





>De opzet van deze bijscholing is geen theorie over spelregels maar behandeling van zaken uit de praktijk.





>Het gaat bij de clips over de spelregels, dus niet over gameflow, positie van de scheidsrechter, etc.



Art. 16 Goal: When made and its value

- 16.1 Definition
- 16.1.1 A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely.
- 16.1.2 The ball is considered to be within the basket when the slightest part of the ball is within the basket and below the level of the ring.

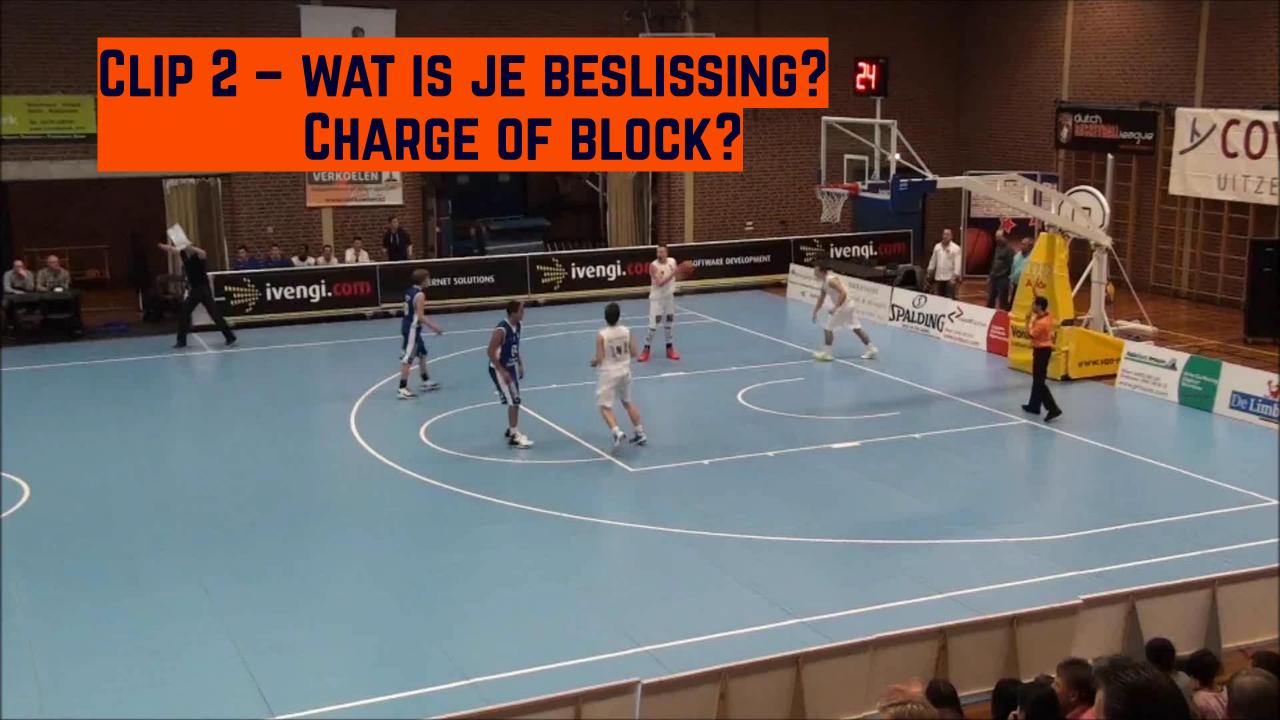


31.2.4 Interference occurs when:

- After a shot for a field goal or the last free throw a player touches the basket or the backboard while the ball is in contact with the ring.
- After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket.
- A player reaches through the basket from below and touches the ball.
- A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket.
- A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of an official, the ball has been prevented from entering the basket or has been caused to enter the basket.
- A player grasps the basket and plays the ball.

31.3 Penalty

31.3.1 If the violation is committed by an **offensive player**, no points can be awarded. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless otherwise stated in these rules.



33.4 Guarding a player who controls the ball

When guarding a player who controls (holding or dribbling) the ball, the **elements of** time and distance do not apply.

The player with the ball must expect to be guarded and must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him, even if this is done within a fraction of a second.

The guarding (defensive) player must establish an initial legal guarding position without causing contact before taking his position.

Once the defensive player has established an initial legal guarding position, he may move to guard his opponent, but he may not extend his arms, shoulders, hips or legs to prevent the dribbler from passing by him.

