

NFHS and FIBA Rule Differences (Ver 1 - Apr 2013-Updated Oct 28, 2013)

This table highlights differences so not all points pertinent to a rule are covered if not different between the rule sets. For examples: When a player is considered to have begun the act of shooting is the same in both rule sets and therefore are not listed or there are common situations for correctable errors that aren't listed.

I would like to acknowledge the work of the original Ontario FIBA Implementation Committee and Jeff Lack of the Hamilton Board for their work on the differences chart previous to this. Thank you to the IAABO FIBA Ad Hoc Committee, the Ontario Provincial Interpreter, Mike McPhee, the Board Interpreters who responded to me with feedback and additions and to our National Interpreter, Paul Deshaies, and the IAABO Coordinator of Interpreters, Peter Webb, for their respective input and reviews. .

Please note that this is not comprehensive and that it will be reviewed and updates and additions made on an on-going basis. I welcome all identification of further differences to be sent to me at timlaurain@rogers.com

| | NFHS | FIBA |
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| Act of Shooting | Considered in the act of shooting until 1 foot returns to floor | Considered in the act of shooting until both feet return to floor |
| Adding player to score sheet after game begins | Allowed with technical foul charged to team | Not permitted by rule* *Note: OBA modification: allowed with no penalty |
| Alternating Possession Arrow | Set to the team that doesn't first gain control of the ball including a throw-in (i.e. after a technical foul to start game or ball tapped out-of-bounds to one team without on-court possession after tap) | Set to the team that does not gain control of the live ball on the playing court after the jump ball will be entitled to the first alternating possession |
| Artificial Noisemakers | Not permitted | No rule |
| Backcourt /Frontcourt (Player Status) | Non-dribbler enters the frontcourt when he / she is no longer touching the backcourt | Non-dribbler enters the frontcourt when both feet are completely touching frontcourt |
| Backcourt Count | <ul style="list-style-type: none"> 10 seconds Starts on player control on inbound New count after any play stoppage New count begins when the ball achieves backcourt status (touches the court or player) if the ball legally returns to backcourt without loss of team control | <ul style="list-style-type: none"> 8 seconds Starts on player touching on inbound New count on defensive foul Count resumes with time remaining on any out-of-bounds, held ball, cancellation of equal penalties, double foul and offensive injury New Count begins when the offensive player gains control of ball if the ball legally returns to back court without loss of control |
| Basket | Team basket is one trying to score into | Team basket is one a team is defending |



