

Overview

This document provides a high-level overview of any rules changes, League Variations to FIBA rules and points of emphasis for scoretable officials for the 2026 seasons. This comprises updates made by FIBA to the Official Basketball Rules (OBR) and Interpretations (OBRI), as well as League-specific changes.

Point of Emphasis:

Live ball turnover and resetting the Shot Clock

Details:

During the game with the game clock running, whenever a team gains a new possession of a live ball **EITHER** in its frontcourt or in its backcourt, that team shall have 24 seconds on the shot clock.

Examples:

While the game clock is running, A1 gains new possession of the ball on the court in its

- a) backcourt
- b) frontcourt

INTERPRETATION: In both cases, team A shall have 24 seconds on the shot clock.

After a team B throw-in, A1 gains an immediate and clear new possession of the ball on the court in its

- a) backcourt
- b) frontcourt

INTERPRETATION: In both cases, team A shall have 24 seconds on the shot clock.

Point of Emphasis:

Foul limits by player and game disqualifications

Details:

- A player who has committed 2 technical fouls or 2 unsportsmanlike fouls or 1 unsportsmanlike foul and 1 technical foul shall be informed of the game disqualification by the timer who shall raise the game disqualification (GD) marker.
 - A head coach who has committed 2 technical fouls ('C') because of the personal unsportsmanlike behaviour or 3 technical fouls, either all of them ('B') or one of them ('C') shall be informed of the game disqualification by the timer who shall raise the game disqualification (GD) marker.
 - Any disqualified player, substitute, head coach, assistant coach, excluded player or accompanying delegation member must leave the game immediately (taking no more than 30 seconds) and shall go to and remain in the team's dressing room for the duration of the game or shall leave the building.
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Point of Emphasis: Correctable Errors

Details:

The following situations now constitute a correctable error:

- Awarding an unmerited free throw(s).
- Failing to award a merited free throw(s).
- Permitting the wrong player to attempt a free throw(s).
- Directing the wrong player to attempt a free throw(s).
- Erroneously awarding or cancelling of a point(s).
- Reporting a foul on the wrong player, coach, or team.
- Scorekeeping errors, including:
 - failing to record or erroneously recording points.
 - failing to record or recording a foul on the wrong player, coach, or team.
 - failing to record or recording a time-out on the wrong team.
- Game clock errors, including malfunctions, or errors in starting or stopping the game clock correctly, or in setting the correct time on the game clock.

The correction of the identified errors above are subject to the below restrictions:

- If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, the error must be corrected before 2:00 minutes or less are remaining on the game clock.
- If the error occurs before the game clock shows 2:00 minutes or less in the fourth quarter, but the referees stop the game for the first time with 2:00 minutes or less remaining on the game clock, the error must be corrected before the ball becomes live again.
- If the error occurs after the game clock shows 2:00 minutes or less in the fourth quarter or in an overtime, the error must be corrected before the ball becomes live after the first time the referees have stopped the game for any reason following the error.

Point of Emphasis:

Jump Ball and first alternating possession

Details:

The team that does not gain the first **TEAM CONTROL** of a live ball after the jump ball shall be entitled to the first alternating possession throw-in.

Example:

The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, the ball goes directly out of bounds.

INTERPRETATION: Team B shall be awarded a throw in as the result of the ball going out of bounds off A1. As soon as the ball is placed at the disposal of the team B thrower-in, team A shall be entitled to the first alternating possession throw-in.

Point of Emphasis:

Collection of the starting five

Details:

While it states in the FIBA Table Officials Manual and the FIBA Rules that the starting fives should be collected by the Scorer, the direction from the National Panel advisors for NBL and WNBL is for the Timer to be the one to speak to the coaches prior to the game to collect the starting five. This allows the Timer to introduce themselves and ensure the coaches know who to look at for communication of timeouts etc.

Point of Emphasis:

Completing the Scoresheet

Details:

At the National Panel level, it has been strongly suggested that the Scorer should use a 4-colour pen when completing the scoresheet; one colour for each quarter ensuring to start the game in red and finish in either blue or black. This has been suggested as a way to help with the identifying and fixing of any errors or discrepancies. While the FIBA Table officials manual does only specify the use of red and blue/black on all scoresheets, the option is now available for officials to use the four colours.

