THE FIBA OFFICIAL BASKETBALL RULES CHANGES

VALID AS OF 1 OCTOBER 2026

Published June 2026
version 1.0

The content cannot be modified and presented with the FIBA logo, without written permission from the FIBA Referee Operations.

The summary does not include all minor and editorial changes. In case of a discrepancy, the final text of the FIBA Official Basketball Rules (OBR) shall prevail.

June 2026,
All Rights Reserved.

FIBA - International Basketball Federation
Chemin de la FIBA 1, PO Box 29
1295 Mies Switzerland
fiba.basketball
Tel: +41 22 545 00 00
Fax: +41 22 545 00 99

This material is created by the FIBA Referee Operations.

If you identify an error or a discrepancy in this material,please notify the FIBA Referee Operations at refereeing@fiba.basketball

FOREWORD

FIBA Official Basketball Rules (OBR) are approved by the FIBA Central Board and they are available for the entire basketball family.

According to the established procedure, the FIBA's Rules Advisory Group (RAG), comprised of basketball and refereeing experts, studies closely all proposals for the rule changes before submitting them to the FIBA Technical Commission for the final review.

The new edition of the OBR normally comes into effect on 1 October of any given year.

The OBR comprise two sections: a) Basketball Rules and b) Basketball Equipment. They are published in two separate documents.

In order to facilitate the preparation for the new rule changes worldwide, FIBA publishes the following documents.

a. Official Basketball Rules & Basketball Equipment in English *

b. Summary of the Rule Changes in English, French and Spanish**

c. Official Basketball Rules Interpretations in English ***

Complementary instructions and material are also shared with various groups of stakeholders.

d. Webinars, presentations & videos to explain rule changes in practice.

* = available in July 2026

** = does not include all minor editorial changes

*** = available in September 2026

TABLE OF CONTENT

2026 OFFICIAL BASKETBALL RULES

Art. 1	Definitions	5
Art. 2	Court	6
Art. 4	Teams	7
Art. 15	Player in the act of shooting	8
Art. 24	Dribbling	10
Art. 36	Technical foul	11
Art. 37	Disruptive foul	13
Art. 38	Flagrant foul	14
Appendix A	Referees' signals	16
Appendix B	Scoresheet	18
Appendix D	Classification of teams	19
Appendix F	Instant replay system	22

Art. 1 Definitions

REASON FOR CHANGE

A provision has been added to clarify that, whenever the term "commissioner" appears in the rulebook, it also refers to the "technical delegate".

The clarification ensures terminological consistency across competitions where different governance structures are applied.

NEW RULEBOOK TEXT

Art. 1.1 Basketball game

Basketball is played by 2 teams of 5 players each. The aim of each team is to score in the opponents' basket and to prevent the other team from scoring.

The game is conducted by the referees, table officials and a commissioner, if present.

Whenever a role of "commissioner" is referenced, it also applies to the role of "technical delegate".

Art. 2 Court

REASON FOR CHANGE

Increased flexibility in line colours enables integration of event branding and commercial design elements, while maintaining essential visibility and fairness standards.

NEW RULEBOOK TEXT

Art. 2.5 Lines

All lines shall be of a solid colour, 5 cm in width, clearly visible and in high contrast with the colour(s) of the playing court and the further boundary lane.

The colours of the boundary lines and the court markings, or the court markings themselves, may differ, however, the following principle must apply:

- All boundary lines, including sidelines, end lines, throw-in lines and team bench area lines, must be of the same colour.
- The colour of each pair of court markings must match on both half-courts. These include:
  - Restricted area, including free-throw rebound places
  - Free throw semi-circles
  - Free throw lines
  - 3-point lines
  - No-charge semi-circles
- The centre line and the centre circle may be of a different colour than the boundary lines and other court markings. The centre line and the centre circle, between each other, may be of the same colour or of different colours

Art. 4 Teams

REASON FOR CHANGE

The removal of the requirement for socks to be visible reflects the practical realities of modern equipment, reducing unnecessary administrative interruptions and enforcement issues.

