



## REGULAR SEASON RULEBOOK 2023-24

*Notable operations/gameplay rules.*

### 3-Point Line

- The 3-point line will be 22 feet, 1  $\frac{3}{4}$  inches ('FIBA line') for games played at the OTE Arena. For games at venues that do not have the FIBA line marked on the court, the comparable marked lines at the hosting venue will be utilized and mutually agreed upon prior to tip.

### Timing

- Each game will consist of four (4) quarters of regulation play. Quarters one (1) through three (3) will be eight (8) minutes in length, and the fourth quarter will be twelve (12) minutes. A ten (10) minute break will occur immediately at halftime between the second and third quarter.
- **For Amazon Streaming games**, there will be one mandatory two (2) minute media timeout in quarters one (1), two (2), and three (3) at the first dead ball under six (6) minutes. In the fourth quarter, there will be two (2) mandatory two (2) minute media timeouts at the first dead ball under seven (7) minutes and three (3) minutes and under.
  - In the event a team timeout triggers the first dead ball during the applicable rules above, the team will be charged a timeout, but it will be administered as a two (2) minute mandatory media timeout.
  - Two (2) minute breaks will occur between the first and second quarter, the third and fourth quarter, and before the OVERTIME period.
- In non-Amazon streamed games, there will be no mandatory media timeouts in quarters one (1) through three (3). There will be one (1) 60 second mandatory media timeout assessed at the first dead ball under the eight (8) minute mark in the fourth quarter. One (1) minute breaks will occur between the first and second quarter, the third and fourth quarter, and before the OVERTIME period.
- The game clock will be stopped:
  - Whenever the official's whistle sounds.
  - During the last minute of the 4th quarter following a successful field goal attempt.
- Shot Clock:
  - At the start of each possession, the shot clock will reset to 24 seconds.
  - The shot clock will reset to 14 seconds when:
    - The offensive team is the first to gain possession after an unsuccessful free throw or a field goal attempt that contacts the basket ring.
    - When the possession begins in the front court.
      - After timeout + advance, 8-second violation, turnover by the offensive team in the backcourt.
  - The shot clock will remain the same as when play was interrupted or reset to 14 seconds, whichever is greater, anytime the following occurs:
    - Personal or technical foul by the defense.

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- Kicked or punched ball by the defensive team.

### Substitutions

- Substitutions are not permitted (1) after a turnover by the offensive team in the frontcourt; (2) for either of the two players involved in a jump ball; (3) for either team during the **Big Bonus** described below, unless a timeout is called. All other substitutions will be permitted following a dead ball.
- Substitutions during free throws will be administered before the final free throw attempt, except if the substitute is for the player shooting the free throw in which they will be permitted to enter if their final free throw attempt is successful.
- A player must be in the vicinity of the scorer's table at the time a foul occurs. If a substitute fails to meet this requirement, he may not enter the game until the next legal opportunity.
- Substitutions are not permitted to enter the game during an official's suspension-of-play for a delay of game warning, an inadvertent whistle, a replay review, or any unforeseen circumstance unless:
  - Infection control protocol is invoked.
  - A player is seriously injured. The player must be removed and the opposing team can make one substitution.

### Throw-Ins

- All throw-ins will be permitted to be received in either the frontcourt or backcourt.
- Teams are permitted to inbound the ball immediately without the referee touching the ball on all out of bounds calls or violations (i.e. travel, double dribble) by the offensive team in the frontcourt immediately following the referee's whistle and signal of possession. The clock will continue to run until the next stoppage of play unless the table determines an unreasonable amount of time has elapsed between the turnover and the administration of the inbounds. Once the new offensive team possesses the ball, the opposing team may not call a timeout.
- In the final two minutes of the 4th quarter, the referee must touch the ball on all inbounds plays.
- After the referee determines possession, if the new defensive team attempts to interfere with the new offensive team taking the ball out, they will be assessed a delay of game warning.

### Free Throws

- The free throw shooter has 10 seconds to take the shot from the moment of receiving the ball. If the time limit is exceeded, the attempt will be nullified.
- Traditional free throw rules apply (i.e. 2 shots on a 2FGA).
- A maximum of five players (three opponents of the free-thrower and two teammates of the free-thrower) will be permitted on the lane with the opposing team lining up below the

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block. All other players will be behind the free-throw line extended and behind the three-point field goal line.

- All players except the shooter will be permitted to enter the key upon the release of the free throw. The shooter will be permitted to enter the key upon the ball contacting the rim.
- If a seriously injured player is unable to attempt free throws, the opposing coach is permitted to select a replacement from the offense's bench.

