarification

NCAA - the shot must hit the rim or flange or pass through the basket or it is a violation. This is a minor rule clarification this year for NCAA.

FIBA - shot must hit the rim before the horn sounds. If it does not hit the rim, it is a violation. If the horn goes and the ball goes in, the basket counts.

NCAA & FIBA-The shot clock is started on gaining possession off a jumpball, a rebound, or on a change of possession.

Main Difference

NCAA - if a team has the ball out of bounds for a throw-in, the clock will be started as soon as any player touches or is touched by the ball.

FIBA - the clock is not started until control is established.

NCAA - if a double foul is called while a team is in possession of the ball, the thirty second clock is NOT reset. Play resumes with a throw-in with the remainder of time showing on the 30 sec clock.

FIBA - this is a reset.

NCAA - If there is no team control and a double foul occurs, alternating possession is used and the clock is reset unless during throw-in, then the team throwing the ball in will retain possession.

Plays & situations regarding the 30 second clock...

Play: A1 is holding the ball or has not released the ball for a try for goal and the 30 second buzzer is sounded. **Ruling:** Violation - Throw-in nearest spot out of bounds where the ball was when violation when called.

Play: A1 has released the ball and the 30 second buzzer is sounded and the ball subsequently enters the basket or hits the trim. **Ruling:** No violation - ball was released and did hit the rim or enter the basket, the play carries on.

Play: A1 releases shot-while ball is in the air the 30 second buzzer sounds and the ball does not hit the rim or enter the basket. **Ruling:** Violation - play is blown down as soon as it is apparent ball will not hit the rim or enter basket. Throw-in is closest spot out of bounds from WHERE THE BALL was when the buzzer sounded.

Play: Shooter releases ball and while ball is in the air is checked by a defender and is loose on the floor and the 30 second buzzer sounds. **Ruling:** Violation - throw-in out of bounds closest spot to where ball was when 30 second buzzer sounded.

Play: Shooter releases ball or is checked by defender and the ball goes out of bounds. The 30 second buzzer sounds before or as the ball is going out of bounds. **Ruling:** Violation - ball did not hit rim or enter basket.

Note: The key to this rule is that if the ball has been released on a shot is to wait and see what happens to the ball. Just remember the ball must enter the basket or hit the rim/flange.

Note: Another big difference in resetting the 30 second clock. In FIBA if play is stopped for an injury anything related to the defense, the offense gets a reset. This is not so in NCAA Rules.

Also double fouls in FIBA are an automatic reset, NCAA most of the time it is not.

23. Ten second Count

NCAA – On a throw-in, the count starts when a teammate of the player throwing in the ball touches the

ball, or when a team secures control of a loose ball or rebound.
FIBA - there has to be control before the count is started.

24. Foot Ball

NCAA - any part of the leg or foot with intent.
FIBA - same.

25. Traveling

NCAA - it **is** a violation if a player in control of the ball falls to the floor.
FIBA - it is not traveling provided foot/feet limitations were are not exceeded.

NCAA Clarifications:

Play: AI is shooting, defender places one or both hands on the ball. Both players return to the floor (3 or 4 hands on the ball)

Ruling: Held ball. (AP) Defense initiated ..turnover. (FIBA – traveling)

If the ball leaves the shooters hand then is forced back into his/her hands and then tied up, it is a jumpball in both rules.

26. Basket Interference

NCAA - if the ball or any part of the basket is touched while the ball is on the rim or within the basket, or is within the cylinder, or reaches through the basket from below and touches the ball before it enters the cylinder; basket interference has been committed by the defensive or the offense and will be penalized accordingly.

FIBA - the ball can be touched as soon as it touches the rim and there is no cylinder.

27. Goal Tending

NCAA - is when a defensive player touches the ball when it is above the level of the ring on its downward flight but not in any part of the imaginary cylinder.

FIBA - there is no such rule. It is basket interference by the defense.

28. Dunking

Allowed during games and warm-ups. This is a CIAU modification.

29. Personal foul

NCAA - illegal contact with an opponent when the ball is LIVE.

FIBA - illegal contact whether ball is Dead or LIVE.

Illegal contact when the ball is dead is considered a Technical Foul in NCAA Men's Rules

Double Foul

Fouls committed by two opponents on each other at approximately the same time.

NCAA - record the fouls and resume. Team in possession of ball retains it but no reset on the 30 second clock. The administration of putting the ball into play after a double personal foul that occurs when a team has the ball for a throw-in is as follows: The team in possession of the ball for the throw-in at the time of the double personal foul now shall have another opportunity to put the ball in play from a designated spot nearest to where the double personal foul occurred on the court. There is no reset of the clock. The possession arrow does not change.

FIBA Mod - this is a jump-ball between the two players involved in the double foul resulting in AP and a new 30 second count.

False double fouls

NCAA - this occurs when there are two fouls, one by each team, but the second foul is committed after the first and before the game clock restarts. There could be a considerable time lapse. Each foul is administered in the order in which it occurred.

FIBA - this is considered a double foul and fouls of equal severity cancel each other.

