

## Ontario Basketball Rule Differences – 2009-10 – Revision #1.12

- This document outlines major rules differences and does not include differences in court markings / dimensions, game / interval times, officials mechanics or uniforms / equipment. Recent updates are highlighted.
- OCAA Modifications from the NCAA Rules are highlighted

<b>RULE</b>	<b>NFHS</b>	<b>FIBA</b>	<b>OCAA (NCAA Modified)</b>
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	Considered in the act of shooting until 1 foot returns to floor
Backcourt	Player not dribbling straddling divisional line has back court status	Player not dribbling straddling divisional line has front court status	Player not dribbling straddling divisional line has back court status
Backcourt Count	10 seconds	8 seconds	10 seconds
	New count if stoppage of play	Count resumes on OOB, held ball, double foul & offensive injury	New count if stoppage of play
		New 8 second count if ball advanced to center following TO in last 2 minutes	
Basket Interference	Neither team may touch ball within imaginary cylinder	Offense & defense may touch ball once it contacts rim	Neither team may touch ball within imaginary cylinder
	Causing backboard to vibrate to prevent goal is a technical foul	Causing backboard to vibrate to prevent goal is basketball interference	Causing backboard to vibrate to prevent goal is a Class B technical foul
Blocked Shot	Player returning to floor without losing control of ball = held ball – AP	Player returning to floor without losing control of ball = Travel	Player returning to floor without losing control of ball = held ball – AP
Blood / Injury Rule	Bleeding player must be substituted for immediately	Bleeding player must be substituted for immediately	Bleeding player must be substituted for immediately
	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	Bleeding / injured player may stay if a TO is taken and player is ready to play
Bonus / Penalty	1+1 on 7 <sup>th</sup> team foul, 2 shots on 10 <sup>th</sup> team foul of each half	2 shots on 5 <sup>th</sup> foul of each quarter	1+1 on 7 <sup>th</sup> team foul, 2 shots on 10 <sup>th</sup> team foul of each half
Cancelled FT's or FG's	Throw-in on end line	Throw in at FT Line extended	Throw-in on end line
Clock Stoppage	Clock does not stop on made FG	Clock stops during last 2 minutes of 4 <sup>th</sup> quarter and OT on made FG	Clock stops during last minute of 2 <sup>nd</sup> half and OT on made FG

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Closely Guarded	5 second count holding or dribbling in front court	5 second count holding the ball anywhere on court	5 second count, holding only in front court
	Closely = within 6 feet	Closely = within 1 meter (3 ft)	Closely = 3 feet, aggressive
DQ Player - Replacement	20 seconds, horn at 5	30 seconds	20 seconds, horn at 5
Dunking in Warm-up	Technical foul (direct to player & indirect to coach)	Allowed	Allowed
Falling to Floor	Player falling to floor with ball = Travel	Player with ball permitted to fall to floor	Player falling to floor with ball = Travel
Fighting	Head coach only may assist in restoring order	Head coach or assistant may assist in restoring order	Head coach only may assist in restoring order
Free Throws	Max 6 players (2 offensive) in lane spaces	Max 5 players (2 offensive) in lane spaces	Max 6 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	Bottom 2 spaces must be occupied by defence – other open spots may be taken by opponent
	Violation on offense called immediately. Delayed violation against defense – ignore if FT successful.	Violation by either team (except shooter) ignored if FT successful. Violation by shooter takes precedence over other violations	Violation on offense called immediately. Delayed violation against defense – ignore if FT successful.
	10 seconds to release ball	5 seconds to release ball	10 seconds to release ball
	No one can enter until ball touches rim	Players in lane spaces can enter on release of ball	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)	Violation for faking to draw player into lane
	FT violation by offense – throw-in on end line	FT violation by offense – throw-in at FT line extended	FT violation by offense – throw-in on end line
	Double FT violation – 1 <sup>st</sup> to commit violation penalized (some exceptions)	AP arrow on double FT violation	AP arrow on double FT violation (some exceptions)

