



2020 Rule Change Summary Basketball

Change From	Change To
Old Formatting	See also date change at footer to reflect June 2020
3. Speed Dribble Rules	
3.1 Equipment	
3.1.3 One basketball (for women's and junior division competitions a smaller basketball which is 72.4 centimeter [28 ½ in] in circumference and between 510-567 gram [18-20 oz] in weight may be used).	ADD: One basketball (for women's and junior division competitions a smaller basketball, Size 6 , which is 72.4 centimeter [28 ½ in] in circumference and between 510-567 gram [18-20 oz] in weight may be used)..
3. Speed Dribble Rules	
3.3 Rules	
3.3.7	ADD: Counting stops and the event ends when the basketball rolls out of the circle for the third time
3. Speed Dribble Rules	
3.4 Scoring	
3.4.2 Counting stops and the event ends when the basketball rolls out of the circle for the third time.	DELETE: Counting stops and the event ends when the basketball rolls out of the circle for the third time.
4. Individual Skills Rules	
4.1 Level 1	
4.1.1 Event #1: Target Pass	
4.1.1.2 Equipment: Two basketballs (for women's and junior division competitions, a smaller basketball which is 72.4 centimeters [28 ½ in] in circumference and between 510-567 grams [18-20 oz] in weight may be used as an alternative), flat wall, chalk or floor tape and measuring tape.	ADD: Equipment: Two basketballs (for women's and junior division competitions, a smaller basketball, Size 6 which is 72.4 centimeters [28 ½ in] in circumference and between 510-567 grams [18-20 oz] in weight may be used as an alternative), flat wall, chalk or floor tape and measuring tape.
4. Individuals Skills Rules	



<p>4.1 Level 1</p> <p>4.1.3 Event #3: Spot Shot</p> <p>4.1.3.2 Equipment: Two basketballs (For women’s and junior divisions competitions, a smaller basketball which is 72.4 centimeters [28 ½ in] in circumference and between 510-567 gram [18-20 oz] in weight may be used as an alternative), floor tape or chalk measuring tape and 3.05 meter (10ft) regulation goal with backboard (for junior division, a 2.44 meter [8 ft] goal may be used as an alternative).</p>	<p>ADD: Equipment: Two basketballs (For women’s and junior divisions competitions, a smaller basketball, Size 6, which is 72.4 centimeters [28 ½ in] in circumference and between 510-567 gram [18-20 oz] in weight may be used as an alternative), floor tape or chalk measuring tape and 3.05 meter (10ft) regulation goal with backboard (for junior division, a 2.44 meter [8 ft] goal may be used as an alternative).</p>
<p>4. Individuals Skills Rules</p> <p>4.1 Level 1</p> <p>4.1.3 Event #3: Spot Shot</p> <p>4.1.3.4 Scoring</p> <p>4.1.3.4.4 For any field goal attempt that does not pass through the basket but does hit either the backboard and/or ring, one point is awarded.</p>	<p>ADD: For any field goal attempt that does not pass completely through the basket but does hit either the backboard and/or ring, one point is awarded.</p>
<p>4. Individual Skills Rules</p> <p>4.2 Level II</p> <p>4.2.1 Event #1: 12 Meter Dribble</p> <p>4.2.1.3 Description</p> <p>4.2.1.2.2 When the last obstacle is passed (the final cone), the player will dribble around the cone and back through the slalom passing each obstacle alternately to the right and left. This process is repeated until time is called. A point is received for every midpoint that the athlete crosses.</p>	<p>Delete: When the last obstacle is passed (the final cone), the player will dribble around the cone and back through the slalom passing each obstacle alternately to the right and left. This process is repeated until time is called. A point is received for every midpoint that the athlete crosses.</p>
<p>4. Individual Skills Rules</p> <p>4.2 Level II</p> <p>4.2.2 Event #2: Perimeter Shooting</p> <p>4.2.2.6 Staging</p> <p>4.2.2.6.2 Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, “Ready, Go,” and will</p>	<p>Delete/Add: Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, “Ready, Go,” signal by raising their arm that the test is about to begin and blow a low whistle to indicate that the test has begun, and will count how many field goals the player makes in one minute.</p>