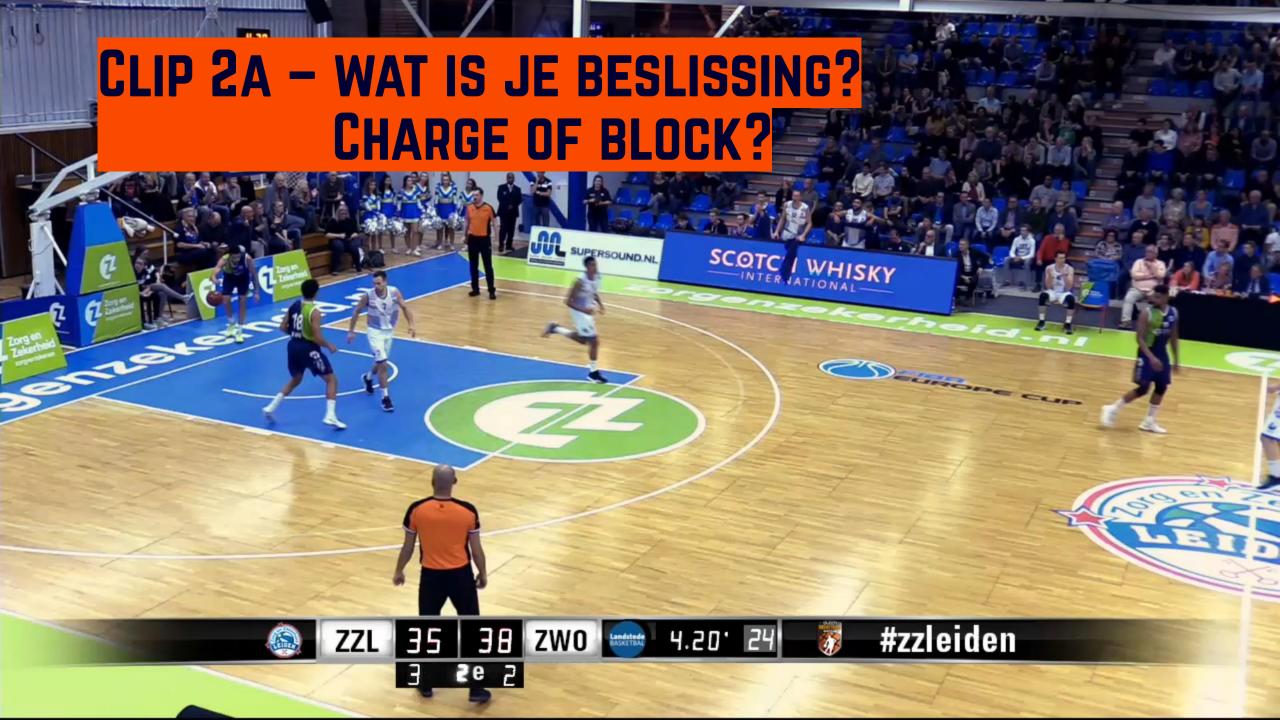
When judging a charge/block situation involving a player with the ball, an official shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.



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33.10 No-charge semi-circle areas

The no-charge semi-circle areas are drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket.

On any penetration play into the no-charge semi-circle area any contact caused by an airborne offensive player with a defensive player inside the no-charge semi-circle shall not be called as an offensive foul, unless the offensive player is illegally using his hands, arms, legs or body. This rule applies when:

- The offensive player is in control of the ball whilst airborne, and
- He attempts a shot for a field goal or passes off the ball, and
- The defensive player has one foot or both feet in contact with the no-charge semi-circle area.



29.2.7 If the shot clock signal **sounds in error** while a team has control of the ball or neither team has control of the ball, the signal shall be **disregarded**, and the game shall continue.

However, if in the judgement of an official, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected and possession of the ball shall be awarded to that team.





- 30.1.1 A team is in control of a live ball in its frontcourt when:
 - A player of that team is touching his frontcourt with both feet while holding, catching or dribbling the ball in his frontcourt, or
 - The ball is passed between the players of that team in its frontcourt.
 - 11.1 The location of a player is determined by where he is touching the floor.

While he is airborne, he retains the same status he had when he last touched the floor. This includes the boundary line, the centre line, the 3-point line, the free-throw line, the lines delimiting the restricted area and the lines delimiting the no-charge semi-circle area.

2.2 Backcourt

A team's backcourt consists of its team's own basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind its own basket, the sidelines and the centre line.

30-6 Example: Thrower-in A1 in his backcourt attempts a pass to A2. B1 jumps from his frontcourt, catches the ball while airborne and before he lands in his backcourt he passes the ball to B2 in his backcourt.

Interpretation: This is a team B backcourt violation.





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13.1 Definition

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

13.2 Rule

A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist.

However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.

25.2.2 A player falling, lying or sitting on the floor:

- It is legal when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a violation if the player then rolls or attempts to stand up while holding the ball.
 - 12.1.2 A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.





