



Ontario Basketball Rule Differences – 2011-12 – Revision #3.03

- 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 **highlighted**.
- **NOTE: OCAA (NCAA Modified) differences that appeared in previous versions of this document have been removed as the OCAA has moved to full FIBA Rules for the 2011-12 season.**

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
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 touch the frontcourt
Backcourt Count	10 seconds – starts on player control	8 seconds – starts on player touch
	New count if 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
Bonus / Penalty	1+1 on 7 th team foul, 2 shots on 10 th team foul of each half	2 shots on 5 th 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 4 th 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 per 2011 OBA Coaches Manual)
	Closely = within 6 feet	Closely = within 1 meter (3 ft)
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



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DQ Player - Replacement	20 seconds, horn at 15	30 seconds
Dunking in Warm-up	Technical foul (direct to player & indirect to coach)	Allowed
Excessively Swinging Elbows	Violation	Player Technical Foul
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.
	10 seconds to release ball	5 seconds to release ball
	No one can enter until ball touches rim	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 – 1 st to commit violation penalized (some exceptions)	AP arrow on double FT violation
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.



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Jump Ball	To start game and all overtime periods. AP for rest of game.	To start game only. 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)
Noise Makers	Not allowed	No rule
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)
Player Out of Bounds	Violation as soon as player leaves court	No rule
Shot Clock	No shot clock	24 Seconds
		Clock begins when touched by player on court
		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
		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
	20 sec to replace DQ player	30 sec to replace DQ player
	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



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RULE	NFHS	FIBA
Team Control	Exists during throw-in (offensive foul – no bonus) – 2011-12 RULE CHANGE	Exists during throw-in (offensive foul – no bonus)
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 as per 2011 OBA Coaches Manual)
	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 1 st 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
	2 Shots plus possession at division line	2 Shots plus possession straddling center line
	Flagrant Technical = ejection + 2 shots + possession at center	Disqualifying Technical = ejection + 2 shots + possession at center
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 1 st half & 3x60 sec in 2 nd half – no carryover
	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
FIBA Correctable Error Differences		No provision for shooting FT at wrong basket – count FT's and correct direction of play. Failure to award merited FT's and team scores = ignore error

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