### Big Bonus

- Each team is permitted to commit four (4) Team Fouls in each quarter before the **Big Bonus** is triggered. Each non-shooting foul beginning with the fifth (5th) Team Foul of each quarter will result in the player that commits the foul being relegated to the "Penalty Box" creating a 5 on 4 advantage for the offensive team.
- The Big Bonus is **not** in effect during the final two (2) minutes of the 4th quarter.
  - Teams will shoot the traditional 2 shot foul bonus on all non-shooting fouls, beginning with the 5th team foul of the quarter or 2nd team foul under two (2) minutes in the 4th quarter, whichever happens first.
- There is a 14 second shot clock during the Big Bonus. The shot clock does not reset on offensive rebounds. The Game Clock does not run until the defense establishes possession.
- The Big Bonus begins with the player fouled possessing the ball at the opposite free throw line. Once the whistle is blown, the player may dribble immediately without first making a pass, and the player in the backcourt on the baseline may enter the play.
- Two (2) offensive players and two (2) defensive players must begin the possession in the front court, positioned at their own teams discretion. Three (3) offensive players and one (1) defensive player must begin the possession in the back court on the baseline.
  - See Appendix A for the **Big Bonus Diagram** at the end of the OTE Regular Season Rulebook.
- The player in the penalty box can rejoin the play when the defensive team gains possession. The shot clock will reset to 24 seconds.
- Any defensive foul committed during the Big Bonus results in two (2) points being awarded to the player fouled on a two (2) point shot and three (3) points on a three (3) point shot. If a non shooting foul occurs, the player fouled will be awarded two (2) points. An offensive foul results in loss of the possession. If a player is fouled on a successful field goal attempt, an additional one (1) point will be awarded without needing to shoot the "And-1" free throw.
- In the event of a flagrant foul during the Big Bonus, the offensive team will be awarded two (2) points or the value of the attempted shot. The offensive team will also retain possession with a full 24 second shot clock.
- A technical foul on the offense results in the loss of the Big Bonus.
- A jump ball will result in the Big Bonus expiring. The defense will be awarded the ball.



## Fouls

- Offensive fouls do not count towards Team Fouls.
- Each player is allowed eight (8) personal fouls before disqualification.
- A Technical Foul will result in one (1) free throw attempt for one (1) point. The ball will return to the previous point of interruption.
- Technical Fouls will not count as a personal foul nor a team foul. Non-unsportsmanlike conduct Technical Fouls (e.g. delay of game, coaches box violations) do not count towards the limit of two (2) Technical Fouls before ejection.
- Flagrant Fouls will be determined by the severity of the contact, potential for injury, existence of a wind up, and the outcome of contact. If a player does not make a play on the ball and commits an intentional foul, a Flagrant Foul may be assessed.
- A Flagrant Foul will result in one (1) free throw attempt for two (2) points if the foul committed is a non-shooting foul; and one (1), two (2) or three (3) free throw attempts in the event of any shooting foul. Possession will remain with the offended team.
- Continuation rules will apply to shooting fouls that occur after the offensive player picked up their dribble.

## OVERTIME

- OVERTIME will begin with a jump ball at the center circle.
- The winning team will be determined during one OVERTIME period which will not have a time limit. Instead, teams will be playing to the OVERTIME Score. The OVERTIME Score is established by adding five (5) points to the total of each team's point total at the end of regulation. The first team that reaches or exceeds the OVERTIME Score will be declared the winner of the game.
- There will be no game clock, but the shot clock rules will remain in place.
- Big Bonus is not in effect in OVERTIME. Traditional foul bonus rules apply.
- Referee must touch the ball before it is inbounded.
- Each team will be permitted one (1) minute timeout. Timeouts do not carry over from regulation.
- All player fouls and penalties will carry over to the OVERTIME period. All team fouls from the 4th quarter will carry over to the OVERTIME period.

## Timeouts

- **For Amazon Streaming games**, there will be one mandatory one (1) minute timeout at the first dead ball under four (4) minutes in quarters one through three. In the fourth quarter, there will be two (2) mandatory timeouts at the first dead ball under the eight (8) minute mark and the four (4) minute mark.
  - Each team is entitled to one (1) one minute timeout per quarter.
  - Each team is entitled to one (1) "Advance" timeout in the 4th quarter.

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- Teams will be permitted to substitute and/or advance the ball to the front court without huddling at team benches
- Teams will be entitled to one (1) one minute timeout in quarters 1-3, and two (2) one minute timeouts in the 4th quarter.
- In non-Amazon streamed games, there will be one (1) 60 second mandatory media timeout assessed at the first dead ball under the eight (8) minute mark in the fourth quarter.
- In the OVERTIME period, each team will be allowed one (1) 60 second timeout. There will be no mandatory timeout in the period.
- Timeouts do not carry over in regulation or in OVERTIME.
- The shot clock will remain the same as when the timeout is called unless the offensive team chooses to advance the ball to the front court, in which the shot clock will reset to 14 seconds.
- The first horn will sound 15 seconds prior to the expiration of the timeout. The second horn will sound at expiration. Teams must be prepared to resume play immediately following the second horn. Officials will resume play at the point of interruption following the second horn.
- Teams can advance the ball after any timeout called by the offensive team. Teams must notify the officials where they would like to take the ball out immediately after calling a timeout.
- Teams are only permitted to call a timeout during a dead ball or when the offensive team has possession of the basketball. A team that makes a basket is not permitted to call a timeout immediately following the successful field goal or free throw.

