

中華全國體育協進會審定

男子籃球規則

民國二十七年至二十九年

第十六號

新規則提要

本書係採用國際籃球協會所訂籃球規則而加以審定。該規則脫胎於美國全國籃球委員會原訂書本，即我國向所採用者；現經國際會審定出版後，其中關係條文上意義補充或刪改處以及新訂之規則甚多，不及備舉，茲僅將新規則數點提舉如下：

- 一、球場尺寸有更改。
- 二、度量改用公斤或公尺。
- 三、每隊替補球員，限止五人。
- 四、擲中後，由裁判員將球交與失分隊球員，用界外擲球法，繼續比賽。
- 五、每隊應有「暫停」為三次。
- 六、取消「對面防衛」之侵人犯規（非犯規）。
- 七、每決勝期應互易球籃。
- 八、取消罰球區域內等候三秒鐘之違例規則。

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二十七年—二十九年

游戲方法大意

籃球爲二隊之比賽游戲，每隊球員五人，各以傳擲爲方法，以擲球入籃而得分爲目的，而同時兼須防禦其對隊，使無得球或得分之機會。

第一章 球場

第一條 球場爲正長方形，四面須無障礙，場之面積，爲長二六公尺闊十四公尺。

(註一) 球場大小之更改，應照下列規定限制：

長度上得增大或減小二公尺，闊度上得增大或減小一公尺，但兩者須合比例。草地球場，不適應用。

(註二) 幼級球場之大小，以下列尺寸爲最合理想之標準：

- 一、小學年齡 十二對二二公尺
- 二、中學年齡 十三對二四公尺

第二條 場之四周，應以清晰之白線爲界。線闊五公分，與界線外之障礙物至少距離一公尺。球場兩邊之長線，謂之邊線；兩端之短線，謂之端線。界線與觀衆之距離間，應至少留二公尺寬之空地。

第三條 場之中心，應劃一半徑六〇公分長之圓圈，謂之「中圈」。圈內劃一與端線平行之對徑線。延長對徑線，與兩邊線相交，劃分球場爲兩區，此線名曰「分場線」。

第四條 罰球區域，劃在球場兩端。每區域由端線中點之兩旁各九十公分處劃平行線兩條，與端線成直角，其一端劃至端線爲止，其他端與一以罰球線中點爲圓心，半徑一·八公尺圓圈之圓弧相接。

第五條 第四條所指之圓弧內，應劃一與端線平行之對徑線，謂之「罰球線」。線闊五公分，其外邊與端線內邊之距離爲五·二公尺，並應抽象延長至邊線爲止。在此抽象延長線與端線以內之區域，謂之「球籃區域」。
 (註) 各種場線之染劃，均應絕對清晰易辨。

第一章 器具

第一條 遮板爲裝置球籃之用，縱高一·二〇公尺，橫闊一·八〇公尺，以三公分厚之

第二條

硬木板製成。板面應平坦，髹成白色。

遮板豎架於場之兩端，其中心與端線中點內六〇公分處，適在同一垂直線上。板面與地面成直角，與端線並行。板之下邊，離地二·七五公尺。裝置遮板之柱架，應在界外離邊線外邊至少四〇公分處，並應為深暗顏色。

第三條

球籃係用一內緣直徑四五公分之黑色鐵圈下懸白線網合併構成之。籃網應長六〇公分，懸於籃之下緣，以能使球落入後受阻而下降者為宜。

（註）籃網應用三十支至六十支之白線結成，籃圈之橫斷直徑，以二〇公厘為

最合用。

第四條

籃圈應裝牢於遮板上，圈口與地面並行，其上緣離地三·〇五公尺，其中心與板之左右邊距離相等，圈口內邊與板面最近處距離一五公分。

第五條

球為圓形，以橡皮膽實於皮囊中為之，膽內滿儲空氣；其圓周以七五至八〇公分為度，重量以六〇〇至六五〇格蘭姆為度；並須打足氣壓（打足氣壓即六公斤氣壓之意）。

主隊應備新球一枚或舊球二枚；經裁判員之審核認可，作比賽之用。如主隊所備者為新球，雙方不得用以練習，如屬舊球，則客隊得任選其一，作比賽之用，並有用以練習之權。如裁判員認主隊所備之球不合用，而客隊所有者反較佳

時，有權選用客隊之球，作比賽之用。

(註)比賽中如遇天雨受濕而致球之重量增加過大時，則裁判員隨時有更換用球之權。

第三章 職員及其職務

職員

第一條

裁判員一人及檢察員一人為比賽之職員，計時員及記錄員各二人為其助理員。
(註) 裁判員檢察員之人選，宜求能力充足而公正無私者，至於與雙方有無關係，猶其無事。裁判員及檢察員所穿製服，宜與雙方球員所穿者有顯明之分別，以免混雜。職員對於規則，無同意變更之權。

第二條

職員所穿制服，應為籃球或網球鞋，白色長褲，白色或白色條子襯衫。裁判員應檢查及核准各項用具，如球場，球籃，球，遮板，計時員及記錄所用信號等，並應測量球之尺寸及重量是否合規。裁判員應禁止球員穿帶對於對方球員含有危險性的物件，如戒指，手錶，吊帶，鞋上鐵鈕及硬性護膝等。

第三條

裁判員在每半時終了之際，應與記錄員校對記錄，以兩隊所得之分數向大眾報告。當全局結果報告後，其職權即為終了。

第四條 裁判員有權裁決規則上所未詳之問題。

第五條 職員之職權如下：

- 一、令比賽開始；
- 二、決定何時成爲死球；
- 三、決定球屬何隊；
- 四、決定球是否入籃；
- 五、判決違例及犯規；
- 六、處理罰則；
- 七、承認替補員之資格；
- 八、宣告比賽暫停；

(註) 用『雙裁判』制，其收效甚大。二人分工合作，各司場之一邊及一端，負責監視其半場內之比賽進行。擲中時用手指表明，宣示得分數目。

第六條 球員之犯奪權犯規或四次侵入犯規者，職員應令其退出比賽。

第七條 遇球員受傷或其他情由，職員可令比賽暫停；但應注意假裝之行爲。

比賽正在進行中，如球員有受傷者，職員應待比賽告一結束後，方可宣告暫停。

凡得球之一隊，已將球向籃拋擲，或球已失去後，或持球不進，或成爭球，或球出界時，均得謂之比賽告一結束。

球員受傷後，如在兩分鐘以內不能繼續加入比賽者，可由替補員替補之；其所獲判決之罰球權，唯其替補員得代替主擲。

第八條

球員，教練員，觀衆或任何人之與球隊有關係者如有不正當行爲時，職員得認爲犯規，加以處罰。球員之有惡劣行爲者，得取消其比賽資格。

如觀衆有不正當行爲而致礙比賽之進行時，則主隊應負使犯事者離開比賽場所之責任。

第九條

裁判員或檢察員，對於各人職權以內之判決，不得互相責難，或置之不問。如兩職員同時對一動作宣告犯規，而所判處罰有不同時，應依據較重之判決執行。但第七章第十五條之雙方犯規，不適用此項規定。

第十條

自比賽開始至終了之間（比賽因故暫停之時間亦計算在內），不論在場內或場外，球員有違犯規則者，職員均有判決之權，犯規者不止一人時，亦得一一處罰，並無制限。

（註）跳球時，職員應注意其他球員所立之地位，勿使有礙於跳球者。

第十一條

職員宣告球員犯規時，應將犯規者指出。如屬侵人犯規，更應用手指表出罰球

之次數，並指定應由何人罰球。

記錄員

第十二條

記錄員應登記擲籃或罰球獲中次數，及犯規次數，並應在其記錄上分別記明犯規係屬於侵人，或技術性質。任何球員之犯第四次侵入犯規者，應立即報告裁判員。

(註) 記錄員信號聲，不使比賽停止。記錄員鳴笛，應謹慎等候在比賽成死球時行之。

記錄員登記犯規之標記，可用 $P_1 P_2 \dots$ 指侵人犯規次數， $T_1 T_2 \dots$ 指技術犯規次數，罰球一次以上者用大寫字母，罰球一次者用小寫字母。

計時員

第十三條

計時員應記明何時開始比賽，減除比賽中經裁判員核准之暫停或消耗時間；並應放槍，敲鑼或鳴笛報告每半時實足比賽時間之終了。每半時或暫停後開始比賽時，比賽錶應在球離職員之手以後，鳴笛時撥動。

如信號損壞，未能按時發出，或發而未為所聞，則計時員應立即跑入場內或用其他方法通知裁判員。如在上舉周折之間，球適擲中，則裁判員應詢問計時員及記錄員之意見，決定其是否有效。如二人同認該球在射籃擲出前，時間已經

終了，則裁判員應判決該球爲無效，但如遇二人意見不一時，則除裁判員獲有見解足以解決者外，應判決該球爲有效。

第十四條

(註) 計時員應備跑錶一具，安放桌上，使與記錄員得能共同察視。
職員於宣佈必要之判決時，應鳴笛爲號。

(註) 記錄員信號之音調，宜與計時員所用者，類別不同。

第四章 球員及替補員

第一條

每隊應有球員五人，其中一人爲隊長。

兩隊中之任何一隊其出場球員未滿五人者，不得開始比賽；如經十五分鐘而猶未能到場者，則應作棄權，由其對隊獲勝。

第二條

隊長爲全隊之代表，負領導及約束遊戲之責任，在規定比賽時刻開始前，應將球隊與賽之球員姓名號數及職位送交記錄員登記。球員在比賽中，如有更換號數之必要時，應由其隊長報告記錄員及裁判員，隊長於必要時，得向職員請求解釋或詢問事件，但其態度宜謙恭有禮，不得盛氣相向。其他球員，除本章第二條之規定外，一概不准與任何職員交言。

第三條

每隊替補員人數，應以五名爲限。

替補員入場前，應先將姓名號數及職位報告記錄員；待比賽成死球時，記錄員始鳴笛通知裁判員，替補員然後入場，向裁判員報告；入場後，必須待比賽開始後，方得再由其他球員替補之。