NEW RULEBOOK TEXT

Art. 4.3 Uniforms

...

4.3.1 The uniform of all team members shall consist of:

- Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves, they must end above the elbow. Long sleeved shirts are not permitted. All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee.
- Socks of the same dominant colour for all team members.

Art. 15 Player in the act of shooting

REASON FOR CHANGE

A more precise definition of the continuous movement and the act of shooting (AOS) is necessary, due to players increasingly manipulating situations to create shooting fouls, either in transition or half-court offense.

A more accurate description has been provided to define when the AOS starts and ends on different types of shots.

The changes are intended to:

- Differentiate the AOS for different types of shots: drives to basket, jump shots and other moving shots;
- Indicate locations and directions, e.g. drives to basket between 3-point line and the basket;
- Define the movement of the player's body parts for an action to be considered an AOS;
- Disregard any «shot» from the backcourt, unless the shot is taken at the end of the quarter/ overtime or at the end of the shot clock at any time in the game.

NEW RULEBOOK TEXT

Art. 15 Player in the act of shooting

...

15.1.2 The act of shooting on jump shots or other moving shots:

- Starts when the player begins to move the shoulders and the ball upwards towards the opponents' basket.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

15.1.3 The act of shooting in a continuous movement on drives to the basket:

- Starts when the player has gathered the ball and it comes to rest in the player's hand(s), upon completion of a dribble or a catch in the air and the player continues the shooting motion preceding the release of the ball for a goal.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

A continuous movement in the act of shooting on drives to the basket is an action of the player in the team's frontcourt, typically starting between the offensive 3-point line and the basket, in which the player gathers the ball upon completion of a dribble or catches the ball while progressing, and then continues the shooting motion towards the basket, usually upwards.

15.1.4 For a player to be in the act of shooting, the player must be in the frontcourt. The exception, that the player may be anywhere on the court applies only for the last action before the expiration of a game clock for the end of the quarter or overtime or before the expiration of a shot clock at any time of the game. In such cases, the act of shooting starts when the player has gathered the ball and it comes to rest in the player's hand(s).

15.1.5 There is no relationship between the number of legal steps taken and the act of shooting.

15.1.6 During the act of shooting the player might have the arm(s) held by an opponent, thus being prevented from scoring. In this case it is not essential that the ball leaves the player's hand(s).

15.1.7 When a player is in the act of shooting on jump shots or other moving shots and after being fouled:

- passes the ball off; or
- if the ball is moved upwards in a direction away from the basket, or
- if the player is not facing the basket when the ball is moved in an upwards motion,

that player is no longer considered to have been in the act of shooting.

15.1.8 When a player is in the act of shooting on drives to the basket and after being fouled passes the ball off that player is no longer considered to have been in the act of shooting.

...

Art. 24 Dribbling

REASON FOR CHANGE

The revision and update of Article 24.2 clarifies that for a player to lose control of a live ball, any one of the three conditions listed in the article must apply.

The updated wording eliminates any potential inconsistencies in the interpretation of double dribble situations.

NEW RULEBOOK TEXT

Art. 24 Dribbling

...

24.2 Rule

A player shall not dribble for a second time after the players' first dribble has ended unless the player has lost control of a live ball on the court because of one of the following:

- A shot for a goal.
- The ball is touched by an opponent.
- On a pass or fumble the ball touches or is touched by another player

Art. 36 Technical foul

REASON FOR CHANGE

The previous game disqualification rule, whereby a player was disqualified from a game after being charged with either two technical fouls, two unsportsmanlike fouls, or a combination of the two, appears overly strict.

Therefore, based on their nature and severity level, the technical fouls (TFs) have been divided into two (2) categories, with more severe ones (category 1) counting towards game disqualification (GD) and the less severe ones (category 2) not counting towards GD.

The change introduces proportionality in sanctions and a more balanced disciplinary system.

