

Guidelines for using the FIBA OBR2026 NF Package

FIBA Referee Operations has composed a package for National Federations to better communicate the changes to the Official Basketball Rules which take effect on 1 October 2026

Material provided

- *The FIBA Official Basketball Rules 2026* (pdf)
- *The Summary of the Rules Changes 2026* document (pdf)
- These Presentation slides * (pdf)
- Videos 1-15 ** (mp4)

These presentation slides do not contain all the information and all the minor or editorial changes made to the rules. They are intended to be used in combination with the *The Summary of the Rules Changes 2026* document, in which the new rule texts for the major changes can be found.

How to use the material

- It can be translated (FIBA logo cannot be used)
- You can copy and paste the content into your own template (FIBA logo cannot be used)
- A reference "FIBA OBR2026 NF Package" should be added
- The videos cannot be edited.

Please Note!

FIBA is not responsible for the content of the translation(s).

Official Basketball Rules Changes 2026

FOR NATIONAL FEDERATIONS

Summary of Changes – OBR 2026

MAJOR

Art. 15 Player in the act of shooting

Art. 36 Technical foul

Art. 37 Disruptive foul

Art. 38 Flagrant foul

Appendix F : Instant Replay System & HCC

MINOR

Art. 1 Definitions - terminology

Art. 2 Court - Lines

Art. 4 Teams - Uniforms

Art. 24 Dribbling

Appendix A : Officials Signals

Appendix B : Scoresheet

Appendix D : Classifications of teams

Minor Changes

Art. 1 Definitions - terminology

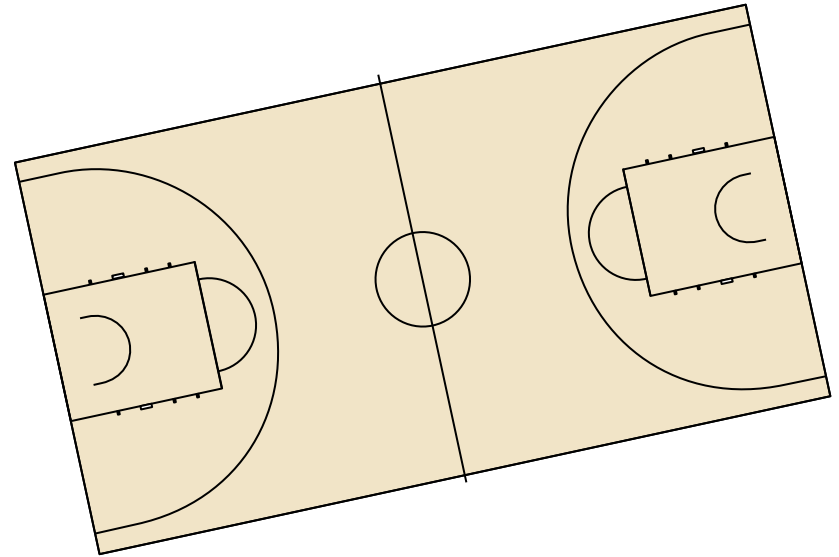
Whenever the role of “**commissioner**” is referenced, it also applies to the role of “**technical delegate**”.

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

Art. 2 Court – Lines (1)

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

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:



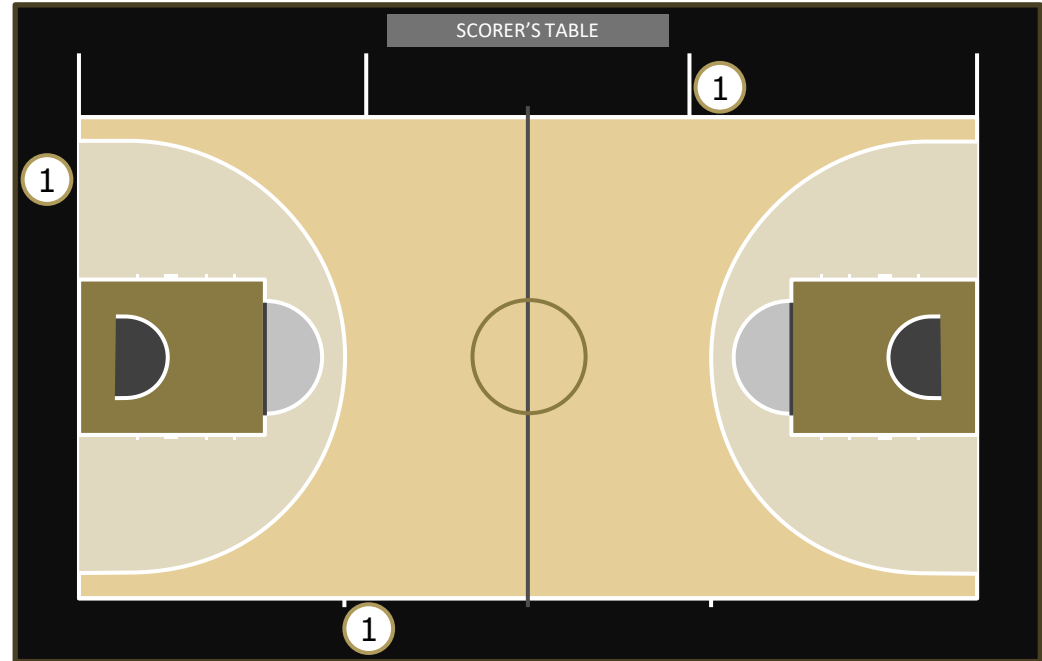
Art. 2 Court – Lines (2)

- 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. 2 Court – Lines (3)

Court markings – boundary lines

- 1 All boundary lines, including sidelines, end lines, throw-in lines and team bench area lines, must be of the same colour

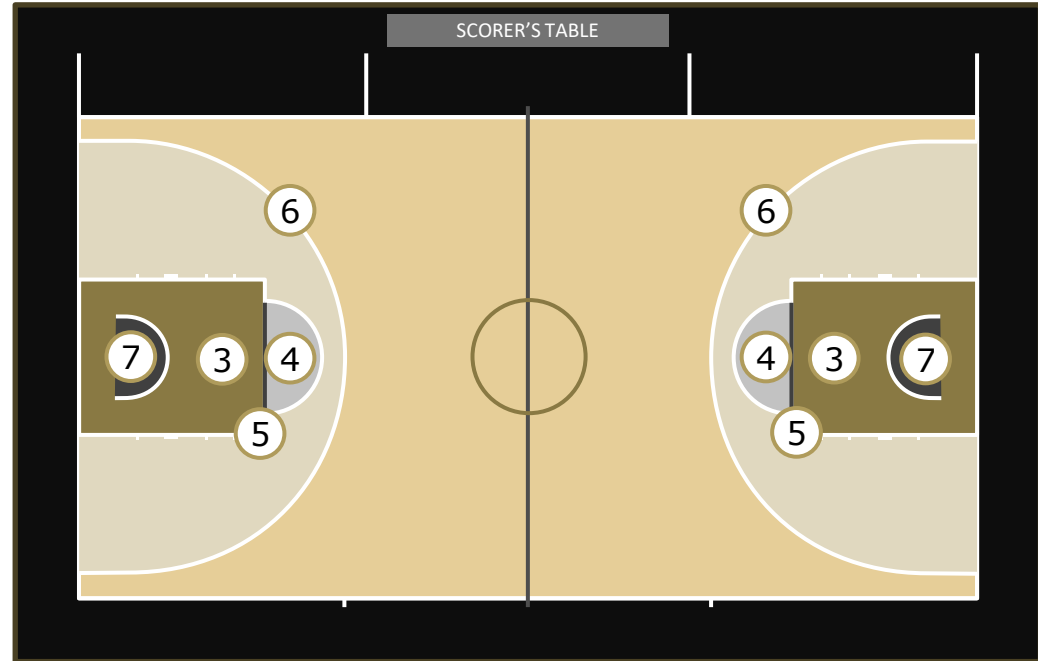


Art. 2 Court – Lines (3)