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| Basket Interference | <ul style="list-style-type: none"> Neither team may touch ball within imaginary cylinder Causing backboard to vibrate to prevent goal is a technical foul | <ul style="list-style-type: none"> Both teams may touch the ball after it touches rim Causing backboard to vibrate to prevent goal is a violation |
| Bench Area/Coaching Box | <ul style="list-style-type: none"> 28 feet from end line to a maximum 14 feet from end line Loss of coaching box privileges after a direct or indirect technical foul to coach – must sit | <ul style="list-style-type: none"> 5 meters from centre line to end line No loss of coaching box - no requirement to sit after a technical foul |
| Blocked Shot | Player returning to floor without losing control of ball is a held ball | Player returning to floor without losing control of ball is a travel |
| Bleeding / Injured Player | May stay if a timeout is taken by player's team and player is ready to play at end of timeout | May stay if a timeout is taken by either team and player is ready to play at end of timeout |
| Blood on Uniform | Uniform has to be changed if it has excessive blood on it | No rule |
| Bonus / Penalty | Bonus 1+1 on 7th team foul and 2 throws on 10th team foul of each half | 2 Throw penalty starting on 5 th team foul each period |
| Cancelled free throw, field goal or dead ball enters basket | Throw-in on end line | Throw-in FT line extended |
| Closely Guarded | <ul style="list-style-type: none"> Only in frontcourt Dribbling or holding the ball Opponent within six (6) feet | <ul style="list-style-type: none"> Backcourt and frontcourt Holding the ball Opponent within one (1) meter playing active defense Note: OBA w/o shot clock apply NFHS closely guarded rule |
| Coach(es) Standing | <ul style="list-style-type: none"> Only the head coach may stand to coach Loss of coaching box privileges after a direct or indirect technical foul to coach – must sit | <ul style="list-style-type: none"> Either the head coach or assistant allowed to stand to coach Only one at a time Only the head coach is allowed to address the officials No requirement to sit after a technical |
| Concussion | Remove player from game who exhibits signs, symptoms or behaviour consistent with concussion | No rule |
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| Correctable Errors | <ul style="list-style-type: none"> • FT's shot at wrong basket – cancel activity and re-shoot • FTs shot by wrong player – cancel activity and re-shoot | <ul style="list-style-type: none"> • FT's at wrong basket is not a correctable error– count FT's and correct direction of play • FT shot by wrong player – cancel FT's and award ball to opponent at FT line extended • Failure to award merited FT's and team scores = ignore error |
| Default | Game can continue with 1 player if officials believe that team can win | Game is defaulted if a team has fewer than 2 players on the court |
| Delay of game | <ul style="list-style-type: none"> • Resumption of play procedure • Warning • Technical foul | <ul style="list-style-type: none"> • No resumption of play procedure • Warning • Charging additional time-out • Technical foul |
| Double Foul | Point of Interruption – throw-in at spot closest to where ball was | Point of Infraction – throw-in at spot closest to the foul |
| Disqualified Player | <ul style="list-style-type: none"> • 20 seconds to replace • Warning horn at 5 seconds (15 seconds before the 20 seconds ends) • Team may not huddle | <ul style="list-style-type: none"> • Must be replaced within 30 seconds • No warning horn • Team may huddle |
| Dribbling out-of-bounds | A dribbler is considered in player control of the ball and if steps out of bounds while dribbling it is a violation | No violation if dribbler steps out of bounds while dribbling but does not contact the ball while out-of-bounds and has in-bounds status when next contacts the ball |
| Dunking in warm-up | Not permitted – technical foul | Permitted Note: though dunking is legal, hanging on the rim is not |
| End of Game/official's jurisdiction | <input type="checkbox"/> Ends when the crew of officials leave the visual confines of the court <input type="checkbox"/> Can assess fouls while still in the visual confines of the court | <input type="checkbox"/> Ends when Referee signs the score sheet <input type="checkbox"/> no assessment of fouls after time expires, report any activity |
| Extra Period (Overtime) | <ul style="list-style-type: none"> • 4 minutes • Start with jump ball • 1 additional TO per period and all unused TOs from game | <ul style="list-style-type: none"> • 5 minutes • Start with AP • Only 1 TO each period <p>Note: OBA Modifications:</p> <ul style="list-style-type: none"> • U10 – 3 minutes • U11-U19 – 4 minutes |

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| Excessively Swinging Elbows without contact | Violation | Technical foul |
| Falling to Floor | Illegal for a player in control of ball to fall to the floor | Legal for player in control of the ball to fall to floor |
| Fighting | Head coach only may assist in restoring order | Head coach or assistant may assist in restoring order |
| Free Throws | <ul style="list-style-type: none"> • Max 6 players (2 offensive) in lane spaces • Bottom 2 spaces must be occupied by defense – other open spots may be taken by opponent • Violation on offense enforced immediately. Delayed violation against defense – ignore if FT successful. • Double violation involving shooter and opponent – AP arrow • 10 seconds to release ball • Players can't enter until ball hits ring • It's a violation for anyone in lane spaces or shooter to fake to cause opponent(s) to violate | <ul style="list-style-type: none"> • Max 5 players (2 offensive) in lane spaces • Spaces are exclusive but don't have to be occupied • Violation by either team (except shooter) ignored if FT successful • Double violation involving shooter and opponent – shooter violation penalized • 5 seconds to release ball • Players on lane can enter on release; shooter and players behind arc can't enter until ball hits rim • Only shooter can't fake |
| Game Timing | <input type="checkbox"/> 4 quarters of 8 minutes each | <input type="checkbox"/> FIBA - 4 periods of 10 minutes OBA Age Modifications <input type="checkbox"/> U10 – eight (8) periods of three (3) minutes <input type="checkbox"/> U11 and U12 - eight (8) periods of four (4) minutes <input type="checkbox"/> U13-U19 – four (4) periods of eight (8) minutes |
| Goaltending | Ball touched in downward flight, above ring level with chance of entering the basket whether or not it has touched the backboard or not | Ball touched in downward flight, above ring with chance of entering the basket or a ball touched above level of ring after it has touched the Backboard |
| Guarding a player without the ball | Time and distance need not be more than 2 strides | Time and distance are solely dependent on speed of opponent and requirement can exceed two strides |