Intentional Foul

NCAA - a personal foul on the basis of an act that is not a legitimate attempt to directly play the ball or a player. Judgment is not based upon severity of the act. Contact with the thrower-in shall be ruled an intentional foul. Holding or pushing an opponent, grabbing a jersey in full view of an official in order to stop play or pushing a player in the back to prevent a score when there is no possibility of getting into position to guard are equally intentional. A foul also shall be ruled intentional, if while playing the ball a player causes excessive contact with an opponent.

FIBA an intentional foul is considered unsportsmanlike either hard or soft. A hard foul is deemed flagrant and the player is ejected.

Flagrant Foul

NCAA is a foul that involves violent contact with an opponent. Such contact includes striking with the elbow, kicking, kneeling, moving under an airborne player or crouching or hiping in a manner that might cause severe injury to the opponent. A flagrant foul is also is a technical foul when it involves unsporting conduct or contact while the ball is dead.

FIBA - A flagrant foul is considered an unsportsmanlike hard foul.

30. Fighting

NCAA defines fighting as in the opinion of the official, if any flagrant foul is deemed to be a fight, the fighting penalty is invoked. This could include but is not limited or exclusive to:

- a. an **attempt** to strike an opponent with arms, legs or feet
- b. combative action by one or more players, a coach or team personnel.

Combative action includes but is not exclusive to a player coach or other team personnel attempting to punch or kick an opponent, whether there is contact is irrelevant b. a player, coach or other team personnel who in the opinion of a game official, instigates a fight by perpetuating an unsporting act toward an opponent that causes an opponent to retaliate by fighting.

FIBA deems fighting as physical interaction between two or more persons (players, coaches, assistant coaches, substitutes and team followers).

31. Technical Fouls

FIBA - a technical by a player is 1 shot & possession. By someone on the bench is 2 shots and possession.

NCAA

Technical and Hard Foul Administration

Direct technical fouls are penalized by two shots. Possession goes to the team who had it before the foul. Direct T's (D's) count towards a player's 5 and the team fouls. They include:

- | | |
|---------------------------------------|-------------------------------------|
| ⊗ disrespectfully address an official | ⊗ climbing or lifting a teammate |
| ⊗ using vulgar language | ⊗ accept a foul that is not theirs |
| ⊗ taunting or baiting an opponent | ⊗ incite undesirable crowd reaction |
| ⊗ hands near eyes | ⊗ use tobacco |

Indirect technical fouls are penalized by awarding one free throw attempt. The team in possession of the ball before the technical foul retains possession at the point of interruption.

Indirect T's DO NOT COUNT towards a player's 5 or team totals:

- | | |
|-----------------------|--|
| ⊗ delay of game | ⊗ illegal substitutions |
| ⊗ starting line up | ⊗ throwing debris on court |
| ⊗ 6 players on floor | ⊗ grabbing the rim |
| ⊗ excessive time-outs | ⊗ interfering with the ball after a basket |

Flagrant technical fouls Excessive or extreme contact during a dead ball or extreme persistent conduct. Penalty - 2 shots and possession to the offended team at centre. Player is ejected.

Intentional technical fouls Intentionally (but not severely) contacting an opponent during a dead ball. Penalty - 2 shots and possession to the offended team. Player is NOT ejected.

A "T" can be issued to anyone on the bench if you know exactly who the offender was. The coach also gets one in this situation. Only 2 shots penalty & only 1 counts towards team total.

Flagrant fouls are always two and possession & ejection. Throw in at point of foul, not center.

A player is disqualified when he/she gets 2 "d"s or 3 "i"s

32. Flagrant Technical Fouls - Clarification

NCAA - a flagrant foul is defined as a foul that involves extreme, sometimes persistent, vulgar, abusive conduct such as described under Unsporting Conduct of players and Unsporting Conduct of Bench Personnel (Coaches, substitutes, team attendants) and followers.

FIBA - the definition is more detailed.

33. Disqualification from a Game

NCAA - when a squad member has:

- any combination of five fouls; personal, or direct technicals
- commits a flagrant foul
- commits 2 direct technical fouls or 3 indirect technical fouls, or any combination of "Ts" adding to 3.

FIBA - 5 common or personal fouls, 2 technical fouls, or any combination of technical and personal fouls adding to 5, or a flagrant foul.

34. Substitutions

NCAA - allowed anytime the whistle is blown for a stoppage, or a non-shooting foul, or a foul resulting in potentially only one free throw.

If multiple shots are to be taken, subs are allowed before the last throw only.

If a player is substituted, he must stay out of the game for one tick of the clock.

A substitute who comes on the floor during a dead ball period may be substituted for without penalty.

NOTE: No substitutes are allowed after the 15 or 10 second buzzer has sounded for a time out in NCAA Rules.

FIBA - subs are allowed on all fouls and jump balls. No subs are allowed between shots. A maximum of one sub each after a successful free throw for the shooter plus one opponent.

Any sub who came into the game had to stay in the game for at least one tick of the clock.