<p>count how many field goals the player makes in one minute.</p>	
<p>5. Team Skills Basketball Rules</p> <p>5.1 Equipment</p> <p>5.1.1 Two basketballs (for women’s and junior divisions competitions, a smaller basketball, which is 72.4 centimeter [28 ½ in] in circumference and between 510-567 gram [18-20 oz] in weight may be used as an alternative</p>	<p>Add: Two basketballs (for women’s and junior divisions competitions, a smaller basketball, Size 6, which is 72.4 centimeter [28 ½ in] in circumference and between 510-567 gram [18-20 oz] in weight may be used as an alternative</p>
<p>6. Team Competition</p> <p>6.2 Competition Adaptations</p> <p>6.2.7 Two free throws awarded beginning with the seventh team foul in each half.</p>	<p>Delete/Add: Two free throws awarded beginning with the seventh team foul in each half. (non-shooting) foul after the 4th period (includes player technical fouls).</p>
<p>6. Team Competition</p> <p>6.4 Point of emphasis: It is a violation for a player to double dribble</p>	<p>Delete: Point of emphasis: It is a violation for a player to double dribble</p>
<p>Uniform/Apparel</p> <p>6.5.1 All players must wear basketball attire with identifying numbers and flat rubber sole athletic shoes.</p> <p>6.5.2 Team uniform shirts and shorts must be identical in trim color and style.</p> <p>6.5.3 Undershirts, if worn, must match the color of the body of the uniform (not the trim) and must be identical in color. Undershirts may be worn by some or all of the players, and may be short sleeve or tank top (no cut or ragged edges are allowed).</p> <p>6.5.4 Head Coverings: Head coverings for religious reasons must be documented with prior to tournament play and meet the same safety standards as for a medical head covering. Head covering must be of a single, solid color unadorned. This includes, but not limited to, sequins, trimmings, or any other forms of decorations. The only exception is an athlete may wear a head band no wider than two in and made of nonabrasive, unadorned single colored cloth, elastic, fiber, soft leather or rubber. Rubber/cloth (elastic) bands may be used to control hair. They do not need to match uniform color. Sweatbands are also allowed. In the event an athlete is required by a licensed medical physician to cover his or</p>	<p>CHANGE:</p> <p>6.5 Uniform/Apparel</p> <p>6.4.1 6.5.1 All players must wear basketball attire with identifying numbers and flat rubber sole athletic shoes.</p> <p>6.4.2 6.5.2 Team uniform shirts and shorts must be identical in trim color and style.</p> <p>6.4.3 6.5.3 Undershirts, if worn, must match the color of the body of the uniform (not the trim) and must be identical in color. Undershirts may be worn by some or all of the players, and may be short sleeve or tank top (no cut or ragged edges are allowed).</p> <p>6.4.4 6.5.4 Head coverings are permitted but should adhere to the FIBA rules. Head Coverings: Head coverings for religious reasons must be documented with prior to tournament play and meet the same safety standards as for a medical head covering. Head covering must be of a single, solid color unadorned. This includes, but not limited to, sequins, trimmings, or any other forms of decorations. The only exception is an athlete may wear a head band no wider than two in and made of nonabrasive, unadorned single colored cloth, elastic, fiber, soft leather or rubber. Rubber/cloth (elastic) bands may be used to control hair. They do not need to match uniform color. Sweatbands are also allowed. In the event an athlete is required by a</p>