Court markings – pairs of court markings

The colour of each pair of court markings must match on both half-courts. These include:

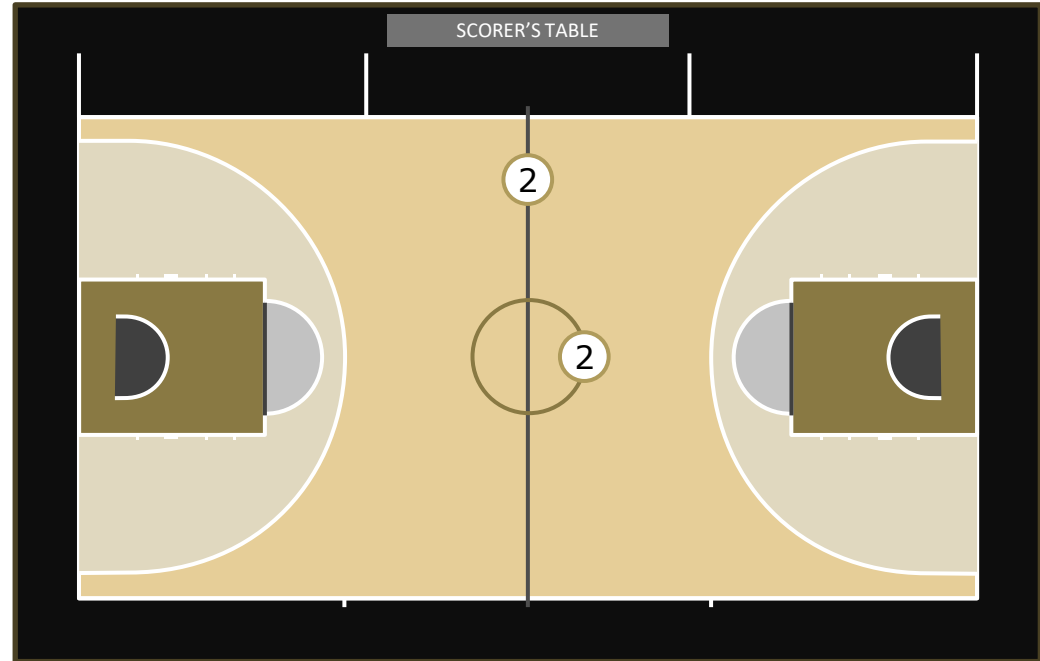
- ③ Restricted area
(including free-throw rebound places)
- ④ Free throw semi-circles
- ⑤ Free throw lines
- ⑥ 3-point lines
- ⑦ No-charge semi-circles



Art. 2 Court – Lines (4)

Court markings – the centre line and the centre circle

- ② 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 - Uniforms

Socks

The socks of all team members shall be of the same dominant colour. The socks do not have to be visible.

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



Art. 24 Dribbling

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.

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

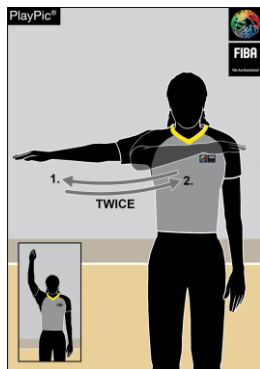
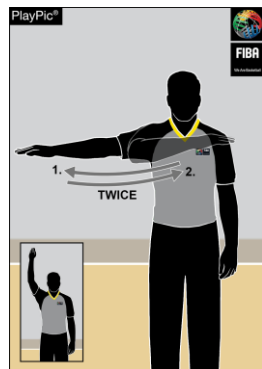
- A shot for a goal.
- The ball is touched by an opponent.
- On a pass or fumble the ball touches or is touched by another player



