

Team Fouls Penalty (Bonus)	Bonus is applied per each two shifts which equals a full FIBA quarter. e.g., team fouls occurring in the first and second shift count toward Quarter 1 and determine penalty situations. For the purpose of penalty situations (bonus), team fouls are reset at the end of each "quarter", which is the end of shifts 2, 4, and 6.		Penalty applied per quarter and extra overtime(s) as per FIBA rules	Penalty applied per quarter and extra overtime(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
Full Court Press	No pressing*	U11 Press allowed for last 2 shifts. U12 Press allowed for last 4 shifts.	No Restrictions	No Restrictions
Closely Guarded	See below		See below	See below

**Repeated violations with the drop back rule could result in a delay of game penalty. More than one delay of game penalty shall result in a technical foul (B) to the offending team.*

Closely Guarded Rule

If there is no shot clock (U10 to U14), 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.



As such, once the closely guarded count begins, the offensive player who is closely guarded must pass or shoot the ball within five seconds.