NEW RULEBOOK TEXT

Art. 36 Technical Foul

...

36.2 Definition

36.2.1 Technical fouls are divided into two categories, according to their nature and severity level. The category 1 technical fouls shall count towards the game disqualification, the category 2 technical fouls shall not count towards the game disqualification.

Category 1 technical fouls by a player may be non-contact or contact fouls of a behavioural nature including, but not limited to:

- Disrespectfully dealing and/or communicating with the referees, the commissioner, if present, the table officials, the opponents, or persons permitted to sit on the team benches.
- Using language or gestures likely to offend or incite the spectators.
- Baiting, taunting, or provoking an opponent, including a contact with the hands, arms, body, or the ball, which does not rise to the level of a flagrant or a disqualifying foul.
- Obstructing the vision of an opponent by waving/placing the hand(s) near the opponent's eyes.
- Excessive swinging of elbows, without contact.
- Fake being fouled.

Category 2 technical fouls by a player may be non-contact fouls of a behavioural or administrative nature including, but not limited to:

- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in or a free throw from being taken promptly or coming on the court late to start the game or the second half.

- Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or is trying to prevent injury to any player.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged against the defensive player.

36.2.2 A technical foul by any person permitted to sit on the team bench is a category 1 foul for disrespectfully communicating with or touching the referees, the commissioner, if present, the table officials or the opponents, or an infraction of a procedural or an administrative nature.

36.2.3 A player shall be disqualified for the remainder of the game (game disqualification) when charged with:

- 2 category 1 technical fouls, or
- 2 flagrant fouls, or
- 1 category 1 technical foul and 1 flagrant foul.

36.2.4 A head coach shall be disqualified for the remainder of the game (game disqualification) when charged with:

- 2 category 1 technical fouls ('C') as a result of a personal unsportsmanlike behaviour.
- 3 category 1 technical fouls, either all of them ('B' or 'BD') or one of them ('C'), as a result of the unsportsmanlike behaviour of other persons permitted to sit on the team bench.

36.2.5 If a player or a head coach is disqualified under Articles 36.2.3 or 36.2.4, that technical foul shall be the only foul to be penalised and no additional penalty for the game disqualification shall be administered.

...

36.3 Penalty

36.3.1 If a technical foul is committed:

- By a player, a technical foul, irrespective of the category, shall be charged as a player foul and shall count as one of the team fouls.
- By any person permitted to sit on the team bench, a category 1 technical foul shall be charged against the head coach and shall not count as one of the team fouls.

Please refer to Appendixes A and B for the updated referee signals and foul markings.

Art. 37 Disruptive foul

REASON FOR CHANGE

The previous game disqualification rule, whereby a player was disqualified from a game after being charged with either two technical fouls, two unsportsmanlike fouls, or a combination of the two, appears overly strict.

Therefore, the former unsportsmanlike foul has been replaced with the two separate foul types, with more severe ones (flagrant fouls) counting towards game disqualification (GD) and the less severe ones (disruptive fouls) not counting towards GD.

The introduction of a disruptive foul addresses the tactical stopping of play without severe unsportsmanlike behaviour and contributes to proportionality in sanctions.

NEW RULEBOOK TEXT

Art. 37 Disruptive foul

37.1. Definition

37.1.1 A disruptive foul is a player's illegal contact with an opponent which does not rise to the level of a flagrant foul, and which disrupts the flow of the game and places the opponent at a disadvantage. The criteria for disruptive fouls are the following:

- An unnecessary contact caused by the defensive player, not legitimately attempting to directly play the ball, in order to stop the progress of the offensive team in transition. This applies until the offensive player starts the act of shooting.
- An unnecessary contact caused by the defensive player anywhere on the court, not legitimately attempting to directly play the ball, in order to stop the game clock and/or shot clock, at the end of a quarter or overtime.
- An illegal contact caused by a player from behind or laterally on an opponent, who is progressing towards the opponent's basket and with no opponents between the progressing player and the basket, and:
  - The progressing player is in control of the ball, or
  - The progressing player is attempting to gain control of the ball, or
  - The ball has been released on a pass to the progressing player. This applies until the offensive player starts an act of shooting.