替補球員之時間，每次應以三十秒鐘為限。如替補時間費去超過三十秒鐘時，則應作該替補球隊二次『暫停』計算。

(註) 替補球員時，如教練員或其他負責者均不在場，則裁判員應根據該隊長之證實。

第四條、每一比賽中，球員被替出場後，除因四次侵入犯規或奪權犯規而被取消資格者外，得再行加入比賽兩次。

第五條、除每半時終了時間外，球員如未經職員允許，不得離場。

第六條、每球員應在背心前後，縫有與背心異色的清晰號數。

背部之號數之高度，應為高二〇公分，用二公分闊之物料製成，在胸部者，應高一〇公分，料闊二公分

球員之號數，應避去12兩字，或字數太繁，有使職員不易辨認者。同球隊球員不得用重複號數。

第五章 比賽用術語釋義

第一條 球自籃口上落下籃內，或從籃中穿過，謂之『擲中』。在比賽進行時擲中者，記兩分；對球中籃者，記一分。

第二條 球員肢體之任何部份，觸及界線，或線外之地面者，謂之「球員出界」。球體之任何部份，觸及界線，或線外之地面物件，或出界之球員者，謂之「球出界」。球觸遮板之四邊，或在遮板之頂上滾轉，但未觸及遮板之支架，而仍落於場內者，比賽應照常進行。球出界前最後觸球者，謂之使球出界之球員。

第三條 非同隊之球員二人，各以一手或雙手接球，堅持不下時，或持球之球員，在其前場因對手防衛嚴密，不能有所舉動，且無進攻之表示時，均應宣告『爭球』。

(註) 職員認判死球太快，有致有阻礙比賽進行，或有奪去球員已得或將得獲球之之不公允。在第三條前半句所述之情形時，不應立即宣判死球，須等雙方球員各無完全獲球之可能而無粗舉動時行之。

球員獲球，經對手在一公尺以內監視後而無進攻動作（拍球或持球旋轉作進攻動作論）之表示，裁判員應宣判『爭球』。

第四條 職員將球在非同隊之球員二人間拋起，謂之「跳球」。

第五條 比賽中合法之停頓，其耗費時間，由計時員扣算者，謂之「暫停」。

第六條 某隊所擲之籃，為該隊之『本籃』。

第七條

遇下列各種情形，均成「死球」。成死球時，比賽即停止，然後依職員所指定之方法重行開始：

- 一、當職員鳴笛時；
 - 二、擲中後；
 - 三、宣告爭球時；
 - 四、宣告暫停時；
 - 五、宣告違例或犯規時；
 - 六、球出界外時；
 - 七、雙方犯規時，每一罰球後；
 - 八、比賽時間終了時；
 - 九、球停擱於球籃之側撐或柄上時；（重行開始時，在較近之罰球線上跳球）
 - 十、連罰時，除最後一次外之每一罰球後。宣告死球之時，適在球員擲籃，而球已脫手之後，若球擲中，應作有效，但在球脫手時，有擲籃者之同隊球員犯規或違例，或裁判員宣告爭球時，即使球已在空中，方始鳴笛，則球擲中，亦應作爲無效。
- （註）球觸職員，比賽應照常進行，不得作爲死球。

第八條

持球之球員，以一足立定於地上，作為中樞，另以他足向任何方向踏出或移轉一次或數次，而中樞之足並不移動其地位或離地者，謂之「旋轉」。

第九條

球員持球向任何方向作規定限制以外之行進，謂之「帶球跑」。其規定之限制如下：

(甲) 球員在靜立時接球後，可旋轉，旋轉時可用任何足作中樞。

(乙) 球員在快跑或運球完畢時接球，可容其用兩步立定，或將球擲出，其第一步計算法如下：

(一) 如球員任何一足着地時接球，則在球接住時，為第一步。

(二) 如球員雙足離地時接球，則在得球後其任何一足或雙足同時落地時為第一步。

第一步後其任何一足或雙足同時再着地時，算第二步。

球員如用第一步立定，則旋轉可用任何足作中樞，球員如用第二步立定，則旋轉只可用後方之足作中樞，但如雙足不能分前後時，則可提起任何一足或雙足同時跳起作擲籃或傳球，但球必須在提起之足或雙足之任何一足未落地前脫手。

(丙) 球員在靜立時接球後或持球後經合法之立定時，如欲擲籃或傳球

，其中樞足可離地或跳起，但球必須在一足或雙足同時着地前脫手。

(二) 球員在靜立時接球後，或持球後經合法之立定時，如欲運球則在球脫手前可不必跳起，亦不必將中樞足離地。

第十條

球員獲球後，將球擲，拍或滾，在未經他人接觸前，再行觸球，謂之「運球」。運球時，得用一次「空中運球」外，必係球與地面接觸，即球員開始運球時，得將球向空中擲出，在球未落地前，得與球再行接觸。

照上述動作後，如球員雙手同時觸球或使球停住在一手或雙手中，運球即爲終了；合法述球後，球員得「旋轉」。

(註) 裁判員應注意不合法之運球（推球或滾球）。連續擲籃，不作運球論。運球不得同時用雙手行之。

第十一條

球員與對手發生身體接觸，而妨害其動作之自由，謂之「阻撓」。

(註) 「由後防禦」之發生身體接觸者，應作爲侵人犯規。裁判員對於此種防禦方法，應特爲注意，蓋守衛者，一手或雙手置於對手肩以上以搶球，既非正當之方法，而勢必發生身體之接觸也。

第十二條

用身體接觸阻擋持球對手之進行，謂之「擋礙」。

註) 擋礙既屬侵入犯規，故意義上已無「合例擋礙」動作之可言。

合法防止對手侵入之動作，應謂之「看守」。

第十三條 違反規則，謂之「犯規」。犯規者應受一次或一次以上之罰球。技術犯規及侵入犯規之種類，分別舉述於十三章甲乙兩項。

第十四條 違反規則一次即須取消資格者，謂之「奪權犯規」。

第十五條 雙方球員同時被宣告犯規，謂之「雙方犯規」。

第十六條 一隊同時得二次或二次以上之罰球，謂之「連罰」。

第十七條 違反規則而未造成犯規者，謂之「違例」。

第十八條 予一隊以特殊權利，得在罰球線後自由擲籃，謂之「罰球」。

第十九條 球員作無謂舉動，阻礙比賽進行，謂之「延誤」。

第二十條 比賽勝負不分，必須延長時間以決定之，此延長之比賽時間，謂之「決勝期」。

第二十一條 球隊本籃所在之半場地，為該隊之前場，其他半場地為後場。

第六章 比賽通則

第一條 比賽開始，應由職員按本章第五第六兩條之規定，將球在兩對手球員間拋起行之。全局應分前後兩半時，每半時二十分鐘，兩半時間休息為十分鐘。

(註) 中等以下學校或程度較淺之比賽，每半時比賽時間，應減為十六分鐘。

小學年齡之比賽，每半時比賽時間，應減為十二分鐘。

第二條 休息時間終滿前三分鐘，應通知二隊隊長，令其準備。後半時開始時或暫停後

，如裁判員已令開始比賽，而任何一隊未能於一分鐘內出場開賽者，裁判員得

照二隊均已在場時同按規定手續進行，不到場之球隊，作失敗論。

第三條 客隊得任擇一籃，作其前半時內之本籃，至後半時之始，雙方互易。

第四條 球員得將球向任何方向傳，擲，拍，彈或滾，或運球。

第五條 凡遇下列情形，應在中圈跳球；

一、每半時，或決勝期開始時；

二、技術犯規之罰球後，或數次技術犯規之罰球時最後一次罰完後；

三、雙方犯規最後一次罰完後。

跳球時，二隊中鋒應面對本籃，雙足站立於中圈之本方半圓內，或其弧線上。

站定後，方由裁判員將球在二人之間向上直拋，球之高度應較二中鋒之躍起高

度為高，而中鋒應待球達最高點而下落時，始得以一手或雙手拍擊。球被任何

中鋒拍出或二人同時拍出，跳球即為完畢，如二人均未能將球拍着而仍落下者

，職員應在原處重行拋球。裁判員應在球到達最高點時鳴笛。

第六條

中鋒在球未達最高點時，不得拍球；球未拍出前，不得離開中圈，拍球至多兩次，球拍出後，未經其他八人之任何一人接觸，或觸及地面或球籃遮板前，中鋒不得再行觸球。根據上述，跳起時可共拍四次即每一中鋒可拍兩次。

其他球員應各站在球場內不妨礙跳球員與裁判員行動之任何地點。

第七條 在中圈以外之任何地點跳球，跳球者應立之地位，及執行之方法，與中圈跳球同。

第八條

(甲)某球隊在其後場獲球後，如該球未經觸及對方球員，或被觸及者，則該隊應於十秒鐘內，將球傳過分場線。如一經觸及對方球員，或被觸及後而球仍在後場內時，則十秒鐘規則，重行開始。

某隊已將球傳至前場後，除下列四例外，不得將球退回後場：

(一)投過籃者，(二)經過中圈或他處跳球者，(三)已經出界者，(四)球會被對方奪去，而再行獲得者。

(乙)球隊在前場照上述四例情形之下獲球後，只准首先觸球之球員屬於該隊者退回後場一次。如球被第二者(任何隊球員)觸及後，則該隊即失傳球退回後場之權利。須再有上述四例內情形發現，方可有效。

罰則：球由對隊球員在離違例處最近之邊線外擲入。

如不合例傳球至後場，而球爲對方所得，則比賽繼續進行。觸及分場線作過分場線論（與出界例同）

（註）

界外擲球之十秒鐘規則，由球入場時算起。如球在場內，兩隊球員，俱未獲得，而亦無趨向取奪該球時，則應由球隊之稱該球所在地爲後場者之球員負獲取該球之責；至足夠時間之等候後職員即開始記數十秒鐘規則。