Appendix A: Officials Signals

New Referee Signals

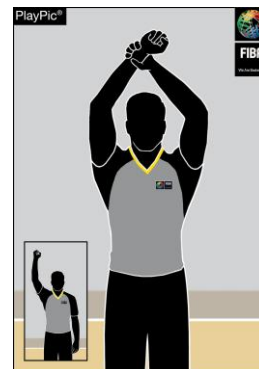
Delay of game



Disruptive foul



Flagrant foul



The new scoresheet markings

Appendix B: Scoresheet

A new principle has been introduced that **any foul counting towards game disqualification is to be marked with a circle to ensure clarity.**

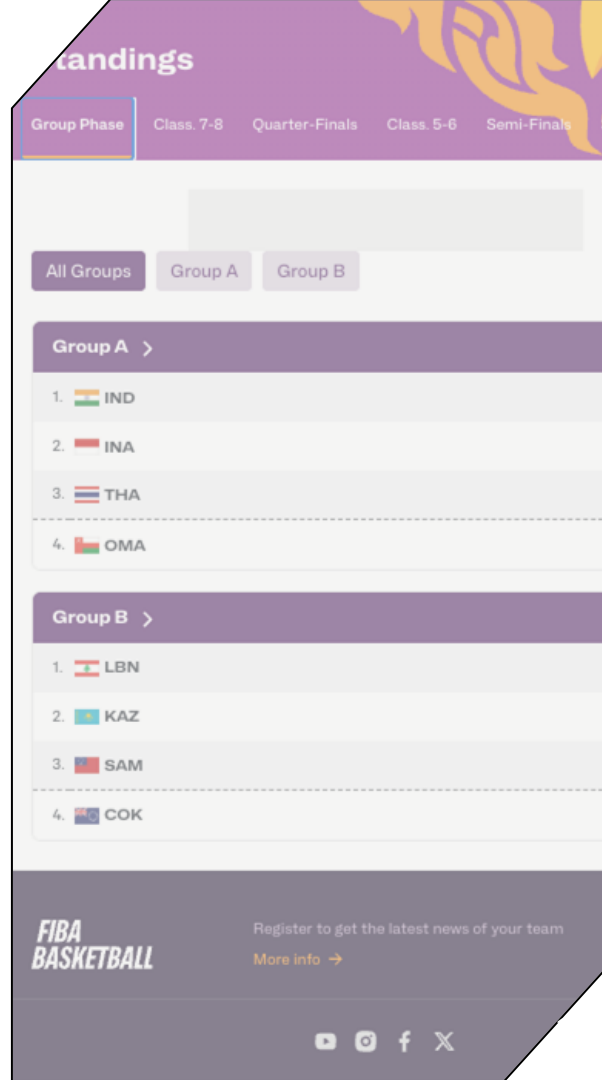
New abbreviations have also been introduced to cover the new foul types.

1.	Disruptive Foul/Player	DI
2.	Flagrant Foul/Player	Ⓛ
3.	Technical Foul Category 1/Player	Ⓣ
4.	Technical Foul Category 2/Player	T
5.	Technical Foul Category 1/Head Coach	Ⓒ
6.	Technical Foul Category 1/Bench	Ⓑ
7.	Technical Foul Category 1/Disqualifying Foul against an Accompanying Delegation Member	ⒷⒹ