<p>her head with a covering or wrap, the physician's statement must be on file before it can approve a covering or wrap, which is not abrasive, hard, or dangerous to any other player and which is attached in such a way that is highly unlikely to come off during play.</p> <p>6.5.5 Individuals who do not adhere to uniform regulations will not be allowed to enter a game.</p>	<p>licensed medical physician to cover his or her head with a covering or wrap, the physician's statement must be on file before it can approve a covering or wrap, which is not abrasive, hard, or dangerous to any other player and which is attached in such a way that is highly unlikely to come off during play.</p> <p>6.4.5 6.5.5 Individuals who do not adhere to uniform regulations will not be allowed to enter a game.</p>
<p>7. Half-Court Basketball: 3-on-3 Competition</p> <p>7.4 Team and Players</p> <p>7.4.2 Half-court basketball is a game of three-on-three. Each team must start the game with three players. A team may drop below three after the start of the game due to player injury or illness but must have three to start the game. For unified 3 vs 3, the ratio will be one athlete and one partner. A team may not drop below a minimum of two athletes or will have to forfeit the game.</p>	<p>ADD: Half-court basketball is a game of three-on-three. Each team must start the game with three players. A team may drop below three after the start of the game due to player injury or illness but must have three to start the game. For unified 3 vs 3, the ratio will be one athlete and one partner. A team may not drop below a minimum of two athletes due to injury but must have at least one athlete on the court to complete the game. If no athletes remain due to disqualification or injury the team or will have to forfeit the game.</p>
<p>7. Half-Court Basketball: 3-on-3 Competition</p> <p>7.5 The game will be played for 20 minutes or until one-team scores 20 points. The games will have two 10-minute halves and a 2-minute half-time period. A made field goal counts two points, unless attempted from the three-point field goal area, when it counts three 2 points.</p> <p>7.5.1.1 There will be a running stop clock applied until the final minute of regulation play. During this time, the clock will stop for all dead ball situations (e.g., fouls, violations, field goals, and timeouts).</p> <p>7.5.1.2 The game will start with a flip of a coin for possession. There is no jump ball. All jump balls will be administered by alternate possession, starting with the team that wins the flip of the coin.</p> <p>7.5.1.3 If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. The clock</p>	<p>Delete/ADD:</p> <p>7.5.1 The game will be played for 20 10 minutes or until one-team scores 20 21 points. The games will have two 10-minute halves and a 2-minute half-time period. A made field goal counts two one points, unless attempted from behind the arc from the three-point field goal area, when it counts three 2 points. A made free throw counts one point.</p> <p>7.5.1.1 There will be a running stop clock applied. until the final minute of regulation play. During this time, the clock will stop for all dead ball situations (e.g., fouls, violations, field goals, and timeouts).</p> <p>7.5.1.2 The game will start with a flip of a coin for possession. The team that wins the coin flip decides whether it takes the ball or leave it, in order to get in potential overtime There is no jump ball. All jump balls will be administered by alternate possession, starting with the team that wins the flip of the coin.</p> <p>7.5.1.3 If overtime is required due to a tie at the end of regulation play, the team that didn't start the game with ball possession, will start the overtime. First team to score two points, will win the game. it</p>