#### Delay of Game

- A Delay of Game Warning may be administered at the discretion of the referees for any action that results in prolonging the game (i.e. offensive player throwing the ball after a made basket, team not prepared to return to play following the end of a timeout, etc.)
- A Team Technical Foul will be assessed on all Delay of Game Warnings beginning on the second offense.
- A Team Technical Foul results in one (1) free throw attempt by the non-offending team for one (1) point. The free throw may be attempted by any player in the game at the time the technical foul was assessed. The ball will return to the previous point of interruption.

#### Jump Balls

- The ball shall be put into play in the center circle to start the game by a jump ball between any two opposing players on the court.
- Any held ball between two opposing players, ball wedged between the backboard and rim, or uncertain possession on an out of bounds call will result in an alternating possession arrow.

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### Backcourt Violations

- Teams will have eight (8) seconds to advance the ball past mid-court at the beginning of each possession. Officials will whistle a violation when the shot clock hits 15.9 seconds.

### Restricted Area

- Restricted Area rules will apply to all games.

### Goaltending

- FIBA Rules - Players may attempt to knock the ball off the rim after a shot attempt contacts the rim.
- On Free Throws, the defensive team is permitted to attempt to knock the ball off the rim on the final free throw attempt, however, if a defensive player makes contact with the ball after it touches the rim and the ball subsequently goes through the rim, the offensive team will be awarded two (2) points.

### Infection Control

- If a player suffers a cut where bleeding is visible on his uniform or body, the official must suspend the game at the earliest appropriate time. There will be thirty (30) seconds allowed for treatment.
- If the player bleeding is to shoot free throws or take a jump ball and does not complete treatment in thirty (30) seconds, the coach may call a timeout or make a substitution.
- If the team with the bleeding player is out of timeouts, they are only allowed the allotted thirty (30) seconds for treatment. If it is not completed, the player must be taken out immediately. No other substitutions are permitted.

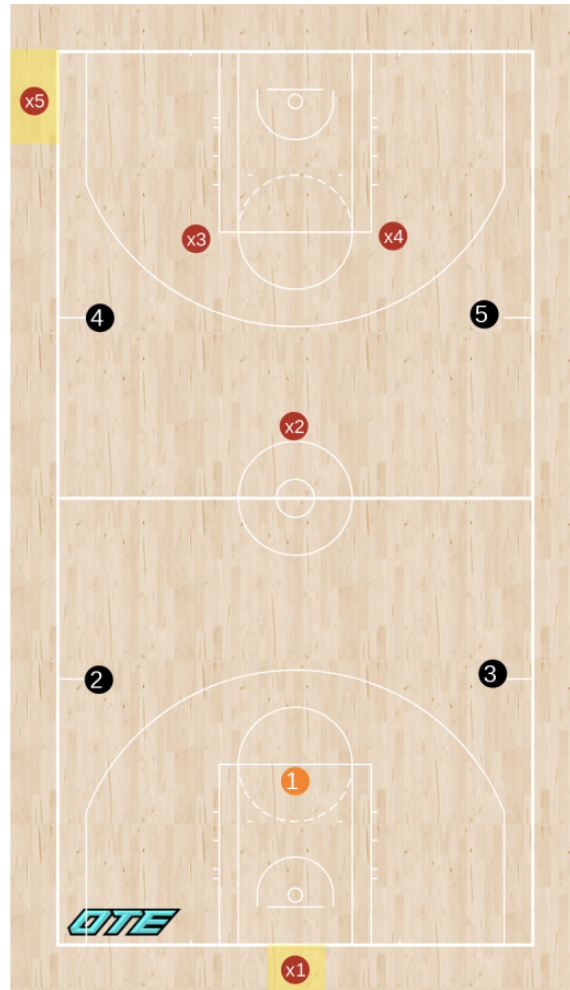
### Roster Submission

- Final rosters and starting lineups are due two (2) hours prior to the first scheduled tip-off of the night. If a team roster is not submitted within the above timeframe; or (2) in need of correction within 2 hours before the game; or (3) incomplete, the team will be assessed a technical foul prior to the start of the game.
- It is the head coach's responsibility to ensure the accuracy of rosters and starting lineups with the scorers table.

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### Appendix A - Big Bonus



Black/Orange circles represent the offensive team with the advantage. Orange Player 1 can be any offensive player and initiates the Big Bonus at the opposite free throw line. Players 2, 3, 4, and 5 may be positioned anywhere in the front or backcourt.

Red circles represent the team committing the infraction. Player 1 must be positioned on the backcourt baseline. Players 2, 3, and 4 may be positioned in the frontcourt at their discretion. They are not permitted to align in the backcourt. Player 5, the player that committed the foul, will be relegated to the "Penalty Box" marked by the Overtime Logo in the left corner of the frontcourt.

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The ball is live upon the referee's whistle. Teams will be given one (1) "False Start" warning per Big Bonus occurrence. If 2 consecutive "False Starts" occur by the offensive team, they will lose possession. If 2 consecutive "False Starts" occur by the defensive team, two (2) points will automatically be awarded to the offense.

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