Appendix D: Classifications of teams

D.5 Classifications of teams in a Tournament of Phases

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



Major Changes

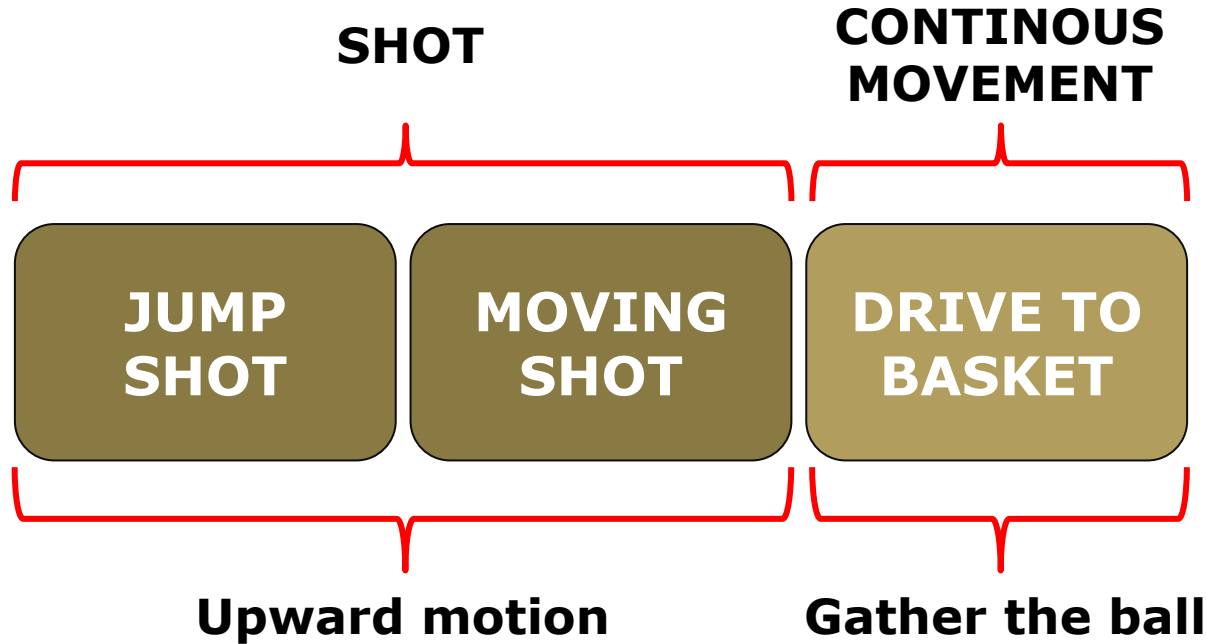
Art. 15 Player in the act of shooting (AOS)

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, when a player attempts to draw a foul**, 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.

Art. 15 Player in the act of shooting (AOS)

Conceptual Change



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.

Video Examples

Videos

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The act of shooting...

In a continuous movement on drives to the basket:

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.

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.

Video Examples

Videos

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The act of shooting...

For a player to be in the act of shooting, the player must be in the frontcourt.

An exception is made that a player may be anywhere on the court during the last action before:

- the expiration of a game clock for the end of the quarter or overtime; or
- 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).**

Video Examples

Videos
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The act of shooting...

On jump shots or other moving shots

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.

The act of shooting...

On drives to the basket

No changes.

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.



Video Examples

Videos

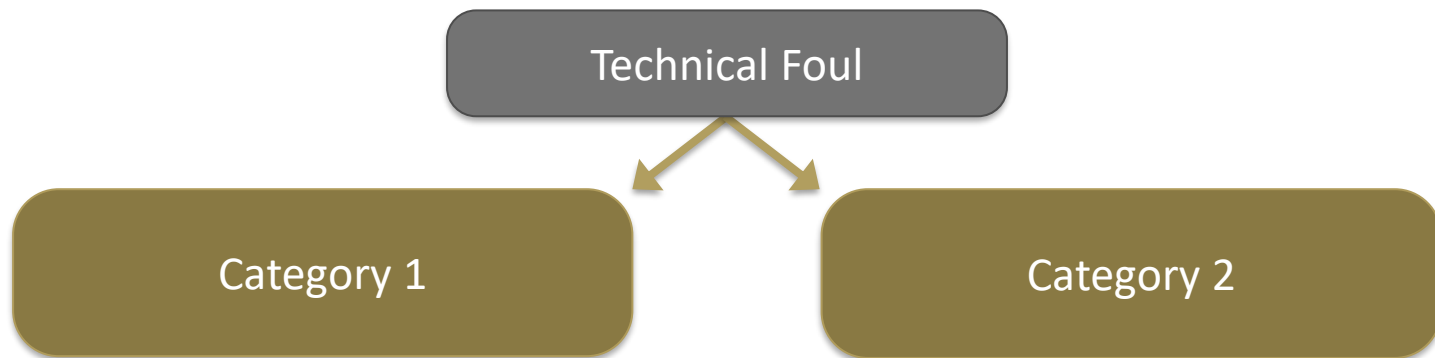
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Art. 36 Technical foul