職員記數十秒鐘之時間，不宜高聲，應採用下述方法：

One Thousand One, Two Thousand Two, Three Thousand Three ……
中文可用一造成一，二造成二，三造成三……

如球員將球由其後場傳與站在分場線上之同隊球員時，則作過分場線論。倘該球員獲球後，再傳與另一站在分場線上同隊球員時，則該球作傳至後場論。即分場線作前場，亦可作後場，視傳球之地位而異。

擲中後，罰中後，或最後一次罰球（如判罰一次以上者）獲中後（註：如擲罰不中，比賽繼續進行），各應照下述方法，繼續開始比賽：

擲中或罰中後，裁判員應例將得分之數目及得分球員之號數宣示記錄員。然後應將球獲住，交與失分球隊之球員，該球員應待裁判員指示繼續比賽之笛聲發

第九條

出後，在其後場端線後任何地點，採界外擲球方法繼續進行比賽。

凡界外擲球規則，在此特例中，均援用之。

第十條

比賽時間之終了，應以計時員發出信號後，裁判員的笛聲為準。如遇計時發出信號前或同時有球員犯規者，應延長時間，舉行罰球。

第七章 計分法

第一條 擲中一球，作為二分；罰中一球，作為一分，球入某隊本籃，所得分數應歸某

隊。

第二條 比賽之勝負，以兩隊在全局中所得總分之多寡判分之。

第三條 後半時終了時，如兩隊所得總分相等，應增加決勝期，繼續比賽。每一決勝期

為五分鐘。如一期結束時勝負依然不分，應再加一期，如此逐期增加，至某期內兩隊勝負判分為止。每期終了應予以一分鐘之休息。決勝期為後半時之額外時間，但每期開始，應在中圈跳球，並應易籃。

(註) 中學年齡或較幼年齡球隊之比賽，每一決勝期，應減為三分鐘。

第四條 任何球隊不按裁判員之命令執行，拒絕比賽者，作棄權論。

第八章 球出界

第一條

比賽中球若出界，裁判員或檢察員之立於較佳之觀察地位者，應即宣告「球出界」並指定使球出界者之對隊球員，其所立之地位較近者，將球從界外擲入。擲球時，球員應立於球出界點之界線外，將球傳擲或滾拋與界內之球員，比賽即於此時繼續進行。

(註) 如球場界線外空地之不及一公尺者，雙方球員之站立點應在離擲球者一公尺以外。在此等球場界線內一公尺處，應劃一明晰之虛線。能在界線內一公尺處加劃細線一道，以作標準尤佳。

(職員注意) 職員宣告球出界時判決球屬何隊，其斷語應極明朗，使雙方球員均能聽清。如球員偶因未能明瞭斷語，以致雙方發生爭執或誤會時，裁判員應將球取去，使雙方球員有恢復其原位之機會，然後交球與應行擲球之球員，按例執行。各出界球之擲球權屬於球隊之在前場區域者，則職員應先獲住該球，然後繼續比賽。

上述法則之目的，係使全場明瞭該球之判決，非為延遲比賽，以待守隊之準備而設，應注意。

擲界外球之球員，如無延誤比賽之行爲發見，職員不必給予開始傳擲之信號，

第二條

球出界時，如職員未能斷定使球出界之球員屬於何隊，得任選對手二人，在球出界線內約一公尺處跳球。如球在中圈或其他地點跳球時被跳球者同時拍出，以致不能分別何人使球出界，應仍在原處重行跳球。

(註) 本條內所述之對手二人，係指在球出界時有關係之球員。

第九章 暫停

第一條

惟職員有令比賽暫停之權。成死球時，職員得因替補球員，准許比賽暫停，此種暫停，如所耗費之時間未過三十秒鐘者，不得計算。

成死球時，或比賽進行中因得球隊之請求暫停時，職員得准許隊長之請求，暫停比賽。此種暫停每次以一分鐘爲限；不滿一分鐘者，亦作一次暫停計算。成死球時，或當得球隊之球員受傷時，或如第三章第七條中所解釋，待對方之比賽進行告一結束時，職員因球員受傷，准許暫停比賽。此種暫停，除受傷之球員在一分鐘內離場者外，應作一次計算。

如受傷球員在一分鐘離場者，則應另給三十秒鐘時間，爲替補之用。球員被取消比賽資格者，亦得予以同樣之寬容時間。

發生犯規時，成爲自然之暫停，例應按下記扣算其耗費之時間：

(一) 技術犯規或雙方犯規，應自犯規發生時起，扣算至中圈跳球時球離手拋起時止；

(二) 其他各種犯規應自犯規發生起扣算至：

(甲) 球由界外擲入越過界線時止(指罰球獲中者)。

(乙) 球失籃時(即球觸遮板或籃圈彈出時)止(指罰球未中者)。

(註) 爲求扣算時間準確起見，職員與計時員應約定某種暗號，指示起迄之時，犯規罰球時，此舉尤屬重要。

第二條 全局比賽中，每隊請求暫停比賽，以三次爲限，但遇受傷或其他意外時，職員

仍得接其受額外之請求，准其暫停。惟每多一次，應作一次技術犯規論。

第三條 比賽因故中止，繼續比賽時應由職員於中止時球之所在地執行跳球；但遇發生

違例或犯規後，仍應按違例或犯規之罰則施行；而比賽進行中，球在球員手內時中止者，應由該球員在邊線外最近中止時球所在地處擲球入界。在暫停時間

內，職員應禁止擲籃練習。

第十章 爭球

第一條 職員宣告爭球時，除本章第二條之規定外，應令爭球之兩球員，按中圈跳球方

法，在爭球處假定之圓圈內跳球。

第二條 爭球之發生於罰球區域內者，應在罰球線上按中圈跳球之方法跳球。

第十一章 罰球

第一條 職員宣告犯規時，應立即將球取得，安放於罰球線上，或逕交與應行擲罰球之球員。

第二條 職員宣告侵人犯規時，應指定被侵犯之一球員執行罰球；如由他人代罰，擲中者作爲無效，而不論中否，均在中圈跳球，但如被指定之罰球者因傷離場時，則應由其替補者代罰之。如被指定之罰球者；並非受傷，而因被取消資格或其原因，必須離場時，應待本人罰完後，方行替補。

第三條 因技術犯規而判罰之球，則犯規者對隊之任何球員，均有擲罰球之資格。

第四條 罰球應自職員將球安放於罰球線上，或交與立於罰球線上之球員手內時起十秒鐘內擲出，每次罰球均應照此規則舉行。

職員應鳴笛指示罰球開始。執行罰球之球員，應隨即在罰球線後準備，用任何方法投擲，但在球出手後未觸遮板或球籃前，不得觸及罰球線或罰球線以內之地面，如擲出後，球未觸及球籃或遮板而落在界外者，則由對隊球員在球落處

擲出界球以繼續比賽。

(註) 爲防免阻礙罰球員之視線起見，職員不應站在罰球區內或遮板後方。

第五條

如罰球獲中，應照規則所定方法，繼續比賽。

第六條

侵入犯規之罰球未能獲中者，應繼續比賽；如罰球不止一次者，則在最後一球未中時，應繼續比賽。

雙方犯規之末次罰球，及技術犯規之罰球，不論中與不中，除下舉情形外均應在中圈跳球。如一隊受連罰，而其中至少有一次爲侵入犯規之罰球者，則最後一次罰球不中時，應繼續比賽。

第十二章 違例及其罰則

凡球員之有下列行爲者，謂之違例，應受相當處罰：

第一條 成死球時擲籃。

罰則 擲中無效。

第二條 罰球時球未觸球籃或遮板前，觸及或越過罰球線；或延遲至十秒鐘以上。

罰則 罰中無效。

(註) 罰球一次者，不論中否，應在中圈跳球。如在連罰之末次罰球時違犯第

第三條 二條規則者，不論中否，均應在中圈跳球。
使球出界。

(註) 如球員持球在近邊線處因被迫而越出界線，此出界球，職員應判與該球員由線外擲球。如職員對於其情形上不決時，可宣判跳球。

第四條 出界後將球帶入。

第五條 擲球入界後，未觸他球員前，再行觸球。

第六條 擲球入界時，延遲至五秒鐘以上。

罰則 對隊得擲球入界之權利(三、四、五、六條均同)。

第七條 罰球時球未觸球籃或遮板前，進入罰球區域或觸及罰球線；或擾亂罰球者。如球員在罰球區域旁有爭奪地位等情，職員應妥為支配，使雙方利益均等。

罰則

如違例者為罰球者之同隊球員，罰中無效，不論中否，由對隊球員在端線後擲球，繼續比賽；如違例者為罰球者之對隊球員，罰中有效，不中者重罰一次。

此重罰純為代替原有罰球之用，如原有罰球為侵入犯規而受罰者，則此重罰之球不中時，應繼續比賽。如雙方球員同違比例，則罰中無效，不論中否，應在中圈跳球。在罰球區域內發生魯莽舉動時，得作為侵入犯規。如因技術犯規，或雙方犯規罰球時，球員不得排列於罰球區域之兩旁。倘同一隊而得有一次以