35. Game Clock - 3 tenths of a Second or Less Showing on the clock at the end of half or game

NCAA - The ball must be tapped/redirected in order to count as a last second shot and be counted at the expiration of time.

FIBA there was no such rule, it is all in the judgment of the official.

36. Excessive Swinging of the Elbows

NCAA - this is either a violation if no contact and a player control foul if contact.

If arms and elbows are swung about while using the shoulders as pivots and the speed of the extended arms and elbow(s) is in excess of the rest of the body as it rotates on the hips or on the pivot foot or the speed and vigor with which the arm(s) and elbow(s) are swung in such a manner that an injury could result if another player were contacted, it is a violation. If contact is made it is a player control foul.

FIBA - the swinging is legal as long as no contact is made.

37. Ball in Front and Back Court

NCAA - the ball is considered to be in the front court when a player has both feet fully in the front court and touching or holding the ball. This could be a dribble. A player who is straddling the centre holding the ball is considered to be in the back court

FIBA - the ball is in the front when touching a player with any part of his/her body touching the front court or the floor itself. A player straddling the line coming from the backcourt is considered to be in the front court.

NCAA Plays to Clarify this Rule

Play - a player receives the ball from a team mate in the back court or a throw-in from the back court while he is straddling the centre line. **Ruling** - the ball is considered in the back court.

Play - Same as above but now the player while standing still dribbles the ball. The ball touches either the front court or back court but the feet do not move. **Ruling** - the ball is in the back court.

Play - the player holding while straddling the line and holding the ball lifts his front foot up and returns it to the back court. **Ruling** - nothing the ball is still in the back court. (FIBA this is over and back)

Play - the player while dribbling the ball and straddling the centre line lifts either foot up and returns it to the back court or puts it down in the front court while the ball is being dribbled and only touches the back court, **Ruling** - nothing - the ball is still in the back court. (FIBA over and back)

Play - a player dribbling the ball does the same as in Play 4 but when both feet are in the front court the bouncing ball now touches the front court. **Ruling** - the ball is now in the front court.

Play - AI is standing fully in the front court and holding the ball. **Ruling** - the ball is in the front court.

Play - AI is moving in his back court and while dribbling comes to stop straddling the centre either holding the ball or dribbling the ball which bounces in the back court or front or even both courts.

Ruling - the ball is in the back court. (FIBA - as soon as a foot touches the front court the ball is in the front court and when the ball bounces in the back court it is over and back)

Play - AI receives the ball with both feet in the front court and then dribbles the ball while moving parallel to the centre line while bouncing the ball in the back court. **Ruling** - the ball is in the back court...over and back.

Exceptions to the Over and Back Rule for NCAA Rules

Play - AI receives and controls the ball while both feet are in the air from a jump ball or during a throw-in and then returns to the floor with one or both feet in the back court. **Ruling** - this is **NOT** over and back.

Play - a defensive player secures control of the ball while both feet are in the air and then returns to the floor with one of both feet in the back court. **Ruling** - this is **NOT** over and back.

38. Interrupted Dribble

NCAA - this occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. When this happens the following **cannot** occur:

- a. 3 second violation
- b. a player control foul
- c. acknowledging a request for a timeout

FIBA - there is no such thing as an interrupted dribble.

39. Blood Rule

NCAA - the rule states play is stopped at the earliest possible time and the player is instructed to leave the game for attention. Bench medical staff evaluate.. if the blood does not saturate the uniform the player can return, immediately to the game. If the uniform is saturated it must be changed before returning to the game. There is a CIAU modification allowing a player 2 minutes to get the bleeding under control.

FIBA - the player **has to be removed immediately** and can not return until the bleeding had stopped and area has been completely and securely covered. If the blood has saturated the jersey, it must be replaced . Play continues immediately or a timeout is taken to keep the player in the game.

40. Free throws after time expires.

NCAA

If the team that is leading is to be awarded free throws at the expiration of time, they will not be shot.

If the game is tied and a shot is made to break the tie, no other shots are necessary.

FIBA

No such rules.

41. Signals

Most are as per FIBA **except**:

- a. Free throws - bonus arms straight out parallel to ground index finger pointing
 - for second free throw just one arm out
 - for 2 free throws one arm 2 fingers
 - for 3 free throws one arm 3 fingers
- b. 3 point attempt arm straight up 3 fingers pointing if made touchdown signal
- c. shot clock violation open palm tap top of head once or twice.
- d. double foul arms outstretched parallel to floor with fists closed
- e. player control foul - hold back of the head (FIBA player with ball charge)

Other Signals

- a. Intentional foul - hold two arms up above head and cross at wrists
- b. Intentional foul with excessive contact - as above but after holding above head for a second or two drop your arms to your sides
- c. Hand checking - hold one arm straight about shoulder height parallel to the floor and touch forearm just behind where you would wear a watch. Palm up as for stop.
- d. Not closely guarded - two hands outstretched parallel to the floor with open palms and curled fingers

No signals for:

- a. Unsportsmanlike Technical foul
- b. Unsportsmanlike foul
- c. Disqualifying foul
- d. time-outjust point to team bench