Two categories of fouls

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



Art. 36 Technical foul

Two categories of fouls

Category 1

- Disrespectful behaviour
- Excessive swinging of elbows
- Fake being fouled

**Part of
Game
Disqualification**

Category 2

- Delaying the game
- Hanging on the ring
- Goaltending during last FT

**NOT
Part of Game
Disqualification**

Art. 36 Technical foul

Category 1 technical fouls

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

Category 1

- 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.

Art. 36 Technical foul

Technical fouls by a head coach and persons permitted on the team bench

Category 1

A technical foul charged against a head coach or any person permitted to sit on the team bench is **always category 1 technical foul**.

Art. 36 Technical foul

Category 2 technical fouls

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

Category 2

- 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.
- Goaltending during the last free throw by a defensive player.

Video Examples

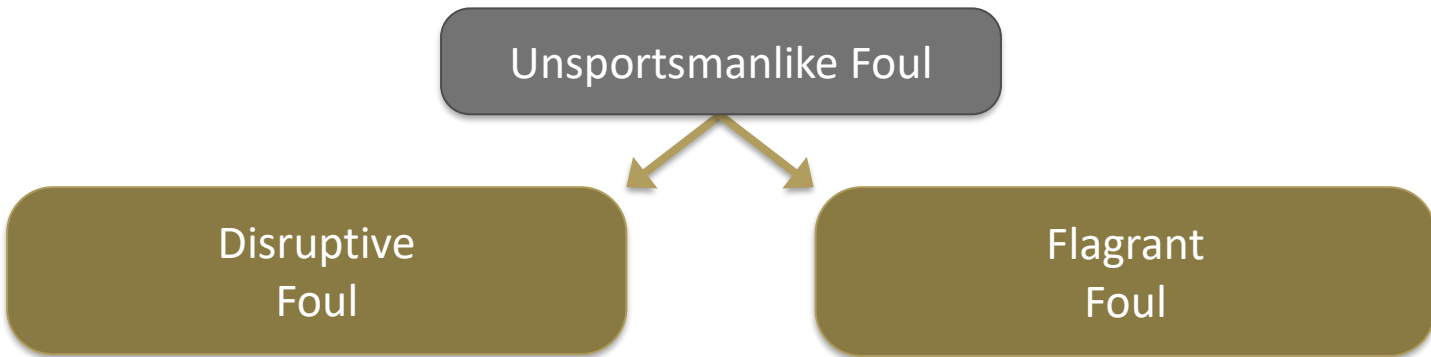
Videos

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Art. 37 & 38 Disruptive and Flagrant fouls

The former unsportsmanlike foul has been replaced with 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**.



Art. 37 Disruptive fouls

OBR 2024

UF - not legitimate basketball play to stop the game/flow (Criteria 1)

UF - unnecessary contact in transition (Criteria 3)

UF - clear path to the basket (Criteria 4)

Part of Game Disqualification

OBR 2026

DI - not legitimate attempt to directly play the ball in transition (Criteria 1)

DI - no legitimate basketball play to stop the game (Criteria 2)

DI - clear path to the basket (Criteria 3)

NOT part of Game Disqualification

Art. 37 Disruptive foul

Definition

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.

Art. 37 Disruptive foul

Criteria

- 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.

Art. 37 Disruptive foul

Penalty

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

1, 2 or 3 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.

Video Examples

Videos

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Art. 38 Flagrant foul

Definition

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**.