37.1.2 The referees must interpret disruptive fouls consistently throughout the game and judge only the action.

37.2 Penalty

37.2.1 A disruptive foul shall be charged against the offender and shall count as one of the team fouls.

Please refer to Appendixes A and B for the updated referee signals and foul markings.

Art. 38 Flagrant foul

REASON FOR CHANGE

The previous game disqualification rule, whereby a player was disqualified from a game after being charged with either two technical fouls, two unsportsmanlike fouls, or a combination of the two, appears overly strict.

Therefore, the former unsportsmanlike foul has been replaced with the two separate foul types, with more severe ones (flagrant fouls) counting towards game disqualification (GD) and the less severe ones (disruptive fouls) not counting towards GD.

Separation from the previous unsportsmanlike foul concept ensures that only high-severity actions lead to game disqualification.

NEW RULEBOOK TEXT

Art. 38 Flagrant foul

38.1. Definition

38.1.1 A flagrant foul is a player's illegal contact with an opponent, which violates the spirit of sportsmanship and fair play, and by its nature and/or the severity level, exceeds the limits of a personal or disruptive foul. The criteria for flagrant fouls are the following:

- Not a legitimate basketball play against an opponent, with or without a ball.
- Reckless, violent or dangerous act, which causes or may cause injury to an opponent.
- Excessive, hard contact in an effort to play the ball or an opponent.

38.1.2 The referee must interpret flagrant fouls consistently throughout the game and judge only the action.

38.2 Penalty

38.2.1 A flagrant foul shall be charged against the offender and shall count as one of the team fouls.

38.2.2 Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in from the throw-in line in the team's frontcourt, opposite the scorer's table.
- A jump ball in the centre circle at the start of the first quarter.

The number of free throws shall be awarded as follows:

- If the foul is committed on a player not in the act of shooting: 2 free throws.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, 1 free throw.
- If the foul is committed on a player in the act of shooting and the goal is not made, 2 or 3 free throws.

38.2.3 A player shall be disqualified for the remainder of the game (game disqualification) when charged with:

- 2 flagrant fouls,
- 2 category 1 technical fouls,
- 1 category 1 technical foul and 1 flagrant foul.

38.2.4 If a player is disqualified under Article 38.2.3, that flagrant foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Please refer to Appendixes A and B for the updated referee signals and foul markings.

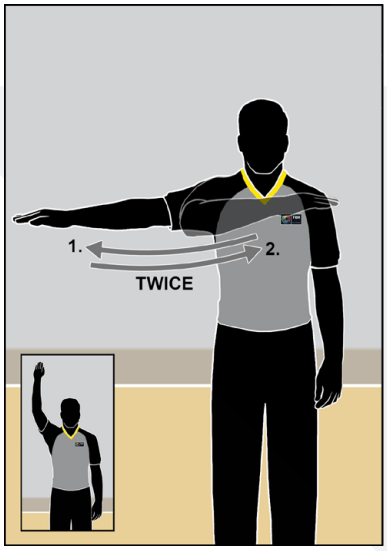
Appendix A Referees' signals

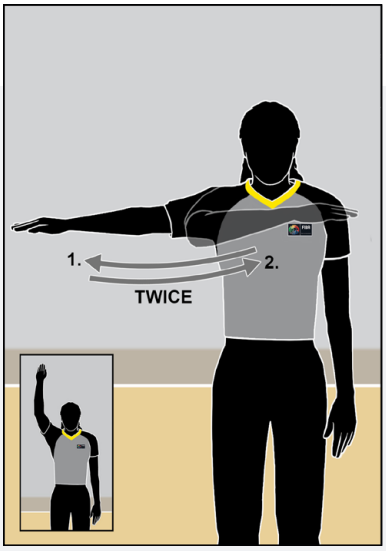
REASON FOR CHANGE

The signals for delay of the game, a disruptive foul and a flagrant foul have been introduced in line with the new foul types and categories of fouls.