第八條

上之罰球時，除在末次罰球時違例者，則前節所述之中圈跳球，不得應用。帶球跑，踢球，或用拳擊球。

(註) 踢球係指故意之動作而言，如腿或足與球之接觸，出於無心者，不得謂之違例。

第九條

罰球時並不誠意擲籃，而將球傳與他球員，

第十條

運球完畢後隨作第二次運球。但球離手後已經他人接觸，或已觸及球籃或遮板，或被對手從其手中擊落者，不在此例。

(註) 如球尚在違例者之手內，應速即將球交與最近之職員。

第十一條

跳球時，球未達最高點即拍，而不將球握拍住，已拍兩次後，球尚未落地，或接觸其他八人，或球籃或遮板前，再行觸球。

(註) 職員覺所拋之球不合例者，應重拋。如跳球者設法拍球而均未拍着，則雖任何一人於落下時將球接住，仍應重行跳球，不得作為違例。

罰則

判由對隊球員在近違例發生處界外擲球。

第十二條

球在籃邊上或籃內時加以阻撓。

罰則

(甲) 如在對隊籃上違例，則應判為技術犯規，罰球兩次。(乙) 如在本籃違例，則不論球入籃與否，均作無效(在較近之罰球線上跳球)。

第十二章 犯規及其罰則

甲、技術犯規

凡球員之有下列行為者，謂之技術犯規，而應受相當處罰：

第一條 延誤比賽。延誤之種類如下：

- 一、球已判與對手擲入界內時，仍與球接觸。
- 二、對手擲球入界時，加以阻礙，（球員全身之任何部份不得伸出界外）球未入界以前，不得觸球。
- 三、暫停三次以後，再作停歇之請求，或球在對手中而比賽正在進行時，請求暫停。
- 四、作種種有礙比賽進行之舉動。
- 五、跳球時，球未拍出即行離圈。

（註）跳球時，球員合法站立在圈內，將球拍入其本籃，應作有效，犯規不罰。

第二條

替補員未向記錄員報告，或在比賽未停止時即入場；或未向裁判員報告而得其承認前即參加比賽，或在比賽未繼續開始前，與其他球員交言（經裁判員傳言

者除外)。

第三條 與職員或觀衆交言，或作種種不正當之舉動。

第四條 離開球場。

第五條 已退出三次後再加入比賽。

罰則

犯以上各條者，均罰球一次。犯第五條者，並須立即取消資格。如同隊之中，同時有數替補員違犯第二條者，亦僅罰球一次，而記一次技術犯規於其隊長名下。

第六條 比賽中更換號數，而未向記錄員及裁判員報告。

罰則

犯本條者取消其在此局比賽之資格，並罰球一次。

乙、教練員行爲

第七條 比賽進行中，在界線外不得有指導行爲。

第八條 比賽進行中，教練員不得與職員接話。

(註) 在第七條第八條中所述，在一分鐘之暫停時間內，與在比賽進行中同

論。

在球員座內任何人，或任何人與球隊有關係者，違犯第七條第八條所載者，均作爲教練員論。

罰則 違犯以上規則者，職員應判罰違犯者所屬球隊之隊長技術犯規一次，如上述犯規情形繼續發見時，則職員應令該犯規者離開球場，倘不服從時，可宣告該隊棄權。

丙、侵人犯規

第九條 不論任何入手中有球或無球之時，阻撓，絆，撞或推其對手。如運球者向對手衝撞，或發生身體之接觸，而絕不設法避免之，應宣告運球者犯侵人犯規。如運球者已設法躲避，而終不免發生身體之接觸時，則其間必有一人犯規，或竟成雙方犯規，但對手原立於運球者經過之路線上，而運球者強欲在其旁邊衝過時，運球者所負犯規之責任，必較其對手為大。

第十條 擋礙其對手。

第十一條 作無意識之粗暴舉動。

第十二條 非同隊之球員二人，正以一手或雙手奪球時，第三者衝入助奪，致與二人間之對隊球員發生身體之接觸。

第十三條 跳球時，用任何方法妨礙其對手。

(註) 如兩對方球員俱各跳球正當而發生身體接觸時，不作犯規論。

罰則 犯以上六條者其處罰方法如下：

(一) 球員正在擲籃時，對方犯以上各條者：如該球因此未能擲中，應罰二球。如該球依然罰中而有效者，則僅罰一球。如成雙方犯規，雙方應各罰一球。

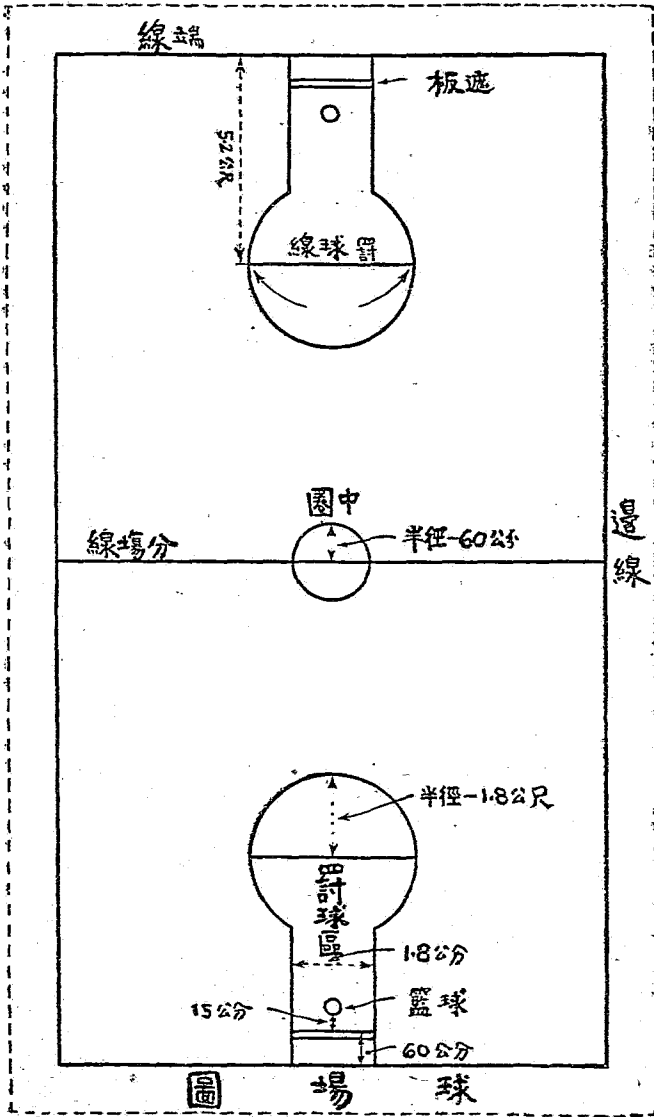
(二) 除上節之規定外，每次犯規，應罰一次，如有不正常之行爲者，得加罰一球。

(三) 犯以上之任何一條者，應在該球員名下，記一次侵人犯規。球員犯侵人犯規滿四次者，即取消其比賽資格。關於此等取消球員資格之規罰，應嚴厲執行，不可遲疑。

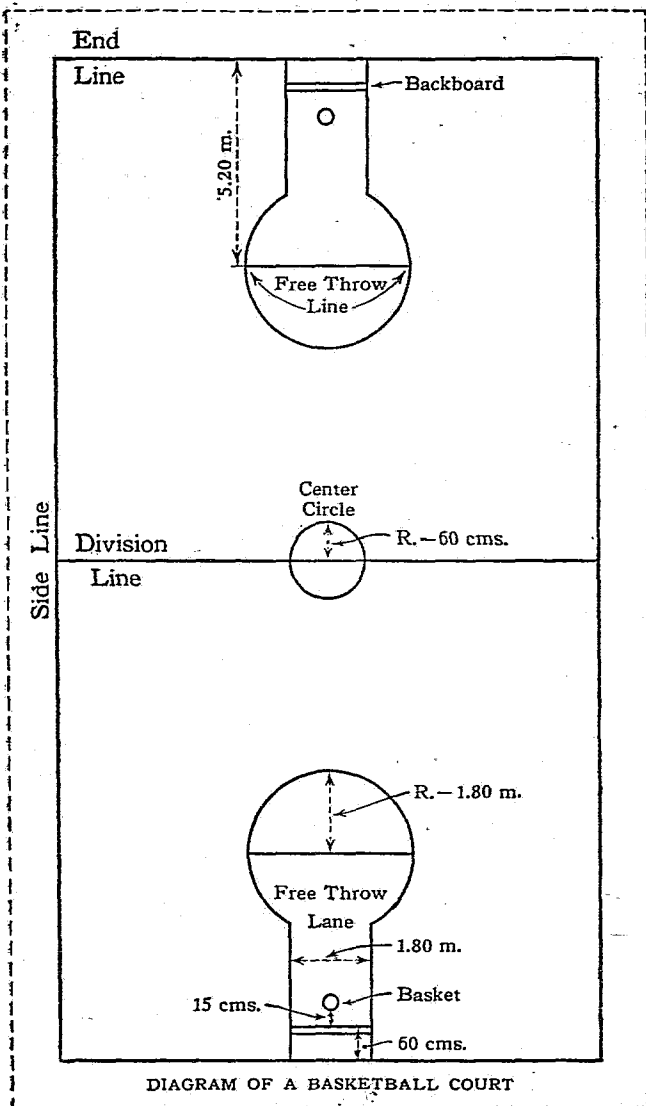
(四) 如同時有二人或二人以上對同一球員犯規，不論該球員正在擲球與否，每犯規應罰一球，並在每犯規球員名下各記一次侵人犯規。

(五) 犯第九、十、十一、十二、十三、各條情形而有嚴重不正當舉動者，裁判員或檢察員應取消其比賽資格。

(註) 對方球員對某球員犯規，而該球員(指某球員)已在該犯規前開始擲籃動作而在犯規發生後擲球中籃，則該球雖在鳴笛之後離手，只要笛聲不影響比賽，此球之擲中，仍應判作有效。鳴笛時，球員應繼續或開始其擲籃動作，但鳴笛後，如球員用純然重新動作擲籃，則擲中無效。



邊線



A distance of one meter, free of all obstructions should be allowed outside of boundary lines, as indicated by dotted line.

SEC. 12. Charge in and make bodily contact with an opponent who is one of two opposing players having one or both hands on the ball.

SEC. 13. Interfere in any way with his opponent when the ball is tossed up between them.

NOTE—If two opposing players come in bodily contact in a well executed jump ball, there shall be no foul.

PENALTY—

(SECTIONS 9, 10, 11, 12, 13)

(a) Two free throws if committed on a player who is in the act of throwing for goal, provided the field goal is missed. If the field goal is made it counts, in which case only one free throw shall be awarded. In case of a double foul, only one free throw shall be awarded each team.

