

EFFECTIVE 1 OCTOBER 2026

2026 RULE CHANGES



INSIDE

02

Act of Shooting

03

Technical Fouls

04

Disruptive and Flagrant

05

Game Disqualification

A FIBA rule change, effective 1 October 2026. This is an educational summary prepared for the Camberwell basketball community, not FIBA's own material.

ACT OF SHOOTING

WHAT IT MEANS:

A player is only in the act of shooting when a clear shooting motion begins.

STARTS WHEN:

- Jump Shot: shoulders + ball clearly move upward toward the basket
- Drive: ball is gathered and player continues a clear scoring motion

ENDS WHEN:

Ball is released OR a completely new shooting action begins.

KEY POINT:

You can't "fake" AOS by creating late contact — it must be a real shooting action.

ARTICLE 15.4.1:

A player is in the act of shooting only when they are in the frontcourt.

EXCEPTION (END OF PERIOD):

AOS may apply anywhere on the court only on the last action before:

- End of quarter or overtime
- Shot clock expiration (if applicable)

TECH FOULS

1 CATEGORY 1

WHAT IT MEANS:

Category 1 technical fouls are serious behaviour-related infractions involving unsportsmanlike conduct or misconduct.

INCLUDES:

- Disrespect toward referees, officials, or opponents
- Taunting, baiting, or provoking an opponent
- Using language or gestures likely to offend or incite spectators
- Excessive or unsportsmanlike reactions
- Excessive swinging of the elbows without contact
- Fake being fouled
- Obstructing the vision of an opponent by waving / placing their hands near the opponents eyes
- Bench misconduct or inappropriate team behaviour

KEY POINT:

Category 1 technical fouls reflect poor behaviour and sportsmanship.

OUTCOME:

Counts toward a game disqualification

2 CATEGORY 2

WHAT IT MEANS:

Category 2 technical fouls are minor or administrative infractions that are not related to unsportsmanlike behaviour.

INCLUDES:

- Delaying the game
- Hanging on the ring when not necessary for safety
- Goaltending during the last free throw by a defensive player

KEY POINT:

Category 2 technical fouls are procedural issues, not behaviour-based misconduct.

OUTCOME:

Does not count toward a game disqualification.

DISRUPTIVE AND FLAGRANT FOULS

1

DISRUPTIVE FOULS

WHAT IT MEANS:

A disruptive foul is a tactical foul used to illegally stop or slow down a fast break or clear scoring opportunity.

INCLUDES:

- Unnecessary contact by a defensive player not legitimately playing the ball, used to stop an offensive transition play, up until the start of the act of shooting
- Unnecessary contact anywhere on the court, not attempting to play the ball, used to stop the game clock and/or shot clock at the end of a quarter or overtime
- Illegal contact from behind or from the side on a progressing player moving towards the basket with no defenders between them and the basket, when:
 1. The player is in control of the ball, or
 2. The player is attempting to gain control of the ball, or
 3. The ball has been passed to the player
 4. This applies until the start of the act of shooting

KEY POINT:

Disruptive fouls are illegal contact used to stop advantage situations without attempting a genuine play on the ball.

OUTCOME:

Penalised more severely than a normal foul but does not lead to a game disqualification.

2

FLAGRANT FOULS

WHAT IT MEANS:

A flagrant foul is a player's illegal contact with an opponent which violates the spirit of sportsmanship and fair play, and which, by its nature and/or severity, exceeds the limits of a personal foul or disruptive foul.

CRITERIA:

- Not a legitimate basketball play against an opponent, with or without the ball
- Reckless, violent, or dangerous action which causes or may cause injury to an opponent
- Excessive hard contact in an attempt to play the ball or an opponent

KEY POINT:

Flagrant fouls are defined by the nature and severity of the contact, and represent a clear breach of sportsmanship and fair play.

OUTCOME:

Counts towards a game disqualification. The opposing team is awarded free throws and possession.

GAME DISQUALIFICATION

PLAYERS:

A player shall be disqualified for the remainder of the game when charged with:

- 2 flagrant fouls
- 2 Category 1 technical fouls
- 1 flagrant foul and 1 Category 1 technical foul

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GAME DISQUALIFICATION

HEAD COACHES:

A head coach shall be disqualified for the remainder of the game when charged with:

- 2 Category 1 technical fouls charged to the head coach resulting from their own unsportsmanlike behaviour
- 1 Category 1 technical foul charged to the head coach and 2 Category 1 technical fouls charged to the bench resulting from unsportsmanlike behaviour of persons permitted to sit on the team bench
- 3 Category 1 technical fouls charged to the team bench resulting from unsportsmanlike behaviour of persons permitted to sit on the team bench
- They receive a direct disqualifying foul

OUTCOME:

Removal from the game for the remainder of the game.