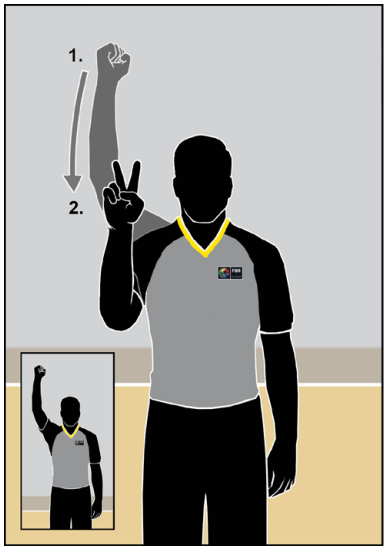
NEW AND UPDATED SIGNALS

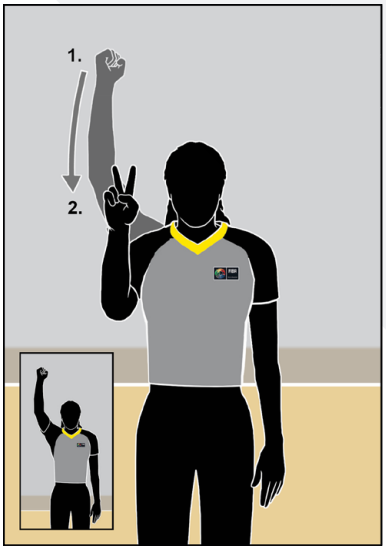
Delay of game



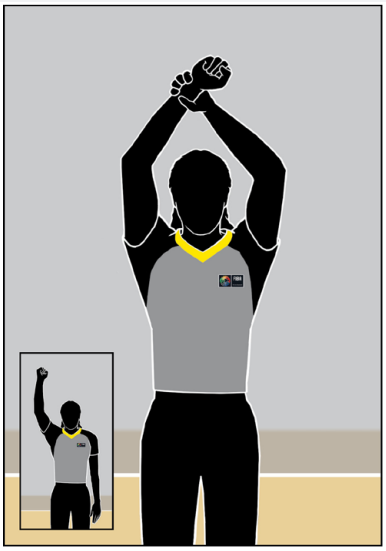


Disruptive foul





Flagrant foul



Appendix B Scoresheet

REASON FOR CHANGE

The new scoresheet markings for technical, disruptive and flagrant fouls have been introduced.

The new foul categories demand clearer recording and tracking mechanisms. Therefore, a new principle has been applied, whereby any foul counting towards game disqualification is marked with a circle to ensure clarity.

A new marking, 'BD', has been introduced to ensure a clearer marking for disqualifying fouls against an accompanying delegation member.

As before, any foul involving free throws shall be entered with adding the corresponding number of free throws (1, 2 or 3) beside the foul marking.

NEW RULEBOOK TEXT

The new scoresheet markings:

1.	Disruptive Foul/Player	DI
2.	Flagrant Foul/Player	(FL)
3.	Technical Foul Category 1/Player	(T)
4.	Technical Foul Category 2/Player	T
5.	Technical Foul Category 1/Head Coach	(C)
6.	Technical Foul Category 1/Bench	(B)
8.	Technical Foul Category 1/Disqualifying Foul against an Accompanying Delegation Member	(BD)

A full list of foul markings and examples will be available in Appendix B of the OBR 2026 and the supporting material.

Appendix D Classification of teams

REASON FOR CHANGE

The previous rules lacked clarity for ranking teams outside of final stages of competitions, particularly in cases where no classification games were played.

The new article D.5.2, clarifies the classification rules for teams eliminated in the quarterfinals, qualification to quarterfinals, round of 16, etc.