(b) One free throw for goal when foul is committed under conditions other than those specified in (a), and in addition a free throw may be awarded for unsportsmanlike conduct.

(c) In any of the foregoing cases the offender shall be charged with one personal foul. A player who has made four personal fouls is automatically disqualified and shall be required to leave the game. This provision for disqualification shall not be set aside under any consideration, but shall be strictly enforced.

(d) If two or more personal fouls are committed against a player, whether or not the player is in the act of throwing for goal one free throw shall be awarded for each foul and a personal foul shall be charged to each offender.

(e) Officials must disqualify a player for any flagrantly unsportsmanlike infraction of Sections 9, 10, 11, 12 or 13.

NOTE—Whenever a foul is called on the opponent of a player who, as part of a continuous motion which started before the foul occurred, succeeds in making a field goal, the goal shall count even if the ball leaves the player's hands after the whistle blows, provided the whistle did not affect the play. The player must be throwing for goal or starting an effort to throw for goal when the whistle blows; the goal does not count if he makes an entirely new effort after the whistle blows.

SEC. 6. Change his number during the game without reporting the change to the Scorer and Referee.

PENALTY—

(SECTION 6)

The player shall be disqualified for the rest of the game, and a free throw awarded.

B. Conduct of Coaches

SEC. 7. There shall be no coaching from outside the boundary lines during the progress of the game.

SEC. 8. A coach shall not address remarks to an Official during the progress of the game.

NOTE—Sections 7 and 8 apply to time-out periods and one-minute intermissions as well as to when the ball is in play. Anyone on the player's bench or officially connected with the team shall be considered a coach under Sections 7 and 8.

PENALTY—

(SECTIONS 7, 8)

It shall be obligatory for the Officials to call a technical foul and charge it against the captain of the offending team for infraction of these sections. If the offense is repeated, the Officials shall order the offender from the vicinity of the court, and may forfeit the game to the opponents if the order is not obeyed.

C. Personal Foul

A Player Shall Not—

List of
Personal
Fouls

SEC. 9. Hold, trip charge or push an opponent, whether or not either player has possession of the ball. If a dribbler charges into an opponent, or makes personal contact with an opponent, without an apparent effort to avoid such contact, a personal foul shall be called on the dribbler. If, despite the dribbler's effort to avoid contact, personal contact ensues, either player, or both may be guilty; but the greater responsibility is on the dribbler if he tries to dribble by an opponent who is in his path.

SEC. 10. Block an opponent.

SEC. 11. Use unnecessary roughness.

NOTE—A disqualifying foul may be called when a player is fouled in the act of throwing for goal if the offending player is exceptionally rough and makes no attempt to block the ball.

(b) If committed at player's OWN BASKET, shall be declared no goal whether make or not. (Jump ball on nearer free throw line.)

RULE 13

PENALTIES AND FOULS

A. Technical Foul

A Player Shall Not—

List of Technical Fouls

SECTION 1. Delay the game by:

- a. Touching the ball after it has been awarded to an opponent out of bounds.
- b. Interfering with a player who is returning the ball into the court from out of bounds; that is, no part of his person shall be outside of the court, and he shall not touch the ball until it has crossed the line.
- c. Taking time out when his team has used its three time-out periods, or by taking time out when the ball is in play in possession of opponents.
- d. Acting in any manner which interferes with the progress of the game.
- e. Leaving the circle on any jump ball until the ball has been tapped.

NOTE—If the player who remains in the circle legally taps the ball into his basket, the goal counts and the foul is not penalized.

SEC. 2. Go on the court as a substitute until he has reported to the Scorers and play has been suspended. He shall not participate in the game until he has reported to and been recognized by an Official nor shall he Communicate with any player except through the Referee until play has been resumed.

SEC. 3. Talk to the Officials or spectators, or use any other unsportsmanlike tactics.

SEC. 4. Leave the court.

SEC. 5. Enter the game after leaving it three times.

PENALTY—

(SECTIONS 1, 2, 3, 4, 5)

Free trial for goal and for infraction of Section 5. player disqualified. If two or more substitutes of the same team go on the court at the same time without reporting to the Scorers, or an Official, only one foul shall be called, this being charged to the captain.

the ball shall be tossed up at center. If violated by a player of the opposite team, the goal if made shall count and if missed another free throw shall be allowed. This free throw is a throw substituted for the one originally awarded; if missed and it was originally a single free throw from personal foul, the ball is in play. If violated by players of both teams, the goal if made shall not count, and whether made or missed the ball shall be tossed up at center. A personal foul may be called for rough work on the free throw lanes. On free throws following technical fouls and double fouls players shall not line up along the free throw lanes.

If the team has been awarded a multiple throw, the center ball and out-of-bounds ball provisions of the foregoing paragraph apply only to an infraction on the last free throw.

SEC. 8. Run with the ball, kick it, or strike it with the fists.

NOTE—Kicking the ball is a violation only when it is a positive act; accidentally striking the ball with the foot or leg is not a violation.

SEC. 9. Pass the ball to another player while making a free throw for a goal, but must make an honest attempt to throw it into the basket.

(RULE 11. SECTION 4)

SEC. 10. Make a second dribble after having completed a dribble, unless the ball when it was out of his possession has touched another player, or his own basket or backboard, or has been batted out of his control by an opponent.

NOTE—If the offending player has the ball he shall pass it immediately to the nearer Official.

SEC. 11. When the ball is tossed up between two player at center or elsewhere, tap the ball before it reaches its highest point, catch the ball or after tapping it a second time touch it again until it has touched the floor, one if the other eight players, the basket, or the backboard.

NOTE—If an Official makes a defective toss, he should toss the ball again. If the players attempt to tap the ball but miss it, the ball may be tossed up again even though it is caught by one of the players as it falls.

PENALTY—

(SECTIONS 8, 9, 10, 11)

The ball shall go to an opponent out of bounds at the point nearest the spot where the violation was committed.

SEC. 12. Interfere with the ball or basket while the ball is on the edge of or within the basket.

PENALTY—

(a) If committed at opponents' basket, shall be declared a technical foul, and two free throws shall be awarded.

RULE 12

VIOLATIONS AND PENALTIES

A Player Shall Not—

SECTION 1. Throw for goal when the ball is dead.

PENALTY—

Goal if made does not count.

SEC. 2. While making a free throw for goal, touch or cross the free throw line until the ball has touched the basket or backboard, or consume more than ten seconds in making the free throw.

PENALTY—

Goal if made does not count.

NOTE—When one free throw has been awarded, jump ball at center whether goal is made or not. If Sec. 2 is violated on the fast free throw of a multiple throw, jump ball at center whether goal is made or not.

SEC. 3. Cause the ball to go out of bounds.

NOTE—If a player in possession of the ball near the boundary line is forced out of bounds, a negligible amount of contact being involved, the Officials are authorized to award the ball out of bounds to this player. If the Officials are in doubt as to which player is responsible for the out-of-bounds ball, jump ball should be declared.

SEC. 4. Carry the ball into the court from out of bounds.

SEC. 5. Touch the ball after putting it in play from out of bounds until it has touched another player.

SEC. 6. Consume more than five seconds in putting the ball in play from out of bounds.

PENALTY—

Ball goes to an opponent out of bounds.

Ball goes to an opponent out of bounds.

(SECTIONS 3, 4, 5, 6)

SEC. 7. Enter the free throw lane, or touch the free throw lines, or touch the ball while a free throw for goal is being made, until the ball has touched the basket or backboard, or attempt in any way to disconcert the payer who has the free throw. If players contend for positions along the free throw lanes, the Officials shall arrange the players so that the desirable positions are evenly divided.

PENALTY—

(SECTION 7)

For violation by a player of the team throwing for goal, the goal if made shall not count, and if made or missed

Official to attempt the free throw or throws; if any other player attempts the throw, it shall not count if made, and whether made or missed the ball shall be put in play at center. If the player designated is so injured that he must leave the game, his substitute must attempt the free throw or throws. If the player who has been fouled is to leave the game by reason of disqualification or for any other cause except injury, he shall attempt the free throw or throws before leaving.

SEC. 3. Free throws for goal after technical fouls may be made by any player of the offended team.

SEC. 4. The throw for goal shall be made within ten seconds after the ball has been placed either on the free throw line or in the hands of the player on the free throw line who is to attempt the free throw, and this shall apply to each free throw.

The Official shall blow his whistle to indicate that the throw may be attempted. The player who is to attempt the free throw shall take a position immediately behind the free throw line, and shall be free to use any system in throwing the ball, but shall not touch the free throw line or the court beyond the line until the ball touches the basket or the backboard. If the ball misses the basket and the backboard and goes out of bounds it shall be put in play by the opposing team from that point. If the ball misses the basket and backboard and falls within bounds, it shall be put in play from the moment it touches the floor.

NOTE—To avoid disconcerting the free-thrower, neither Official should stand in the free throw lane or behind the backboard.

Out-of-Bounds Ball if Free Throw Successful

SEC. 5. If the goal is made the ball shall be put in play in the manner provided for in these rules.

Ball in Play if Goal is Missed

SEC. 6. If the goal is missed the shall continue in play after a free throw following a personal foul, or if more than one such personal free throw has been awarded, the ball shall continue in play if the last free throw is missed.

Center Ball After Double or Technical Foul

After the last free throw following a double foul, or following one or more technical fouls, the ball shall go to center whether the last goal is made or missed, except as specified in the following section.

If successive free throws are awarded to one team and none to the other team, at least one free throw being for a personal foul, the ball shall be in play if the last free throw is missed.

After Time-out Ball is Thrown Up Unless a Violation or Foul Has Taken Place, or Unless the Ball Was in Play in Possession of a Player

SEC 3. Whenever play is suspended (unless otherwise provided in the rules), play shall be resumed by tossing the ball up between the two players of opposing teams nearest to it, at that spot where it was when play ceased; except that if a violation or a foul has taken place, play shall be resumed with the administering of the penalty; or except that if the ball was in play and in the possession of a player when play ceased, that player shall be permitted to put the ball in play from out of bounds at the point nearest the spot where play ceased.