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| Held ball | <ul style="list-style-type: none"> <input type="checkbox"/> two players in-bounds both hands on ball trying to get possession and one player steps out-of-bounds - player stepping out-of-bounds has caused ball to go out-of-bounds and ball awarded to opponents <input type="checkbox"/> two opponents both hands on ball trying to get possession in frontcourt and player of team in control steps on division line or into backcourt – violation and ball awarded to opponents | <ul style="list-style-type: none"> <input type="checkbox"/> two opponents in-bounds both hands on ball trying to get possession and one player steps out-of-bounds – held ball situation and ball awarded based on AP arrow <input type="checkbox"/> two opponents in frontcourt both hands on ball trying to get possession and player of team in control steps on division line or into backcourt - held ball situation and ball awarded according to AP arrow |
| Intentional Foul (NFHS) /Unsportsmanlike Foul (FIBA) | <ul style="list-style-type: none"> • If on an attempt for goal <ul style="list-style-type: none"> • Basket not scored: 2 or 3 shots + possession at spot of foul • Basket scored: 2 FT’s + possession at spot of foul | <ul style="list-style-type: none"> • If on an attempt for goal <ul style="list-style-type: none"> • Basket not scored: 2 or 3 shots + possession at center line • Basket scored: 1 FT and possession at center line • Foul by the defense on throw-in during last 2 minutes is unsportsmanlike if ball still in hands of player throwing in or at their disposal. • Foul on player dribbling to basket with a clear-path is unsportsmanlike |
| Interval of Play/Intermission | All team members are considered bench personnel. | All team members entitled to play are considered to be players. |
| Jump Ball | <ul style="list-style-type: none"> • To start game and all overtime periods. AP for rest of game. • Players may NOT move onto or around the circle until the ball leaves the official’s hand. | <ul style="list-style-type: none"> • To start game only. AP for rest of game including overtime. • Players may move onto or around circle prior to toss. |
| Jewelry | <ul style="list-style-type: none"> <input type="checkbox"/> Religious and medic alert medals not considered jewelry <input type="checkbox"/> Religious medal can be taped and worn under uniform <input type="checkbox"/> Medic alert medal must be taped and may be visible | <p>Not permitted:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Finger, hand wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance even if covered with soft padding <input type="checkbox"/> Objects that could cut or cause abrasions (fingernails must be closely cut) <input type="checkbox"/> Head gear, hair accessories and jewelry |
| Knee Braces | <p>Permitted</p> <ul style="list-style-type: none"> <input type="checkbox"/> unaltered from manufacturer’s original design and production <input type="checkbox"/> properly padded if pose a safety hazard in opinion of officials | Permitted w/o covering if there are no sharp protruding edges |
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| Last Second Shot | <input type="checkbox"/> 0.4 seconds or more to catch and shoot (0.3 or less – tap or directly dunk only) <input type="checkbox"/> Fouled simultaneously with signal to end game while shooting only shoot foul shots if have effect on final score | <input type="checkbox"/> 0.3 seconds or more to catch and shoot (0.2 or 0.1 – tap or directly dunk only) <input type="checkbox"/> Shoot free throws if fouled simultaneously with signal to end game while shooting |
| Numbers (legal) | 0,1,2,3,4,5,00,10,11,12,13,14,15 20,21,22,23,24,25,30,31,32,33,34,35 40,41,42,43,44,45,50,51,52,53,54,55 (Can't have 0 and 00 at same time) | <input type="checkbox"/> 4,5,6,7,8,9,10,11,12,13,14,15 <input type="checkbox"/> National Federations can approve any other number with maximum 2 digits Note: OBA accepts all NFHS and 2 digit numbers w/o penalty |
| Out of bounds | <input type="checkbox"/> Ball is considered out-of-bounds when it passes over a rectangular backboard <input type="checkbox"/> two players in bounds both hands on ball trying to get possession and one player steps out-of-bounds - player stepping out-of-bounds has caused ball to go out-of-bounds and ball awarded to opponents | <input type="checkbox"/> Legal for the ball to pass over the backboard <input type="checkbox"/> two opponents in bounds both hands on ball trying to get possession and one player steps out-of-bounds – held ball situation and ball awarded based on AP arrow |
| Personal Foul | Contact during a live ball | Contact by a player against an opponent while ball is live or dead during playing ime |
| Player Control Foul | Includes airborne shooter (cancel made FG) | Does not include airborne shooter after release on a try (count FG if made and penalize pushing foul) |
| Pre-game duties of referee | Meet with coaches and captains. Verify with head coach: <input type="checkbox"/> Team uniform and equipment is legal and will be worn correctly <input type="checkbox"/> All participants will exhibit sporting behaviour | No requirement for same |
| Resumption of Play Procedure | Results in a violation rather than technical foul for initial delay when a team does not make a player for throw-in available or following a time-out or intermission | No such procedure; warn if initial delay is excessive and assess a technical foul if repeated |
| Returned to backcourt (see Backcourt / Frontcourt Status of Player) | <input type="checkbox"/> Lifting foot in backcourt while straddling the division line and in control of the ball (unless while dribbling) gives the ball frontcourt status and touching down again in backcourt while in control of ball is a | <input type="checkbox"/> Lifting foot in backcourt while straddling the division line and in control of the ball and touching down again in backcourt while in control of ball is legal |