<p>will stop during the last minute of overtime for all dead ball situations.</p>	<p>will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. The clock will stop during the last minute of overtime for all dead ball situations.</p>
<p>7. Half-Court Basketball: 3-on-3 Competition</p> <p>7.6 Competition</p> <p>7.6.1 The referee will handle the ball on all out-of-bounds plays.</p> <p>7.6.2 The ball is dead after a foul or violation is called a field goal is made or any other time the referee blows his/her whistle.</p> <p>7.6.3 Teams change possession of the ball after made field goals. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, the offended against team retains possession of the ball.</p> <p>7.6.4 The in-bound spot in all cases (fouls, violations, out-of-bounds, made field goals, timeouts) will be behind the foul line extended at a designated spot within the restraining circle at the top of the key marked with an "X". This procedure is used for all fouls, violations, time-outs, out-of-bounds and made field goals. The in-bounder will be at the designated spot; all other players are permitted to have players continue to play defense on any offensive player that moves in those directions.</p> <p>7.6.5 On any change of possession, the team which just gained possession of the ball must take the ball back behind the foul line extended before shooting. In taking the ball back, either the ball or the foot of the player in possession must touch the foul line extended or the area behind it.</p> <p>7.6.6 A violation has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the arc the foul line extended. If a shot is attempted by the defense after a gained possession without taking it back, to the free-throw line extended, the possession</p>	<p>DELETE /ADD:</p> <p>7.6.1 The referee will handle the ball after a dead-ball-situation on all out-of-bounds plays.</p> <p>7.6.2 The ball is dead after a foul or violation is called or any other time the referee blows his/her whistle. After a made field goal the ball is still alive. , a field goal is made or any other time the referee blows his/her whistle.</p> <p>7.6.3 Teams change possession of the ball after made field goals. A player from a non-scoring team shall resume the game by dribbling or passing the ball inside the court directly underneath the basket (not from behind the end line) to place on the court behind the arc. The defensive team is not allowed to play for the ball in the "no-charge-semi-circle area" underneath the basket. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, and awarded with 1 or 2 free throws the offended against team retains possession of the ball.</p> <p>7.6.4 Possession of the ball given to either team following any dead-ball-situation shall start with a check ball, i.e. an exchange of the ball (between defensive and the offensive player) behind the arc at the top of the court. The in-bound spot in all cases (fouls, violations, out-of-bounds, made field goals, timeouts) will be behind the foul line extended at a designated spot within the restraining circle at the top of the key marked with an "X". This procedure is used for all fouls, violations, time-outs, out-of-bounds and made field goals. The in-bounder will be at the designated spot; all other players are permitted to have players continue to play defense on any offensive player that moves in those directions.</p> <p>7.6.5 On any change of possession, the team which just gained possession of the ball must take the ball back behind the arc the foul line extended before shooting. A player is considered to be "behind the arc" when neither of his/her feet are inside nor on</p>



<p>returns to the offense as a dead ball and will need to be inbounded from the "X".</p> <p>7.6.7 Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.</p> <p>7.6.8 Two 60-second timeouts are allowed per team. When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.</p> <p>7.6.9 A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of alternate possession.</p>	<p>the arc line. The 12" shot clock will start if the ball and player are behind the arc. In taking the ball back, either the ball or the foot of the player in possession must touch the foul line extended or the area behind it.</p> <p>7.6.6 A violation has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the arc the foul line extended. If a shot is attempted by the defense after a gained possession without taking it back, behind the arc to the free-throw line extended, the possession returns to the offense as a dead ball and will start the play with a check ball behind the arc at the top of the court. will need to be inbounded from the "X".</p> <p>7.6.7 Substitutions may be made on a dead ball prior to the check ball. The substitute can enter the game after his/her teammate steps off the court and establishes a physical contact (i.e. hand shake) with him/her behind the end line opposite the basket. Substitutions require no action from the referees or table officials. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.</p> <p>7.6.8 One 60-second time out is allowed per team. A player injury timeout may be called by the referee. Two 60-second timeouts are allowed per team. When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.</p> <p>7.6.9 In the event of a jump ball situation (opposing players have one or both hands so firmly on the ball that possession can be gained only by force) the ball shall be awarded to the defensive team. A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of alternate possession.</p>
<p>7. Half-Court Basketball: 3-on-3 Competition</p> <p>7.7 Fouls and Penalties</p>	<p>DELETE/ADD:</p>