During a time-out period, the Officials shall not permit practice shooting.

**RULE 10
HELD BALL**

Held Ball Thrown Up

SECTION 1. When *Held Ball* is called, the Official shall put the ball in play as at center. The two players who were in contact with the ball shall assume positions similar to the centers at the start of the game, but in an imaginary circle at the spot where the ball was held, except as provided in Section 2.

When Called in Free Throw Lane

SEC. 2. When *Held Ball* is called in the free throw lane, the ball shall be put in play at the free throw line in the same manner as at center. See Rule 1, Section 5.

**RULE 11
FREE THROW**

Procedure When Foul is Called

SECTION 1. When a foul has been called an Official shall immediately secure possession of the ball and without delay place it upon the free throw line or in the hands of the player entitled to throw.

SEC. 2. When a personal foul has been called, the player upon whom the foul was committed shall be designated by the

ball up between them as for Held Ball. If however, on a jump ball at center, or elsewhere, the ball is tapped out of bounds by both players simultaneously, it shall be put in play again at the same point.

NOTE—The two opponents referred to in this section shall be those involved in the out-of-bounds.

RULE 9

TIME-OUT

Time-out on Order of Official Only

SECTION 1. Time shall be taken out only when ordered by an Official.

Time-out may be granted for a substitution whenever the ball is dead. This time-out is not charged unless the time consumed in making the substitution exceeds thirty seconds.

Time-out may be granted at the request of a captain whenever the ball is dead, or when the ball is in play and in the possession of the team requesting time-out. In this case a time-out shall be charged for each minute or fraction thereof consumed.

Time-out may be granted for injuries whenever the ball is dead, or when the injured player's team is in possession of the ball, or upon the completion of a play by the opponents as explained in Rule 3, Section 7. In this case time-out shall be charged unless the injured player leaves the game within one minute. If the injured player leaves the game within one minute, an additional allowance of thirty seconds may be made for substitution. A similar allowance may be made when a player is disqualified.

Time shall be taken out whenever a foul is called. (a) In case of a technical foul or of a double foul, time shall be resumed when the Official blows his whistle as he tosses the ball up at center; (b) in case of other fouls, if the free throw is successful, time shall be resumed when the ball crosses the boundary line as it is thrown into play; if the free throw is unsuccessful, time shall be resumed when the ball misses the basket.

NOTE—The Officials shall determine upon a signal with the Timekeeper for "time out" and "time in," especially in connection with fouls and free throws.

Three Charged Time-outs Per Game for Each Team

SEC. 2. Charged time-out shall be permitted only three times for each team during the game, but after a team has used its three time-out periods, it may be granted additional time-out periods at the expense of a technical foul in case of injury or other emergency.

extra period shall be considered a continuation of the second half, but at the beginning of each extra period the ball shall be put in play at the center and baskets shall be changed.

Refusal to Play

SEC. 4. Any team refusing to play after receiving instructions to do so from the Referee shall forfeit the game.

RULE 8

OUT OF BOUNDS

How Ball is Put in Play When Out of Bounds

SECTION. 1. If at any time during the game the ball goes out of bounds, it shall be so declared by one of the Officials. He shall designate a nearby opponent of the player last touched by the ball before it went out of bounds to put it into play. This opponent shall stand out of bounds near the point where the ball left the court, and then shall throw, bounce or roll the ball to another player within the court.

NOTE—When the margin out of bounds free from obstructions is less than 1 meter, no player of either team shall be within 1 meter of the player who is putting the ball in play. On such courts a fine broken line should be drawn in the court 1 meter from the boundary line.

Note to Officials

Officials should make their out-of-bounds decisions clearly evident to both teams. If there is any confusion or misunderstanding among the players as to the decision, the Official should obtain possession of the ball and not permit the player entitled to it to play it until both teams have had a chance to recover their positions. Whenever the ball is awarded to a team out of bounds from its front court area, as provided in this rule or in Rule 12, the Official must hand the ball immediately to the player who is to put it into play. The purpose of this is to make the decision clear; the purpose is not to delay the game until the defensive team gets "set." The Officials are not required to designate the player who is to throw the ball in from out-of-bounds, if there is no obvious attempt to gain time by holding up play.

How Ball is Put in Play if Official is in Doubt as to Who Caused it to Go Out of Bounds

SEC. 2. If the Referee or Umpire is unable to determine which player touched the ball last before it went out of bounds he shall put the ball in play at a spot about 1 meter within the court, at right angles to the point where the ball crossed the boundary line, by selecting two opponents and tossing the

his back court to a teammate who is touching the division line, the ball has been passed into the front court. If the latter then passes the ball to a teammate who is touching the division line, the ball has been passed into the back court. In other words, the division line is in the front court or back court according to the position from which the ball is thrown.

When Game is Terminated

SEC. 9. After a field goal has been made and after a free throw or after the last free throw (if more than one has been awarded) following a personal foul, if the free throw or the last free throw has been scored (*Note*—If not scored the ball remains in play), the ball shall be put in play in the following manner: As the goal is scored the Referee shall signal in the usual manner its point value and the number of the player who has scored it to the Scorer. He shall then gain possession of the ball and shall hand it to a player of the team that has suffered the goal, and this player shall put the ball into play, as if it were an out-of-bounds ball, from any point of the end line of his back court, as soon as the referee by blowing his whistle has declared that the ball is in play. All provisions in these rules regarding out-of-bounds are also valid for this particular play.

SEC. 10. The game shall terminate by the blowing of the Referee's whistle, following immediately the sounding of the Timekeeper's signal indicating the end of the game. When a foul is committed simultaneously with or just previous to the sounding of the Timekeeper's signal, time shall be allowed for the free throw.

RULE 7

SCORING

Value of Goals

SECTION 1. A goal made from the field shall count 2 points; a goal from a free throw shall count 1 point. A goal from the field shall count for the team into whose basket the ball is thrown.

SEC. 2. A game shall be decided by the scoring of the greater number of points in the playing time.

Tie Score—Extra Period

SEC. 3. If the score is a tie at the expiration of the second half, play shall be continued with change of baskets for an extra period of five minutes, or as many such periods of five minutes as may be necessary to break the tie. One minute intermission shall be allowed before each extra period. Each

When Ball is Tossed Up Elsewhere Than in Center

SEC 7. When the ball is tossed up between two players elsewhere than in the center, the players shall assume the same position in relation to each other as when jumping in the center.

Advancing the Ball

SEC. 8. (a) When a team gains possession of the ball in its back court, that team must advance the ball to its front court within a period of ten seconds unless the ball, while out of control of the team, touches or is touched by an opponent. In the latter even, a new play results and the ten-second period begins again when possession of the ball is regained in the back court. When a team has advanced the ball to its front court this team may not return the ball to its back court until

- (1) a try for goal has been made; or,
- (2) a jump ball at center or elsewhere has taken place; or,
- (3) an out-of-bounds award has been made; or,
- (4) the ball has been recovered from the possession of the opponents.

(b) When the ball is in a team's front court following a jump ball, pass from out of bounds, throw for goal, or loss of possession of the ball by the opponents, only the player of that team who first touches the ball may cause it to go to his back court. As soon as the ball is touched thereafter in the front court by another player of either team, the right of the offensive team to cause the ball to go to the back court ceases until one of these four plays has recurred.

PENALTY—

Failure to comply with the provisions of this section is a violation and the ball shall be awarded to the opponents at the nearest point out of bounds; except that, if a team returns the ball to its back court illegally and the ball is first touched in the back court by an opponent, play shall continue. As in out-of-bounds plays, touching the division line is considered "over," and the last player who touches the ball before it goes over the division line is considered to have caused it to go over.

NOTE—When a team has been awarded the ball out of bounds, the tensescond count begins at the instant the ball is passed into the court. If the ball is lying on the court in possession of neither team and neither team makes an effort to gain possession, the ball must be played by the team in whose back court the ball lies. After allowing this team sufficient time to gain possession of the ball, the Referee (or Umpire) shall begin the tensescond count. The Referee (or Umpire) should count silently and it is suggested that the following method of counting seconds be used: "one-thousand-one, one-thousand-two," etc. If a player passes the ball from

Captains Notified Before Each Half

SEC. 2. Captains shall be notified three minutes before the termination of intermission between halves. If either team is not on the floor ready to play within one minute after the Referee calls play, either at the beginning of the second half or after time has been taken out for any reason, the ball shall be put into play in the same manner as if both teams were on the floor ready to play, and the absent team shall lose the game.

Choice of Baskets

SEC. 3. The visiting team shall have choice of baskets in the first half. For the second half the teams shall change baskets.

Ball Thrown, etc., in Any Direction

SEC. 4. The ball may be passed, thrown, batted, bounced, rolled or dribbled in any direction.

When Ball is Thrown Up in Center

SEC. 5. The ball shall be put in play in the center circle (except as otherwise provided in these rules):

- a. At the beginning of each half, and of each extra period;
- b. After a free throw following a technical foul, if one has been called;
- c. After the last free throw following a double foul; in the following manner:

Positions of Center Players

Each center player shall stand with both feet on or inside his half of the center circle and facing his own basket. The Referee shall then toss the ball upward in a plane at right angles to the side lines between the center players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the center players after it reaches its highest point. If it touches the floor without being tapped by at least one of the jumpers, the Official shall put in play again in the same place. The Referee shall blow his whistle when the ball has reached its highest point.

Centers Must Tap Ball First

SEC. 6. The center players must not tap the ball before it reaches its highest point, and must not leave the circle until the ball has been tapped. Neither center may tap the ball more than twice, after which neither may touch the ball again until it has touched one of the other eight players, the floor, the basket, or the backboard. Under this provision four taps are possible, two by each center. The other players may take any position upon the court, provided they do not interfere in any way with the Referee or jumpers.

listed in Rule 13, A and B; *Personal Fouls* are those listed in Rule 13. C.