33.4 Guarding a player who controls the ball

When guarding a player who controls (holding or dribbling) the ball, the **elements of** time and distance do not apply.

The player with the ball must expect to be guarded and must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him, even if this is done within a fraction of a second.

The guarding (defensive) player must establish an initial legal guarding position without causing contact before taking his position.

Once the defensive player has established an initial legal guarding position, he may move to guard his opponent, but he may not extend his arms, shoulders, hips or legs to prevent the dribbler from passing by him.

When judging a charge/block situation involving a player with the ball, an official shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.



The act of shooting:

- Begins when the player starts the continuous movement normally preceding the
 release of the ball and, in the judgement of an official, he has started an attempt
 to score by throwing, tapping or dunking the ball towards the opponents' basket.
- Ends when the ball has left the player's hand(s) and, in case of an airborne shooter, both feet have returned to the floor.

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

When a player is in the act of shooting and after being fouled he passes the ball off, he is no longer considered to have been in the act of shooting.

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

A continuous movement in the act of shooting:

- Begins when the ball has come to rest in the player's hand(s) and the shooting motion, usually upward, has started.
- May include the player's arm(s) and/or body movement in his attempt to shoot for a field goal.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made.







- 29.1.2 When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:
 - If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
 - If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
 - If the ball misses the ring, a violation has occurred. However, if the opponents gain an immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

31.1.1 A shot for a field goal or a free throw:

- Begins when the ball leaves the hand(s) of a player in the act of shooting.
- Ends when the ball:
 - Enters the basket directly from above and remains within the basket or passes through the basket entirely.
 - No longer has the possibility to enter the basket.
 - Touches the ring.
 - Touches the floor.
 - Becomes dead.





33.14 Holding

Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.

HOLDING



Grasp wrist downward





Art. 44 Correctable errors

44.1 Definition

Officials may correct an error if a rule is inadvertently disregarded in the following situations only:

- Awarding an unmerited free throw(s).
- Failing to award a merited free throw(s).
- Erroneous awarding or cancelling of a point(s).
- Permitting the wrong player to attempt a free throw(s).

16.2.2 If a player accidentally scores a field goal in his team's basket, the goal counts 2 points and shall be entered on the scoresheet as having been scored by the captain of the opponents' team on the playing court.



33.16 Fake being fouled

Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.



twice

- 1x warning player and coach, for the entire team
- Next time Technical foul
- Direct technical foul?

TECHNICAL FOUL



Form T, showing palms



25.2.1 Establishing a pivot foot by a player who catches a live ball on the playing court:

- A player who catches the ball while standing with both feet on the floor:
 - The moment one foot is lifted, the other foot becomes the pivot foot.
 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
 - To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s).
- A player who catches the ball while he is progressing, or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball:
 - If, after receiving the ball, a player shall release the ball to start his dribble before his second step.
 - The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
 - The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
 - If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously, he may pivot using either foot as his pivot foot. If he then jumps with both feet, no foot may return to the floor before the ball is released from the hand(s).







33.11 Contacting an opponent with the hand(s) and/or arm(s)

The touching of an opponent with the hand(s) is, in itself, not necessarily a foul.

The officials shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.

Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his progress.

To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.

It is a foul by an offensive player with the ball to:

- 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an advantage.
- 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
- Use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball.

It is a foul by an **offensive player without the ball** to 'push off' to:

- Get free to catch the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for him.

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push



36.2 Definition

- 36.2.1 A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:
 - Disregarding warnings given by officials.
 - Disrespectfully dealing and/or communicating with the officials, the commissioner, 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 and taunting an opponent.
 - Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
 - Excessive swinging of elbows.
 - 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.
 - Fake being fouled.
 - Hanging on the ring in such a way that the weight the ring, unless a player grasps the ring momentar the judgement of an official, is trying to prevent i player.
 - Goaltending during the last free throw by a defension shall be awarded 1 point, followed by the technicated defensive player.

Art. 37 Unsportsmanlike foul

Definition

37.1

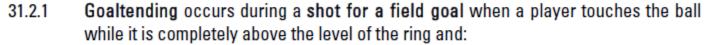
- 37.1.1 An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:
 - Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
 - Excessive, hard contact caused by a player in an effort to play the ball or an opponent.



INDIEN ER WEL CONTACT IS:







- It is on its downward flight to the basket, or
- After it has touched the backboard.