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| | <ul style="list-style-type: none"> violation i.e. Offensive player catches pass from backcourt straddling the division line, lifts foot in backcourt to pivot and puts it back down again in backcourt – ball returned to backcourt two opponents in frontcourt both hands on ball trying to get possession and player of team in control steps on division line or into backcourt - player has caused ball to be returned to backcourt and ball awarded to opponents | <ul style="list-style-type: none"> i.e. Offensive player catches pass from backcourt straddling the division line, lifts foot in backcourt to pivot and puts it back down again in backcourt – legal two opponents in frontcourt both hands on ball trying to get possession and player of team in control steps on division line or into backcourt - held ball situation and ball awarded according to AP arrow |
| Shot Clock | None | <ul style="list-style-type: none"> 24 Seconds On a throw-in, clock begins when touched by player on court If horn sounds, delay whistle – if no rim and defense gets immediate control, no whistle – play on Reset in backcourt goes to 24 Reset in frontcourt goes to 14 if below 14, no reset if 14 or more remaining |
| Shooting Foul Simultaneous with horn to end game | Do not shoot free throws unless effects outcome of game | Shoot free throws no matter what the score |
| Slapping backboard | If intentional is a technical foul | <p>If intentional</p> <ul style="list-style-type: none"> and it is deemed to prevent the ball from entering the basket then it is a violation and count the goal could be deemed technical if considered to be taunting, intimidating or other |
| Start of Game | <ul style="list-style-type: none"> Can start with a throw-in if there is a technical foul before the game Non-jumpers not allowed to move onto and off of the restraining circle and exchange spots along the circle | <ul style="list-style-type: none"> Always start with a jump ball Non-jumpers allowed to move onto and off of the restraining circle and exchange spots along the circle |
| Substitutions | <ul style="list-style-type: none"> On free throws – Before last attempt or after last free throw if successful Subs must report before 15 sec warning horn Substitution opportunity does not exist after made basket and clock is still running A substitute entering the game can leave/be substituted after a live ball phase but before the clock runs ie. | <ul style="list-style-type: none"> On free throws: before first attempt or after last successful FT Subs can report after warning horn Substitution opportunity exists for team scored upon in last two minutes Sub entering & player leaving game can't leave / return until the game clock has started/stopped (runs) |