Disqualifying Foul

SEC. 14. *Disqualifying Foul* is an infraction of the rules for which a player is removed from the game.

Double Foul

SEC. 15. A *Double Foul* takes place when fouls are called simultaneously upon both teams.

Multiple Throw

SEC. 16. A *Multiple Throw* takes place when two or more free throws are awarded the same team.

Violation

SEC. 17. A *Violation* is an infraction of the rules not involving a foul.

Free Throw

SEC. 18. A *Free Throw* for goal is the privilege given a team to throw for goal from a position directly behind the free throw line.

Delaying Game

SEC. 19. *Delaying the Game* is unnecessarily interfering with the progress of the game by a player.

Extra Period

SEC. 20. *Extra Period* is the extension of playing time necessary to break a tie score.

Front Court, Back Court

SEC. 21. A team's *Front Court* is the half of the court which contains the basket for which this team is throwing. The other half of the court is this team's *Back Court*.

RULE 6

PLAYING REGULATIONS

Length of Game

SECTION 1. The game shall be started by the Referee, who shall toss the ball up between two opponents, as provided in Sections 5 and 6 of this Rule.

Intermission

The game shall consist of two halves of 20 minutes each, with an intermission of 10 minutes between halves.

provided he gets rid of the ball before that foot again touches the floor.

Item 3. (a) A player who receives the ball while standing still, or who comes to a legal stop while holding the ball, may lift the pivot foot or jump when he throws for goal or passes, but the ball must leave his hands before one or both feet again touch the floor.

(b) In starting a dribble after receiving the ball while standing still, or after coming to legal stop, a player may not jump before the ball leaves his hands, nor may he lift the pivot foot from the floor before the ball leaves his hands.

Dribbling

SEC. 10. A *Dribble* is made when a player, having gained control of the ball, gives impetus to it by throwing, batting, bouncing or rolling it, and touches it again before it touches another player. In a dribble the ball must come in contact with the floor, except that one "air dribble" may be made; that is, a player may begin a dribble by tossing the ball into the air, and may touch it again before it strikes the floor. After giving impetus to the ball as described in the foregoing, the player completes his dribble the instant he touches the ball simultaneously with both hands, or permits the ball to come to rest in one or both hands, the dribble ceases and the player must either pass the ball or throw for goal; he may pivot after a legal dribble.

NOTE—*Referees are warned against an illegal dribbling (pushing or rolling the ball). Successive tries for goal shall not be considered a dribble. Dribbling with two hands simultaneously is not allowed.*

Holding

SEC. 11. *Holding* is personal contact with an opponent that interferes with the opponent's freedom of movement.

NOTE—"Guarding from the rear" which results in personal contact is a personal foul. Officials are requested to pay special attention to this style of play. The mere fact that the defensive player is attempting to play the ball does not justify him in placing one or both arms over his opponent's shoulder, if by so doing he causes personal contact.

Blocking

SEC. 12. *Blocking* is personal contact which impedes the progress of an opponent who has not the ball.

NOTE—*Blocking is a personal foul and therefore there is no such play as "legal block." Legally shutting off the approach of an opponent should be called "screening."*

Fouls—Technical, Personal

SEC. 13. A *Foul* is an infraction of the rules the penalty for which is one or more free throws. *Technical Fouls* are those

- e. When either a foul or a violation is called;
- f. When the ball goes out of bounds;
- g. After each of the two free throws following a double foul;
- h. At expiration of playing time;
- i. When the ball lodges in the supports of the basket (jump ball at nearer free throw line, except that the ball goes to center if it would have been center ball had the free throw been unsuccessful);
- j. After each free throw except the last when a multiple throw is awarded.

If on a try for goal from the field the ball is in the air when the signal is sounded to indicate "dead ball," the goal counts if made, except as follows: If before the ball is in the air a foul or violation is made by a player of the team throwing for goal, the goal does not count. Of course, if an Official declares "held ball," the goal does not count even if the ball is in the air when the whistle sounds.

NOTE—If the ball strikes an Official who is in bounds it is not dead but play continues as if the ball had not touched him.

Pivot

SEC. 8. A *Pivot* takes place when a player who is holding the ball steps once or more than once in any direction with the same foot, the other foot, called the pivot foot, being kept at its point of contact with the floor.

Running with Ball

SEC. 9. *Running with the ball (traveling)* is progressing in any direction in excess of prescribed limits while holding the ball. The limits follow:

Item 1. A player who receives the ball while standing still may pivot, using either foot as the pivot foot.

Item 2. A player who receives the ball while he is progressing or upon completion of a dribble may use a two-count rhythm in coming to a stop or in getting rid of the ball. The first count occurs:

- (a) As he receives the ball if either foot is touching the floor at the time he receives it;
- (b) As the foot touches the floor or as both feet touch the floor simultaneously after he receives the ball if both feet are off the floor when he receives it.

The second count occurs when, after the count of one, either foot touches the floor or both feet touch the floor simultaneously.

When a player comes to a stop on the count of one he may pivot and may use either foot as the pivot foot.

When a player comes to a stop on the count of two, if one foot is in advance of the other he may pivot but the rear foot only may be used as the pivot foot; however, if neither foot is in advance of the other he may not pivot but may lift either foot

bounds. If the ball strikes the edge of the backboard or rolls along the top of the backboard without touching the supports of the backboard, and then falls into the playing court, it is in play.

Who Causes Ball to Go Out of Bounds

The ball is caused to go out of bounds by the last player touched by it before it crosses the line.

NOTE—Referees are not required to handle the balls on all out-of-bounds plays. . . . They shall do so, however, every time there may be some misunderstanding as to whom the ball belongs.

Held Ball

SEC. 3. *Held Ball* is declared when two players of opposing teams have one or both hands firmly on the ball, or held ball may be called when one closely guarded player is withholding the ball from play in his front court and is making no apparent effort to put the ball into play.

NOTE—Officials should not anticipate a held ball or declare it too quickly, thereby interrupting the continuity of the game, and unjustly taking the ball away from the player who has gained or is about to gain possession of it. Under the first clause of Section 3, held ball should not be called until both players have one or both hands so firmly on the ball that neither can gain sole possession without undue roughness. If a player holds the ball after an opponent has retained a position within one meter of him, and is making no attempt to put the ball into play (dribbling and pivoting with the ball are considered playing the ball) the Referee shall call held ball.

Jump Ball

SEC. 4. A *Jump Ball* takes place when the Official tosses the ball up between two opposing players.

Time-out

SEC. 5. *Time-out* is declared whenever the game is legally stopped without the loss of playing time.

Own Goal

SEC. 6. *Own Goal* is the basket for which a team is throwing

Dead Ball

SEC. 7. *The Ball is Dead* and play shall cease until the ball is put in play again in a manner indicated by one of the Officials:

- a. When the whistle of an Official sounds;
- b. When a goal is made;
- c. When held ball is declared;
- d. When time-out is declared;

than 30 seconds. If more time is taken, it shall count as a time out, and shall be charged against the offending team.

NOTE—In the absence of coach or other person entitled to make substitution, the Captain of the team will order the substitutions.

When Player May Re-enter Game

SEC. 4. A player who has left the game, except for disqualification for four personal fouls or for other disqualification, may reenter the game twice.

Player Leaving Court

SEC. 5. A player may not leave the playing court without permission of the Officials until time is called at the end of the half.

Players to be Numbered

SEC. 6. Each player shall be numbered on the front and back of his shirt with plain numbers contrasting with the color of his shirt. The numbers on the back shall be 20 cms. high, made of 2 cms. wide material, and on the front 10 cms. high and 1 cm. wide. Teams shall not use numbers one (1) and two (2) in numbering their players or any combination of digits which would be confusing to the officials. Players on the same team shall not wear duplicate numbers.

SEC. 7. There shall be two categories of teams, one of limited and another of unlimited height. In the limited height class only players of 1.90 meters of height or less may form the team.

RULE 5

PLAYING TERMS

Goal, When Made

SECTION 1. A *Goal* is made when the ball enters the basket from above and remains in or passes through. A goal scored from the field counts two points and a goal scored as a result of a free throw counts one point.

Player Out of Bounds

SEC. 2. *Out of Bounds*—A player is out of bounds when any part of his body touches the boundary line or the floor outside of the boundary line.

Ball Out of Bounds

The ball is out of bounds when any part of it touches the boundary line, the floor outside the boundary line, any object outside the boundary line, any balcony, the supports or back of the backboard, or when it is touched by a player who is out of

the Timekeeper shall go on the court immediately to notify the referee. If a goal has been made in the meantime the Referee shall consult the Timekeeper and Scorer. If they agree that the time was up before the ball was in the air the Referee shall rule that the goal does not count; but if they disagree, the goal shall count unless the Referee has knowledge which would alter the ruling.

NOTE—The Timekeeper shall use a stop watch placed on the table so that both he and the Scorer may see it.

Whistle Blown, When

SEC. 14. The Officials shall blow a whistle whenever necessary to make a decision.

NOTE—It is essential that the Scorer's signal be different from that of the Timekeeper or of the Officials.

RULE 4

PLAYERS AND SUBSTITUTES

Teams

SECTION 1. Each team shall consist of five players, one of whom shall be captain. The game cannot begin if one of the teams is not on the court with five men ready to play. If 15 minutes after the starting time the faulty team is not present, the other team wins the game by forfeit.

Captain—Duties and Powers

SEC. 2. The captain shall be the representative of his team and shall direct and control its play, before the game is scheduled to begin furnish the Scorers with names, numbers and positions of players who are to play in the game. If a player changes his number during the game he shall report the change to the Scorers and Referee. The captain may address an Official on matters of interpretation or to obtain essential information when necessary, if it is done in a courteous manner. No other player may address an Official except as provided in Section 3 of this Rule.