31.1 Definition

31.1.1 A shot for a field goal or a free throw:

- Begins when the ball leaves the hand(s) of a player in the act of shooting.
- Ends when the ball:
 - Enters the basket directly from above and remains within the basket or passes through the basket entirely.
 - No longer has the possibility to enter the basket.
 - Touches the ring.
 - Touches the floor.
 - Becomes dead.
- 31.3.1 If the violation is committed by an **offensive player**, no points can be awarded. The ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless otherwise stated in these rules.
 - 31.2.3 The goaltending restrictions apply until:
 - The ball no longer has the possibility to enter the basket.
 - The ball has touched the ring.





36.2 Definition

- 36.2.1 A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:
 - Disregarding warnings given by officials.
 - Disrespectfully dealing and/or communicating with the officials, the commissioner, 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 and taunting an opponent.
 - Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
 - Excessive swinging of elbows.
 - 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.
 - Fake being fouled.
 - 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, in the judgement of an official, is trying to prevent injury to himself or to another 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 on the defensive player.





- 50.2 **Stopped, but not reset**, with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as the result of:
 - A ball having gone out-of-bounds.
 - A player of the same team having been injured.
 - A technical foul committed by that team.
 - A jump ball situation.
 - A double foul.
 - A cancellation of equal penalties on both teams.

Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation.

12.5.1 In all jump ball situations teams shall alternate possession of the ball for a throw-in from the place nearest to where the jump ball situation occurs.







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24.1.2 A dribble starts when a player, having gained control of a live ball on the playing court throws, taps, rolls or bounces it on the floor and touches it again before it touches another player.

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his hand.

There is no limit to the number of steps a player may take when the ball is not in contact with his hand.

24.1.3

A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.

- 24.1.4 The following are not dribbles:
 - Successive shots for a field goal.
 - Fumbling the ball at the beginning or at the end of a dribble.
 - Attempts to gain control of the ball by tapping it from the vicinity of other players.
 - Tapping the ball from the control of another player.
 - Deflecting a pass and gaining control of the ball.
 - Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.
 - Throwing the ball against the backboard and regaining the control of the ball.

25.1.1 **Travelling** is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court.



- 29.1.2 When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:
 - If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
 - If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
 - If the ball misses the ring, a violation has occurred. However, if the opponents gain an immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.





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A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

During a dribble the ball may be thrown into the air provided the ball touches the floor or another player before the player who threw it touches it again with his hand.

24.2 Rule

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.



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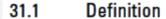
>De laatste clip was vrij eenvoudig.

>Wat is je verder opgevallen?





- 31.2 Rule
- 31.2.1 Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and:
 - It is on its downward flight to the basket, or
 - After it has touched the backboard.



- 31.1.1 A shot for a field goal or a free throw:
 - Begins when the ball leaves the hand(s) of a player in the act of shooting.
 - Ends when the ball:
 - Enters the basket directly from above and remains within the basket or passes through the basket entirely.
 - No longer has the possibility to enter the basket.
 - Touches the ring.
 - Touches the floor.
 - Becomes dead.
- 31.3.2 If the violation is committed by a **defensive player**, the offensive team is awarded:
 - 1 point, if the ball was released for a free throw.
 - 2 points, if the ball was released from the 2-point field goal area.
 - 3 points, if the ball was released from the 3-point field goal area.

The awarding of the points is considered as if the ball had entered the basket.





14.1.3 Team control **ends** when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot



29.2 Procedure

29.2.1 The shot clock shall be reset whenever the game is stopped by an official:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
- For any valid reason by the team not in control of the ball,
- For any valid reason not connected with either team.

In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball. If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset as follows:
 - If 14 seconds or more are displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
 29.2.2 The shot clock shall be reset whenever
 - If 13 seconds or less are game was stopped, the sl

The shot clock shall be reset whenever a throw-in is awarded to the opponents' team after the game is stopped by an official for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball.

The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to a new 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds.



33.3 Legal guarding position

A defensive player has established an initial legal guarding position when:

- · He is facing his opponent, and
- He has both feet on the floor.

The legal guarding position extends vertically above him (cylinder) from the floor to the ceiling. He may raise his arms and hands above his head or jump vertically but he must maintain them in a vertical position inside the imaginary cylinder.



When judging a charge/block situation involving a player with the ball, an official shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.





33.12 Post play

The principle of verticality (cylinder principle) applies also to post play.

The offensive player in the post position and the defensive player guarding him must respect each other's rights to a vertical position (cylinder).

It is a foul by an offensive or defensive player in the post position to shoulder or hip his opponent out of position or to interfere with his opponent's freedom of movement using extended arms, shoulders, hips, legs or other parts of the body.

De regel is dat als een aanvaller met zijn rug naar een verdediger speelt, deze verdediger 1 gebogen arm mag gebruiken om zichzelf te beschermen. Een 2e arm erbij of een gestrekte arm is niet toegestaan.





BASKETBALL NEDERLAND