

- So near the expiration of time that the timer could not stop the clock before game time had expired; or
- After time expired but while the ball was in flight during a try for a field goal.

8.6 TEAM JERSEYS

Teams must be wearing a jersey that corresponds to the affiliated member club that they are associated with. Sanctions for both the team and club will occur if reported to Fair Play Committee.

The team with the higher seeding is considered the home team, therefore will wear the light/home jersey.

As per FIBA Rules and Regulations (2014), any number between 0 and 99 is permitted.

8.7 TEAM BENCHES

The team with the higher seeding is considered the home team, therefore will have the option of selecting which bench they would prefer to sit on.

8.8 FIBA RULE MODIFICATIONS

LTAD Stage	Learn to Train		Train to Train	Train to Compete
Age Category	U10	U11–U12	U13–U14	U15–U19
Free Throw Line	13'	15'	15'	15'
3-Point Line (If multiple lines exist, use as per indicated order)	Not in use	NFHS 19.75' FIBA old 6.25m FIBA new 6.75m	FIBA old 6.25m NFHS 19.75' FIBA new 6.75m	FIBA new 6.75m FIBA old 6.25m NFHS 19.75'
No Charge Semi-Circle	Not in use		Not in use	In-use
Restricted Area (Key)	Old FIBA rectangle NFHS (one spot up on free throws)		New FIBA rectangle NFHS (one spot up on free throws)	New FIBA rectangle NFHS (one spot up on free throws)
Shot Clock	Not in use		Not in use	24 seconds (14 second reset)
Base Rule Set	FIBA Rules		FIBA Rules	FIBA Rules

Duration	8 4-minute shifts and 4-minute extra shift(s) as necessary		4 8-minute periods and 4-minute extra periods as necessary	4 8-minute periods and 4-minute extra periods as necessary
Team Fouls Penalty (Bonus)	Bonus is applied per each two shifts which equals a full FIBA period. e.g., team fouls occurring in the first and second shift count toward Period 1 and determine penalty situations. For the purpose of penalty situations (bonus), team fouls are reset at the end of each “period”, which is the end of shifts 2, 4, and 6.		Penalty applied per period and extra period(s) as per FIBA rules	Penalty applied per period and extra period(s) as per FIBA rules
Substitution	Only between shifts unless an injury or disqualification occurs		Substitution as per FIBA rules	Substitution as per FIBA rules
Participation Rule	In use		Not in use	Not in use
Drop Back Rule	No pressing*	15 points or more*	20 points or more*	Not in use
Closely Guarded	See below		See below	See below

**Repeated violations with the drop back rule could result in a delay of game penalty.*

Closely Guarded Rule

If there is no shot clock (U10 Novice to U14 Major Bantam), a modification of the FIBA closely guarded rule will be applied.

A five-second closely guarded count will be applied when a player is holding the ball while an opponent is actively defending within one metre anywhere on the court, with the following exception:

If, in the judgement of the officials, a team is withholding the ball from play and/or delaying, a closely guard count will be applied when a player is holding OR dribbling the ball while an opponent is actively defending within one metre in the front court.