Point of Emphasis:

Resetting of the Shot Clock to 24 after all ring touches

Details:

In the FIBA Table Officials Manual, the shot clock rule indicates that when the ball touches the ring, the shot clock should be blanked until one of the teams gains control of the ball. Given there are very few systems in Victorian stadiums that allow the operator to blank the shot clock, the alternative procedure we are moving to is to reset the shot clock to 24 secs as soon as the ball touches the ring and hold it while you wait to see who gains possession. When clear possession is established, you then either start when the defensive team gains control of the ball or reset to 14 and start when the offensive team gains clear control of the ball.

Point of Emphasis:

Team Direction

Details:

The home team maintains the option to choose which team bench it will use, however teams must warm up at, and in the first quarter attack the basket in front of their chosen team bench.

League Variations to FIBA Rules for NBL1 South

Rule:

Team Foul Penalty Situation in Overtime

Details:

Team fouls will return to zero in each overtime period. On the third and all consecutive personal fouls committed by a team on a player not in the act of shooting – two free throws shall be awarded. This excludes fouls committed by a player whilst their team is in control of the ball. Personal fouls will continue to carry over to any overtime periods and a player will still be excluded from the game after they commit their fifth personal foul.

Rule:

Team List and Eligible Players

Details:

The official team list will have a maximum of **12 Players** nominated to play the game. The official team list will allow for **one (1) 'Alternate'** to be selected. The 'Alternate' is a 13th player who can replace one of the nominated 12 Players for injury, concussion, illness, ineligibility or suspension. This can be done without approval of the League. A change involving the 'Alternate' Player must be made before the signing of the scoresheet by the Head Coach in accordance with FIBA Article 7.2. If a Player is not listed within the official team list or as the 'Alternate', then they are ineligible to play the game; unless approved by League Manager. Should circumstances arise whereby an Association wishes to subsequently vary the originally provided official team list, approval must be sought from the League Manager who will notify both teams immediately if approved. The Timer (or Scorer) is still required to take the team list to the coaches to confirm the maximum of 12 players that will be suiting up for the game.

Rule:

Game Abandonment

Details:

If a game is to be abandoned, the home Association shall contact the League Manager as soon as possible. The final decision as to whether the game is abandoned lies with the League. In the event that the League cannot be contacted, the final decision rests with the game Referees. The following criteria will be used to determine the result for a game that cannot be completed. After three-quarter time, the result stands at the score line when the game was abandoned if the margin is:

- 10 points or greater with more than 5 minutes remaining or
- 5 points or greater with 5 minutes or less remaining or
- 2 points or greater with 2 minutes or less remaining;

In games that cannot be commenced or other abandoned games, the League at its discretion and after consultation with the Referees and Game Commissioner may determine the actions to be followed. This decision can include rescheduling of games that have not commenced and replaying of games that have commenced.

League Variations to FIBA Rules for Big V Competition

Rule:

Team List and Eligible Players

Details:

For All Senior Divisions:

The official team list will have a maximum of **12 Players** nominated to play the game. The official team list will allow for **one (1) 'Alternate'** to be selected. The 'Alternate' is a 13th player who can replace one of the nominated 12 Players for injury, concussion, illness, ineligibility or suspension. This can be done without approval of the League. A change involving the 'Alternate' Player must be made before the signing of the scoresheet by the Head Coach in accordance with FIBA Article 7.2. If a Player is not listed within the official team list or as the 'Alternate', then they are ineligible to play the game; unless approved by League Manager.

For All Youth League Divisions:

The official team list will have a maximum of **12 Players** nominated to play the game. The official team list will allow for three **(3) 'Alternates'** to be selected. The 'Alternates' are the 13th-15th players who can replace one of the nominated 12 Players for injury, concussion, illness, ineligibility or suspension. This can be done without approval of the League. A change involving the 'Alternate' Player must be made before the signing of the scoresheet by the Head Coach in accordance with FIBA Article 7.2. If a Player is not listed within the official team list or as the 'Alternate', then they are ineligible to play the game; unless approved by League Manager.

The Timer (or Scorer) is still required to take the team list to the coaches to confirm the maximum of 12 players that will be suiting up for the game.

Rule:

Article 36. Technical Foul

Details:

In previous seasons, the Big V competition has employed the Victorian Technical Foul rule, which carried a penalty of 2 free throws and possession. This has been removed from all Big V competitions, with all games to employ the FIBA technical foul rule.
