

# FIBA, NBA and NCAA BASKETBALL RULE DIFFERENCES

<b>RULE</b>	<b>FIBA</b>	<b>NBA</b>	<b>NCAA</b>
<b>Duration of Game</b>	Four, 10-minute quarters	Four, 12-minute quarters	Two, 20-minute halves
<b>Overtime Duration</b>	Five minutes	Five minutes	Five minutes
<b>Duration Between Quarters</b>	Two minutes	2.5 minutes; or 3.5 minutes for TV game	Not Applicable
<b>Length of Halftime</b>	15 minutes	15 minutes	15 minutes
<b>Court Length</b>	91' 9" x 49' 2"	94' x 50'	94' x 50'
<b>Size of Lane</b>	16' x 19'	16' x 19'	12' x 19'
<b>3-Point FG Distance</b>	23'9" (22' on baseline)	23'9" (22' on baseline)	23'9" (22' on baseline)
<b>No Charge Semicircles</b>	Yes (4' 1.25" from center of basket)	Yes (4' from center of basket)	Yes (4' from center of basket)
<b>Shot Clock</b>	24 seconds	24 seconds	30 seconds
<b>Shot Clock Reset</b>	Reset to 14 seconds for offensive rebound	Reset when FG attempt hits rim	Reset to 20 seconds for offensive rebound
<b>Back Court Violation</b>	Eight seconds	Eight seconds	10 seconds
<b>Game Clock Stops After Successful FG</b>	Last two minutes of 4th quarter and overtime	Last minute of 1st, 2nd, 3rd quarters; Last two minutes of 4th and OT	Last minute of second half and last minute of overtime
<b>Player Foul Limit</b>	Five or two technical/unsportsman	Six	Five
<b>Bonus Free Throw</b>	On fifth foul per quarter (two FTs); Fourth quarter carries into OT	On fifth foul per quarter (two FTs)	On seventh foul per half (1-and-1); On 10th foul per half (two FTs)
<b>Players Permitted on FT Lane</b>	Five (three defensive, two offensive)	Five (three defensive, two offensive)	Six (four defensive, two offensive)
<b>Jump Ball</b>	Alternate possession after opening jump ball	Alternate possession to start periods after opening jump ball; Jump ball for all other situations	Alternate possession after opening jump ball
<b>Legal Alley-Oop</b>	Yes	Yes	Yes
<b>Touch Ball On/Above Cylinder</b>	Yes	No	No
<b>Closely Guarded-Five Seconds</b>	Yes (while holding the ball)	No	Yes (while holding ball)
<b>Defensive Three Seconds</b>	No	Yes	No
<b>Flopping Rule/Faking a Foul</b>	Yes	Yes	Yes (Class A technical foul)
<b>Number of Referees</b>	Three	Three	Three
<b>Timeouts-Non-Televised Game</b>	Two 60-second in 1st & 2nd quarters; Three 60-second in 3rd & 4th quarters; Maximum of two timeouts in the final two minutes of a game	Seven 75-second timeouts in a game; Teams can call no more than four in the 4th quarter and no more than two in the later of either the last three minutes or after the second mandatory timeout in the 4th; Must be two timeouts in each period	Four 75-second and two 30-second timeouts per team per game; All unused carry over to second half
<b>Timeouts-Televised Game</b>	Up to one additional TV timeout is permissible per quarter and may be 60, 75, 90 or 100 seconds	Same as above	Media timeouts at deadball under 16, 12, 8 and 4 minutes in each half and one 60-second and three 30-second timeouts per game; Maximum of two 30-second timeouts carry over to second half
<b>Timeouts-Overtime</b>	One 60-second	Two 60-second; Teams are allowed no more than one 60-second and one 20-second in final two minutes	One additional 75-second (one 30-second in televised games); And any unused from regulation or prior overtime carry over
<b>Timeouts Called By</b>	Head coach or first assistant coach	Head coach or player in game	Head coach in the last two minutes and OT; Player at a dead ball or when ball is controlled by a player's team
<b>Size of Basketball</b>	Size 7: Circumference: 29.5"-30.3" Weight: 20.5-21.9 ounces	Size 7: Circumference: 29.5" to 30.7" Weight: 22 ounces	Circumference - 29.5-30" Weight: 20-22 ounces
<b>Legal Jersey Numbers</b>	Numbers 00 and 0-99	Numbers 00 and 0-99	00, 0, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55