Art. 38 Flagrant foul

OBR 2024

UF - not legitimate basketball play,
dangerous & reckless action
(Criteria 1)

UF - excessive, hard contact
playing the ball or opponent
(Criteria 2)

Part of Game Disqualification

OBR 2026

FL - not legitimate basketball play
against an opponent (Criteria 1)

FL - reckless, violent or dangerous act
(Criteria 2)

FL - excessive, hard contact playing
the ball or opponent (Criteria 3)

Part of Game Disqualification

Art. 38 Flagrant foul

Criteria

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.

Art. 38 Flagrant foul

Penalty

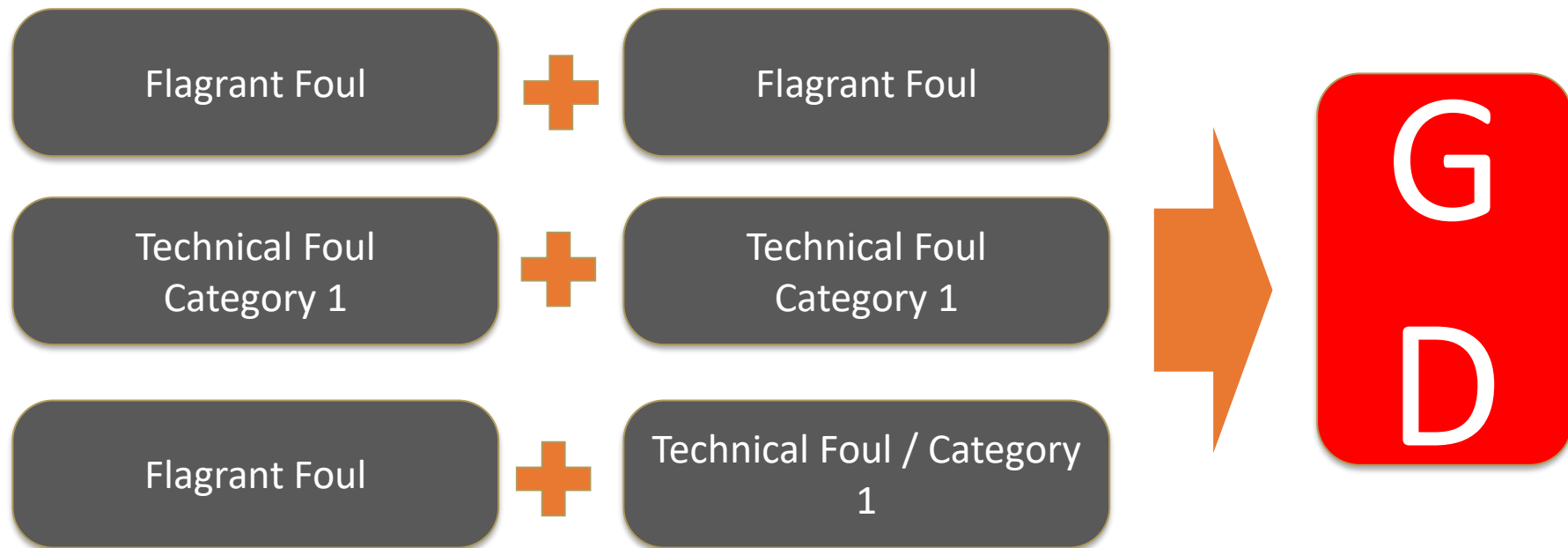
A flagrant foul shall be charged against the offender and shall count as one of the team fouls.

1, 2 or 3 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.

Combination of Fouls

Player Game Disqualification



Video Examples

Videos

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Appendix F : Instant Replay System & HCC

Replay Reviews

Two new possible review situations have been added.

In the last 2 minutes (L2M):

- whether the ball was still in the hands of the thrower-in when a throw-in foul was committed.

At any time in the game:

- whether a goaltending or basket interference violation occurred after a foul was committed and whether any such violation was called correctly.



Appendix F : Instant Replay System & HCC

Head Coach's Challenge (HCC)

The two new additions also apply for the head coach's challenge (HCC) rule.

The HCC may be requested at any time in the game.

As per Art F.4.2, the time restrictions within Appendix F.3.1 and F.3.2 do not apply.



END OF SLIDES