Ontario Basketball Rule Differences – 2014-15 – <mark>Revision #4.0</mark>

- This document outlines **major** rules differences and does not include all differences in court markings / dimensions, game / interval times, official's mechanics or uniforms / equipment. Recent updates are <mark>highlighted.</mark>

RULE	NFHS	FIBA
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
<mark>Alternating Possession Arrow</mark>	<mark>Set to the team that doesn't gain control of jump or first throw-in</mark>	<mark>Set to the team that doesn't gain control of first live ball on the court</mark>
Backcourt	Player not dribbling enters the frontcourt when he / she is no longer touching the backcourt	Player not dribbling enters the frontcourt when both feet completely touch the frontcourt
Backcourt Count	10 seconds – starts on player control	8 seconds – starts on player touch on an inbounds
	New count after stoppage of play	Count resumes on OOB, held ball, double foul & offensive injury
Basket Interference	Neither team may touch ball within imaginary cylinder	Offense & defense may touch ball once it contacts rim
	Causing backboard to vibrate to prevent goal is a technical foul	Causing backboard to vibrate to prevent goal is basket interference
Blocked Shot	Player returning to floor without losing control of ball = held ball – AP	Player returning to floor without losing control of ball = Travel
Blood / Injury Rule	Bleeding / injured player may stay if a TO is taken and player is ready to play	Bleeding / injured player may stay if either team calls TO and player is ready to play
	<mark>Uniform with blood on it must be changed</mark>	<mark>No rule</mark>
Bonus / Penalty	1+1 on 7th team foul, 2 shots on 10th team foul of each half	2 shots on 5th foul of each quarter
Cancelled FT's or FG's	Throw-in on end line	Throw in at FT Line extended
Clock Stoppage	Clock does not stop on made FG	Clock stops during last 2 minutes of 4th quarter and OT on made FG
Closely Guarded	5 second count holding or dribbling in front court	5 second count holding the ball anywhere on court (OBA will use NFHS rule where no shot clock is used <mark>in Bantom age & up</mark>)
	Closely = within 6 feet	Closely = within 1 meter (3 ft)

RULE	NFHS	FIBA
Coaches	Only head coach may stand IF there is a coaching box	Head or assistant may stand (not both) within team bench area Only head coach may address officials
Concussion	Player who exhibits signs, symptoms or behaviour of concussion removed from game	No rule
Correctable Errors	FT's shot at wrong basket or by wrong player – cancel activity and re-shoot.	No provision for shooting FT at wrong basket – 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
Delay of Game	Resumption of play procedure followed by technical foul if delay continues	No resumption of play procedure exists. Delay results in additional time-out being charged or, if none remain, a 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
DQ Player - Replacement	20 seconds, horn at 5 (15 before end) Team may not huddle	30 seconds – no warning horn Team may huddle
Dunking in Warm-up	Technical foul (direct to player & indirect to coach)	Allowed
Excessively Swinging Elbows	Violation (if no contact)	Player Technical Foul (if no contact)
Falling to Floor	Player falling to floor with ball = Travel	Player with ball permitted to fall to floor
Fighting	Head coach only may assist in restoring order	Head coach or assistant may assist in restoring order
Free Throws	Max 6 players (2 offensive) in lane spaces	Max 5 players (2 offensive) in lane spaces
	Bottom 2 spaces must be occupied by defense – other open spots may be taken by opponent	Spaces are exclusive but don't have to be occupied
	Violation on offense called immediately. Delayed violation against defense – ignore if FT successful.	Violation by either team (except shooter) ignored if FT successful.