NEW RULEBOOK TEXT

D – Classification of teams

…

D.5 Classifications of teams in a Tournament of Phases

…

D.5.2 To classify teams eliminated at the tournament after the Group Phase, and the Qualification for the Quarter-Finals and/or the Quarter-Finals, the 4 eliminated teams at each respective elimination phase shall be placed in one group. The following criteria shall apply in the order listed below:

- Higher group placing after all game played in the Group Phase.
- Better win-loss record of all games played in the Group Phase.
- Higher game points difference of all games played in the Group Phase.
- Higher number of the game points scored in all games played in the Group Phase.

If these criteria still cannot decide, the relevant FIBA ranking shall decide on the classification.

The final standings of 16 teams, divided for the Group Phase in 4 groups of 4 teams is as follow.

EXAMPLES

The final standings of 16 teams, divided for the Group Phase in 4 groups of 4 teams is as follow.

Group A	Wins	Losses	Classification points	Game points	Game points difference
Team A1	3	0	6	300 – 223	+ 77
Team A2	2	1	5	255 – 266	- 11
Team A3	1	2	4	250 – 270	- 20
Team A4	0	3	3	245 – 291	- 46

Group B	Wins	Losses	Classification points	Game points	Game points difference
Team B1	3	0	6	237 – 165	+ 72
Team B2	2	1	5	271 – 209	+ 62
Team B3	1	2	4	197 – 252	- 55
Team B4	0	3	3	184 – 263	- 79

Group C	Wins	Losses	Classification points	Game points	Game points difference
Team C1	3	0	6	283 – 225	+ 58
Team C2	2	1	5	249 – 225	+ 24
Team C3	1	2	4	232 – 251	- 19
Team C4	0	3	3	212 – 275	- 63

Group D	Wins	Losses	Classification points	Game points	Game points difference
Team D1	3	0	6	312 – 242	+ 70
Team D2	2	1	5	260 – 265	- 5
Team D3	1	2	4	239 – 246	- 7
Team D4	0	3	3	195 – 253	- 58

Final Classification of 4 teams (13th – 16th) eliminated after the Group Phase.

The teams placed 1st in each group of the Group Phase are directly qualified for the Quarterfinals. The teams placed 4th in each group in the Group Phase are eliminated. The final classification of the teams is as follows:

Final classification	Classification points	Game points	Game points difference
13th Team A4	3	245 – 291	- 46
14th Team D4	3	195 – 253	- 58
15th Team C4	3	212 – 275	- 63
16th Team B4	3	184 – 263	- 79

Final classification of 4 teams (9th – 12th) eliminated after the Qualification for the Quarter-Finals

The teams placed 2nd and 3rd in each group of the Group Phase shall play one elimination game as follows: A2 v B3, B2 v A3, C2 v D3, D2 v C3. The winning teams (example: A2, A3, D3, D2) are

qualified for the Quarter-Finals. The losing teams (example: B3, B2, C2, C3) are eliminated. The final classification of the teams is as follows:

Final classification	Classification points	Game points	Game points difference
9th Team B2	5	271 – 209	+ 62
10th Team C2	5	249 – 225	+ 24
11th Team C3	4	232 – 251	- 19
12th Team B3	4	197 – 252	- 55

Final classification of 4 teams (5th – 8th) eliminated after the Quarter-Finals.

The 4 winning teams of the Elimination for the Quarter-Finals games shall play one elimination game for the Semi- Finals as follows: A1 v D3, B1 v D2, C1 v A2, D1 v A3. The winning teams (example: A1, 1, B1, C1, D1) are qualified for the Semi-Finals. The losing teams (example: D3, D2, A2, A3) are eliminated. The final classification of the teams is as follows:

Final classification	Classification points	Game points	Game points difference
5th Team D2	5	260 – 265	- 5
6th Team A2	5	255 – 266	- 11
7th Team D3	4	239 – 246	- 7
8th Team A3	4	250 – 270	- 20

...