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| | <p>shooting free throw(s) for an injured player if final throw is successful or technical foul throws</p> <ul style="list-style-type: none"> • All substitutions have to be beckoned in by officials • 20 sec to replace disqualified player | <ul style="list-style-type: none"> • Substitutes don't have to be beckoned in by officials if reported to table during a time out/interval of play • Disqualified player must be replaced within 30 seconds |
| Team Followers/Spectators | Fouls may be assessed for a team's supporters that interfere with the proper conduct of the game | No rule |
| Technical Fouls | <ul style="list-style-type: none"> • Player not on score sheet can be added at expense of Technical Foul • Technical foul for admin. errors (i.e. wrong #) • Direct to Coach count towards bonus • Coach loses coaching box privileges after 1st direct or indirect technical • Payer technical fouls are contact & non-contact fouls during a dead ball OR non-contact fouls during a live ball • 2 technical fouls on a player results in disqualification • Player off the bench can come on to shoot technical foul throws and then leave game • Team personnel leaving team bench area for unauthorized reason is direct technical to coach | <ul style="list-style-type: none"> • Player not on score sheet can not play – OBA exception: added to sheet w/o penalty • No technical foul for admin. errors (i.e. wrong #) • Coach "C" type or Bench "B" type don't count towards team total for penalty • Coach doesn't lose coaching box privileges for either of above • Player "P" type technical fouls are non-contact fouls during a live or dead ball • Technical fouls on players count as fouls towards the 5 personal fouls for disqualification and team total for penalty • Player coming off bench to shoot technical free throws must stay in game for a clock running phase • Team personnel leaving bench area for unauthorized reason is a "B" type technical |
| Throw-ins | <ul style="list-style-type: none"> • Violation to throw over the backboard • Thrower can move back and forth for the 5 seconds as long as one foot stays over the designated 3 ft wide area • Defense can touch ball if in hands of thrower if broken the out-of-bounds play • Defender may touch the ball on out-of-bounds side of boundary line once the thrower releases it • Contacting thrower out-of-bounds is intentional foul • Can inbound to front or back court | <ul style="list-style-type: none"> • Legal to throw over the backboard • Thrower can move a total of 1 metre laterally • Defense can't touch ball if in hands of thrower even if broken the out-of-bounds play • Warning for touching the ball in hands of thrower 1st occurrence • Defender can't touch ball until it is on in-bounds side of boundary line even after thrower releases • Could be a common or an unsportsmanlike foul • Can't throw from frontcourt to |

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| | <ul style="list-style-type: none"> No rule for advancing the ball | <p>backcourt</p> <ul style="list-style-type: none"> Advanced to frontcourt throw-in line (3-point line extended if no throw-in line exists) if team in control calls T.O. in last 2 minutes in their backcourt |
| Time-outs | <ul style="list-style-type: none"> 2x30 sec & 3x60 sec – used anytime Requested by player or coach while team has player control or ball is dead Time out between FTs can be granted Play resumes if both teams ready to play Overtime – 1 extra 60 sec per OT period – all unused timeouts carry over Excessive TO request results in a team technical foul and granting the TO Team can be granted a TO in-between quarters and/or extra period (s) Note: cannot be granted extra TO granted for that extra period until that period has started | <ul style="list-style-type: none"> 2x60 sec in 1st half & 3x60 sec in 2nd half – no carryover Must be requested at scorer’s table by coach or assistant coach – granted on next stoppage or if scored upon No Time Out between FT’s Teams must stay in huddle for 50 seconds Overtime – 1x60 sec per OT period – no timeouts carry over Excessive TO request is ignored Official may assess a TO to a team for delaying coming onto court after a TO TOs not permitted during intervals of play |
| Travelling | Illegal for a player in control of ball to fall to the floor | Legal for player in control of the ball to fall to floor |
| Uniform worn improperly | Player directed to leave the game and be substituted | Instruct player to correct. If player doesn’t comply could be warned and a technical foul issued if non-compliance continues |
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