<p>7.7.3 There are no individual or team foul limits in 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player dismissal.</p>	<p>7.7.3 There are no individual or team foul limits. The referee can decide to give a player an Unsportsmanlike foul if the player does not adapt his/her game after making several fouls and a warning of the referee. (2 Unsportsmanlike foul is disqualification of the game) in 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player dismissal. Team fouls are limited to 6 per team. There is a penalty of 2 free throws for team foul 7,8,&9. The penalty for team foul 10 and more are 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.7.2.</p>
<p>7. Half-Court Basketball: 3-on-3 Competition</p> <p>7.7 Fouls and Penalties</p> <p>7.7.4 An offensive player, including the shooter, may remain in the free throw lane for only three seconds. The penalty for this infraction is loss of possession.</p>	<p>Delete/ADD:</p> <p>7.7.4 A technical foul shall be awarded with 1 free throw and ball possession. An unsportsmanlike foul shall be awarded with 2 free throws and ball possession. An offensive player, including the shooter, may remain in the free throw lane for only three seconds. The penalty for this infraction is loss of possession.</p>
<p>7. Half Court-Basketball: 3-on-3 Competition</p> <p>7.9 Unified Sports Events</p> <p>7.9.1.3 Team 5-on 5: Five players are required to start a game. FIBA rules allow a team to continue to play with a lineup with as few as two players before a game is forfeited. After a game begins and during competition, only the following lineup ratios are allowed: 3 athletes and 2 partners, 2 athletes and 2 partners, 2 athletes and 1 partner, 1 athlete and 1 partners. Failure to adhere to the required ratio results in a forfeit.</p>	<p>Delete/ADD:</p> <p>7.9.1.3 Team 5-on 5: Five players are required to start a game. FIBA rules allow a team to continue to play with a lineup with as few as two players before a game is forfeited. After a game begins and during competition, only the following lineup ratios are allowed: 3 athletes and 2 partners, 2 athletes and 2 partners, 2 athletes and 1 partner, 1 athlete and 1 partners. Failure to adhere to the required ratio results in a win by default forfeit</p> <p>Exception: Allowing 3 athletes and 1 partner so a team does not remove an athlete as well in order to comply with the 3 athletes and 2 partner ratio due to fouling out.</p>
<p>8. Basketball Skills Assessment Tests (BSAT)</p> <p>8.1 Dribbling</p> <p>8.1.3.2 The player may start to the right or to the left of the first obstacle but must pass each obstacle alternately thereafter.</p>	<p>Delete/ADD:</p> <p>8.1.3.2 The player may start to the right or to the left of the first obstacle but must pass each obstacle alternately thereafter. One point is awarded each time a cone is passed. (For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire</p>



	<p>obstacle course one time, and places the ball down at the finish line, a score of five has been achieved.</p>
<p>8. Basketball Skills Assessment Tests (BSAT)</p> <p>8.1 Dribbling</p> <p>8.1.4.1 One point is awarded each time a cone is passed. (For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire obstacle course one time, and places the ball down at the finish line, a score of five has been achieved.</p> <p>8.1.4.2 The player must use legal dribbles and must have control of the ball during a midpoint-to-next-midpoint space in order to get credit for that cone successfully passed).</p> <p>8.1.4.3 The player’s score is how many cones (midpoints) he/she successfully passes in 60 seconds.</p>	<p>Delete: 8.1.4.1 One point is awarded each time a cone is passed. (For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire obstacle course one time, and places the ball down at the finish line, a score of five has been achieved.</p> <p>8.1.4.1 8.1.4.2 The player must use legal dribbles and must have control of the ball during a midpoint-to-next-midpoint space in order to get credit for that cone successfully passed).</p> <p>8.1.4.2 8.1.4.3 The player’s score is how many cones (midpoints) he/she successfully passes in 60 seconds</p>
<p>8. Basketball Skills Assessment Tests (BSAT)</p> <p>8.1 Dribbling</p> <p>8.1.5 Staging</p> <p>8.1.5.3 Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, “Ready, Go,” and will count how many field goals that player makes in one minute</p>	<p>Delete/ADD:</p> <p>8.1.5.3 Volunteer A will give a basketball to the player who will take the test, signal by raising their arm that the test is about to begin, ask him/her if ready, will then say, “Ready, Go,” and and blow a low whistle to indicate that the test has begun, and will count how many field goals that player makes in one minute</p>
<p>8. Basketball Skills Assessment Tests (BSAT)</p> <p>8.2 Perimeter Shooting</p> <p>8.1.5 Staging</p> <p>8.1.5.3 Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, “Ready, Go,” and will count how many field goals that player makes in one minute</p>	<p>Delete/ADD:</p> <p>8.2.5.3 Volunteer A will give a basketball to the player who will take the test, signal by raising their arm that the test is about to begin, ask him/her if ready, will then say, “Ready, Go,” and and blow a low whistle to indicate that the test has begun, and will count how many field goals that player makes in one minute</p>