RULE	NFHS	FIBA
	10 seconds to release ball	5 seconds to release ball
	Players in lane spaces can enter on release of ball (new rule = no rule difference now)	Players in lane spaces can enter on release of ball
	Violation for faking to draw player into lane	No rule on faking (except by shooter)
	FT violation by offense – throw-in on end line	FT violation by offense – throw-in at FT line extended
	Double FT violation not involving shooter – 1st to commit violation penalized	Double FT violation not involving shooter – AP arrow
	Double FT violation involving shooter – AP arrow	Double FT violation involving shooter – shooter penalized
	FT's after time has expired only shot if outcome of game is in question	FT's after time has expired are shot regardless of score
Goaltending	Ball touched in downward flight, above ring with chance of entering the basket	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.
Intentional / Unsporting Foul	2 or 3 shots + possession at spot of foul	2 or 3 shots + possession at division line
	Basket scored = 2 FT's + possession at spot of foul	Basket scored = 1 FT + possession at center
		Foul by the defense on throw-in during last 2 minutes is unsporting if ball still in hands of player throwing in. Foul on player dribbling to basket with a clear-path is unsporting.
Jump Ball	To start game and all overtime periods (unless Jump proceeded by Technical foul). AP for rest of game.	To start game only. Game always starts with a Jump Ball. AP for rest of game including overtime.
	Players may NOT move onto or around the circle until the ball leaves the officials hand.	Players may move onto or around circle prior to toss.
Last Second Shot	0.4 seconds or more to catch and shoot (0.3 or less – tap only)	0.3 seconds or more to catch and shoot (0.2 or 0.1 – tap only)
No Charge Semi-Circle	No rule	In brief, an offensive player in control of the ball who becomes airborne cannot be called for a charge against a defender inside or touching the No Charge Semi-Circle (does not apply in OBA)

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RULE	NFHS	FIBA
Noise Makers	Not allowed	No rule
Out of Bounds	Violation if player without ball leaves court	No rule
	Ball out of bounds passing over rectangular backboard	Legal for ball to pass over rectangular backboard
Overtime	4 Minutes	5 minutes
	Begin with Jump Ball	Use AP Arrow to start
	1 Additional 60 second TO per OT plus unused time-outs carry over	1 TO only per OT – no carry over
Personal Foul	Contact during a live ball	Contact during a live or dead ball
Player Control Foul	Includes airborne shooter (cancel made FG)	Does not include airborne shooter (count FG + push)
Shot Clock	No shot clock	24 Seconds
		Clock begins when touched by player on an inbounds
		If horn sounds, delay whistle – if no rim and defense gets immediate control, no whistle
		Reset in backcourt goes to 24. Reset in frontcourt goes to 14 if below 14, no reset if 14 or more remaining (including on offensive rebound of FG or FT – as of Aug 2014 it doesn't appear this additional will be adopted at any level in Ontario)
		Reset on stoppage for defensive injury
Substitutions	Free Throws – Before last attempt or after last free throw if successful	Free Throws – Before first attempt or after last free throw if successful
	Must report before 15 sec warning horn	Subs can report after warning horn
	No subs after made FG	Team scored on can sub in last 2 minutes
	Player leaving the game can't return until clock has started	Sub entering & player leaving game can't leave / return until clock has started
Technical Fouls	Penalty – 2 shots + possession	Penalty – 1 shot + possession
Technical Fouls – Admin.	Player not on score sheet can be added at expense of Technical Foul	Player not on score sheet can not play (not enforced by OBA – missing player added with no penalty)

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RULE	NFHS	FIBA
	Technical foul for admin. errors (i.e. wrong #)	No technical foul for admin. errors
	Counts towards team fouls	
Technical Fouls – Coach	Counts towards team fouls	Does not count towards penalty
	Coach loses coaching box privileges after 1st direct or indirect technical	Coach does not have to sit after a technical
Technical Fouls – Players	Contact & non-contact fouls during a dead ball OR non-contact fouls during a live ball	Non-contact fouls during a live or dead ball
Throw-In	Can inbound anywhere on court	Front court throw-in can NOT be thrown into backcourt
	Can NOT throw ball over backboard on throw-in	Allowed to throw ball over backboard on throw-in
	No such rule	Advanced to frontcourt throw-in line (3-point line extended if no throw-in line exists) if offense calls T.O. in last 2 minutes in backcourt.
Time Outs	2x30 sec & 3x60 sec – used anytime	2x60 sec in 1st half & 3x60 sec in 2nd half – no carryover Max 2 timeouts in last 2 minutes of 2nd half
	Requested by player or coach while team has player control or ball is dead	Must be requested at scorers table by coach – granted on next stoppage or if scored upon
	No rule	No Time Out between FT's
	Play resumes if both teams ready to play	Teams must stay in huddle for 50 seconds
	Overtime – 1 extra 60 sec per OT period – all unused timeouts carry over	Overtime – 1x60 sec per OT period – no timeouts carry over
	Excessive TO request = team technical foul	Excessive TO request is ignored

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