NOTE—Substitutes arriving late but already inscribed on the score sheet may take part in the game.

Substitution, How Made—Scorers Shall Sound Horn When Ball Is Dead

SEC. 3. Each team shall be allowed five substitutes. A substitute before going on to the court shall report to the Scorer, giving his name and number. The Scorer shall sound his horn as soon as the ball is dead. The substitute shall then report to the Referee, and shall not be withdrawn until after the play has been resumed. Substitutions shall not take more

Not to Question Each Other's Decisions

SEC. 9. Neither Official shall have authority to set aside or question decisions made by the other within the limits of his respective duties as outlined in these rules.

If the Officials make approximately simultaneous decisions on the same play and the infractions involve different penalties, the more severe penalty shall be imposed. This does not prevent a double foul as defined in Rule 7, Sec. 15.

Time and Place for Decisions

SEC. 10. The Officials shall have power to make decisions for infractions of rules committed either within or outside the boundary lines; also at any moment from the beginning of play to the call of time at the end of the game. This includes the periods when the game may be momentarily stopped for any reason. Fouls may be called on any number of players at the same time.

NOTE—When the ball is tossed up between two players the Officials shall see that the other players are in such positions that they do not interfere with the jumpers.

Designation of Fouls

SEC. 11. When an Official calls a foul he shall designate the offender. If it is a *personal* foul the Official shall signal with his fingers the number of free throws; he shall also designate the player who is to attempt the free throw or throws.

Duties of Scorers

SEC. 12. The Scorer shall record the goals made and the fouls committed; shall distinguish in his records between personal and technical fouls, and shall notify immediately the Referee when the fourth personal foul has been called on any player. The Official score sheet or book will be the one provided by International Amateur Basketball Federation.

NOTE—The sounding of the Scorer's signal does not stop the game. He should be careful to blow his whistle when the ball is dead. The Scorer shall differentiate between personal and technical fouls by designating personal fouls P1, P2, P3, P4, and technical fouls T1, T2, T3, T4, and using capital letters when the foul involves more than one throw, and using small letters when the foul involves only one free throw.

Duties of Timekeepers

SEC. 13. The Timekeeper shall note when the game starts; shall deduct time consumed by stoppages during the game as authorized by the Referee; and shall indicate with gong, pistol or whistle the expiration of the actual playing time in each half time. At the beginning of a half time, or when play is resumed after time out, the Timekeeper shall start the watch at the instant the referee blows his whistle when he tosses the ball. If the timekeeper's signal fails to sound, or is not heard,

Referee Announces Score

SEC. 3. The Referee shall check with the Scorers and then announce the score at the end of each half. The announcement at the end of the second half terminates the connection of the Officials with the game.

Referee Decides Points Not Covered in Rules

SEC. 4. The Referee shall have power to make decisions on any points not specifically covered in the rules.

Duties of Officials

SEC. 5. The Officials shall put the ball in play; shall decide when the ball is in play, when it is dead, to whom it belongs and when a goal has been made. They shall call violations and fouls, shall administer all penalties, shall recognize substitutes, and shall order time-out.

NOTE—The game is most efficiently handled by the "Double Referee System," whereby each Official covers one side and one end of the court, and is chiefly responsible for plays in his half of the court. They shall announce each goal as made, indicating with the fingers the point value of the goal.

Officials Remove

SEC. 6. The Officials shall require to leave the game a player who has made four personal fouls, or a player who has committed a disqualifying foul.

Officials Call Time-out in Case of Injury

SEC. 7. The Officials may order time-out in case of injury to players or for other reasons, although not for trifles. If the ball is in play when an injury occurs, the Officials shall withhold their whistles until the play has been completed. By completed is meant that the team in possession of the ball has thrown for goal, lost possession of the ball, has withheld the ball from play, or that the ball has become a held ball or an out-of-bounds ball. If the injured player cannot resume his place 2 minutes after the interruption he shall be substituted, and his substitute alone can effect the free throw or throws that may have been awarded to him.

Officials Call Fouls for Unsportsmanlike Conduct

SEC. 8. The Officials shall have power to call fouls for unsportsmanlike conduct on the part of players, coaches or spectators. They may disqualify players for flagrant unsportsmanlike conduct and they shall have power to call fouls on anybody officially connected with the teams. If a spectator becomes offensive so as to interfere with the normal course of the game, the home management shall be responsible for his removal.

Position of Rings

SEC. 4. The ring shall be rigidly attached to the backboard; it shall lie in a horizontal plane 3.05 ms. above the floor and shall be equidistant from the two vertical edges of the backboard. The nearest point of the inside edge of the ring shall be 15 cms. from the face of the backboards.

Ball—Material, Size and Weight

SECTION 5. The *Ball* shall be round; it shall be made of a rubber bladder covered with a leather case; it shall be not less than 75 cms. nor more than 80 cms. in circumference; it shall weigh not less than 600 gms. nor more than 650 gms, and it shall be tightly inflated (for tightly inflated it is meant that the ball shall have an air pressure of 13 pounds). The home team shall provide a new ball or two good used balls satisfactory to the Referee. If used balls are provided, the visiting team shall choose the one with which the game shall be played, and they shall have it as their practice ball. If a new ball is provided, neither team shall use it in practice. If the ball provided by the home team is unsatisfactory to the Referee he is hereby given authority to order the game played with the visiting team's ball if the latter is in better condition.

NOTE—The referee has power to change balls during the course of the game if, on a rainy day, the ball becomes too heavy because of wetness.

RULE 3

OFFICIALS AND DUTIES OF OFFICIALS

Officials

SECTION 1. The Officials shall be a Referee and an Umpire, who shall be assisted by a Timekeeper and by a Scorer.

NOTE—It cannot be too strongly emphasized that the Referee and Umpire of a given game should not be connected in any way with either of the organizations represented, and that they should be thoroughly competent and impartial. They should wear uniforms distinct from those of either team. The Officials have no authority to agree to changes in the rules. The Officials shall wear a uniform consisting of basketball or tennis shoes, long white trousers and half sleeved shirt, when possible, white.

Inspection of Equipment by Referee

SEC. 2. The Referee shall inspect and approve all equipment, including court, baskets, ball, backboards, Timekeeper's and Scorer's signals and in particular, shall measure the ball. He shall not permit any player to wear braces, etc., which in his judgment are dangerous to other payers; this is in reference to rings, watches, braces, cleats on shoes, hard knee pads etc.

Free Throw Lanes

SEC. 4. The free throw lanes shall be spaces marked in the court by lines perpendicular to the end lines at a distance of 90 cms. on either side from the middle points of the end lines. These perpendicular lines shall be terminated and the lanes further marked by arcs of circles having a 1.80 meter radius and centers at the middle points of the free throw lines.

Free Throw Lines

SEC. 5. A *Free Throw Line* shall be drawn across each of the circles described in Section 4. It shall be 5 cms. in width, and extend parallel to, and have its outer edge 5.20 meters from, the inner edge of the end line and shall be extended, ideally, to the side lines. The area enclosed between these lines and the corresponding end lines, shall be termed goal area.

NOTE—All of these lines must be drawn in a perfectly visible manner.

RULE 2

Backboards—Size and Material

SECTION 1. *Backboards* must be provided, the dimensions of which shall be 1.80 m. horizontally and 1.20 m. vertically. These backboards shall be made of hard wood, 3 cms. thick, and shall present a smooth surface. The faces of the backboards shall be painted white.

Position of Backboards

SEC. 2. The backboards shall be located in a position at each end at right angles to the floor, parallel to the end lines, and with their lower edges 2.75 m. above the floor. Their centers shall lie in the perpendiculars erected at the points in the court 60 cms. from the midpoints of the end lines. The uprights supporting the backboards shall be at a distance of at least 40 cms. from the outer edge of the end lines in the out-of-bounds area, and shall be of dark color.

Baskets—Size and Material

SECTION 3. The baskets shall be nets of white cord, suspended from black iron rings 45 cms. in inside diameter. The nets shall be constructed as to check the ball momentarily as it passes through the baskets, and be 60 cms. in length.

NOTE—It is recommended that the cord used in the baskets be not less than 30-thread nor more than 60-thread seine, and the metal in the-rings be 20 mms. in diameter.

Official Basketball Rules

AS ADOPTED BY THE

INTERNATIONAL AMATEUR BASKETBALL FEDERATION

Prepared by the Central Board following the Congress of
Berlin August, 1936 (In effect until December 31,
1940 for all International basketball games.)

THE GAME

The game of basketball is played by two teams of five men each, the ball being passed from one player to another. The purpose of each team is to score as many points as possible by tossing the ball into its own basket, and at the same time prevent the other team from securing possession of the ball or scoring.

EQUIPMENT

RULE 1

Court—Dimensions

SECTION 1. The *Playing Court* shall be a rectangular surface free from obstructions and shall have maximum dimensions of 26 meters in length by 14 meters in width.

NOTE—The following variations in the dimensions are admitted: plus or minus 2 meters on the length and plus or minus 1 on the width, these variations being proportional to each other. Grass covered courts are not admitted.

Boundary Lines—Distance from Obstructions

SEC. 2. The *Playing Court* shall be marked by well defined lines, which shall be 5 cms. in width and which shall be at every point at least 1 meter from any obstruction. The lines on the long sides of the court shall be termed the *Side Lines*, those on the short sides, the *End Lines*. The distance between these lines and the spectators should be at least 2 meters.

Center Circle

SEC. 3. The *Center Circle* shall have a radius of 60 cms. and it shall be marked in the center of the court. A diameter parallel to the end lines shall be drawn in this circle and shall be prolonged on either side to the side lines.

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翻印必究

原訂者 國際籃球協會

採用審定者 中華全國體育協進會

發行者 中華全國體育協進會

定價 每冊售大洋叁角



Official
Basketball Rules

(Men)

As Adopted by

**International Amateur
Basketball Federation**

(F.I.B.A.)

FOR
XIIth OLYMPIAD
1936-40