Appendix F Instant replay system

REASON FOR CHANGES

Review during the last 2 minutes or less in the fourth quarter and in each overtime (F3.2)

The new addition allows to determine whether a thrower-in has released the ball from the hands or not when a throw-in foul is called.

Such game situation is closely linked to the defensive team's efforts to prevent the game and/or shot clocks from running, and, therefore, should have the potential impact on the score (1 free-throw for an offensive team).

Review at any time of the game (F3.3)

The addition of a possibility to review the goaltending or interference violation at any time of the game, after a foul is committed, allows the elimination of mistakes that directly impact the scoreboard (either +2/3 or -2/3 points) if violations are missed or incorrectly called.

The two new additions also apply for the head coach's challenge (HCC) rule. As per Art F.4.2, the time restrictions within Appendix F.3.1 and F.3.2 do not apply. The HCC may be requested at any time in the game.

NEW RULEBOOK TEXT

F – INSTANT REPLAY SYSTEM

…

F.3 Rule

The following game situations may be reviewed:

F.3.2 When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime,

- whether a shot for a successful goal was released before the shot clock signal sounded.
  - The referees are authorised to stop the game immediately to review whether a successful goal was released before the shot clock signal sounded.
  - The referees must identify the need for the review which must take place after the goal when the referees have stopped the game for the first time for any reason.
- when a foul was committed away from a shooting situation
  - whether the game or shot clock had expired,
  - whether the act of shooting had started when the foul was committed by an opponent of the shooter, or
  - whether the ball was still in the hand(s) of the shooter when the foul was committed by a team-mate of the shooter.
- whether the ball was still in the hand(s) of the thrower-in when a foul was committed by a defensive team during the throw-in situation.

- whether a goaltending or interference violation was called correctly.

  When the review determines that a goaltending or interference violation was not called correctly the game shall be resumed as follows, if after the call:

  - The ball has legally entered the basket, the goal shall count and the defensive team shall be entitled to a throw-in from the endline.
  - A player of either team has gained an immediate and clear control of the ball, that team shall be entitled to a throw-in from the place nearest to where the ball was located when the call was made.
  - Neither team has gained an immediate and clear control of the ball, a jump ball situation occurs.
- to identify the player who has caused the ball to go out-of-bounds.

F.3.3 At any time of the game,

- whether the successful goal was released from the 2- or 3-point area.
  - The referees are authorised to stop the game immediately to review whether a successful goal was released from the 2- or 3-point area.
  - The review must take place when the referees have stopped the game for the first time for any reason after the goal.
- whether 2 or 3 free throws shall be awarded, after a foul was committed on a shooter for an unsuccessful goal.
- whether a goaltending or interference violation occurred after a foul was committed and whether any such violation was called correctly.
- whether a personal, disruptive, flagrant or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- whether a technical foul shall be considered as a disruptive, flagrant or disqualifying foul.
- whether one of the correctable errors category 1 has occurred and is still correctable within the limits defined in Article 44 (Correctable errors). If so:
  - The referees are authorised to stop the game immediately to review whether a correctable error category 1 has occurred.
  - The error may only be corrected as defined in Article 44 (Correctable errors).
- whether one of the correctable errors category 2 has occurred and is still correctable within the limits defined in Article 44 (Correctable errors). If so, the error may only be corrected as defined in Article 44 (Correctable errors).
- after a malfunction of the game clock or the shot clock occurs, on how much time the clock(s) shall be corrected.
- to identify the correct free-throw shooter.
- to identify the involvement of players and persons permitted to sit on the team benches during any act of violence or potential act of violence.
  - The referees are authorised to stop the game immediately to review any act of violence or potential act of violence.
  - The review must take place before the ball becomes live after the referees have stopped the game for the first time for any reason, following the act of violence or potential act of violence.

END OF RULES CHANGES DOCUMENT

STANDARD QUALITY GLOBAL CONNECTION

1, Chemin de la FIBA - P.O. Box 29
1295 Mies
Switzerland
Tel.: +41 22 545 00 00
Fax: +41 22 545 00 99