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	Injured FT shooter – sub as chosen by shooting team coach shall shoot FT's	Injured FT shooter – sub as chosen by shooting team coach shall shoot FT's	Injured FT Shooter – opposing coach chooses shooter from remaining 4 players on floor, except if intentional or flagrant the anyone can shoot as chosen by shooting team coach
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	Ball touched in downward flight, above ring with chance of entering the basket. A ball that contacts the backboard above ring is considered to be on its downward flight.
Intentional / Unsporting Foul	2 or 3 shots + possession at spot of foul	2 or 3 shots + possession at division line	2 or 3 shots + possession at spot of foul
	Basket scored = 2 FT's + possession at spot of foul	Basket scored = 1 FT + possession at center	Basket scored = 2 FT's + possession at spot of foul
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.	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 officials hand.	Players may move onto or around circle prior to toss.	Players may NOT move onto or around the circle until the ball leaves the officials hand.
Noise Makers	Not allowed	No rule	Allowed
Overtime	4 Minutes	5 minutes	5 minutes
	Begin with Jump Ball	Use AP Arrow to start	Begin with Jump Ball
	1 Additional 60 second TO per OT plus unused time-outs carry over	1 TO only per OT – no carry over	1 Additional full TO per OT plus unused time-outs carry over
Personal Foul	Contact during a live ball	Contact during a live or dead ball	Contact during a live ball
Player Control Foul	Includes airborne shooter (cancel made FG)	Does not include airborne shooter (count FG + push)	Does not include airborne shooter (count FG + push)
Player Out of Bounds	Violation as soon as player leaves court	No rule	Violation when player returns and is first to touch the ball
Secondary Defender	No rule	No rule	Can not draw a charge under the ring. Also applies to a primary defender on odd-man fast breaks
Shot Clock	No shot clock	24 Seconds	30 Seconds
		Clock begins on player control inbounds	Clock begins when touched by player on court

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		If horn sounds, delay whistle – if no rim and defense gets immediate control, no whistle	If horn sounds, delay whistle – no rim = violation
		Full reset on kick ball	Kick ball – reset to 15 if below 15, no reset if 15 or more remaining
		Reset on stoppage for defensive injury	No reset for 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	Free Throws – Before first, between or after last if successful
	Must report before 15 sec warning horn	Subs can report after warning horn	Must report before 15 sec warning horn
	20 sec to replace DQ player	30 sec to replace DQ player	20 sec to replace DQ player
	No subs after made FG	Team scored on can sub in last 2 minutes	No subs after made FG in last minute or on inadvertent whistle or timing error
	Player leaving the game can't return until clock has started	Sub entering & player leaving game can't leave / return until clock has started	Player leaving the game can't return until clock has started
Team Control	Does not exist during throw-in (offensive foul = bonus)	Exists during throw-in (offensive foul – no bonus)	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	Player not on score sheet can be added at expense of Technical Foul
	Technical foul for admin. errors (i.e. wrong #)	No technical foul for admin. errors	1 Technical foul max for scorebook changes
	Counts towards team fouls		Does not count towards team fouls
Technical Fouls – Coach	Counts towards team fouls	Does not count towards penalty	Only Class A count towards team fouls.
	Coach loses coaching box privileges after 1 <sup>st</sup> direct or indirect technical	Coach does not have to sit after a 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	DQ on 2 <sup>nd</sup> Class A or 3 <sup>rd</sup> Class B technical foul. Only Class A count towards team fouls.
	2 Shots plus possession at division line	2 Shots plus possession straddling center line	2 shots, resume play at Point of Interruption except flagrant or intentional at division line

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	Flagrant Technical = ejection + 2 shots + possession at center	Disqualifying Technical = ejection + 2 shots + possession at center	Flagrant 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 inbound anywhere on court
	Can NOT throw ball over backboard on throw-in	Allowed to throw ball over backboard on throw-in	Can NOT throw ball over backboard on throw-in
	No such rule	Advanced to division line if offense calls T.O. in last 2 minutes in backcourt (new 8 second count)	No such rule
Time Outs	2x30 sec & 3x60 sec – used anytime	2x60 sec in 1 <sup>st</sup> half & 3x60 sec in 2 <sup>nd</sup> half – no carryover	2x30 sec & 4x75 sec – used anytime
	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	Requested by player or coach while team has player control or ball is dead. Shall not be recognized when an airborne player is going out of bounds or into backcourt.
	No rule	No Time Out between FT's	No rule
	Play resumes if both teams ready to play	Teams must stay in huddle for 50 seconds	Play resumes if team that called TO is ready to play
	Overtime – 1 extra 60 sec per OT period – all unused timeouts carry over	Overtime – 1x60 sec per OT period – no timeouts carry over	Overtime – 1 extra 75 sec per OT period – all unused timeouts carry over
	Excessive TO request = team technical foul	Excessive TO request is ignored	Excessive TO request = admin technical foul
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	