



USA Basketball U.S. Open Basketball Championships Rules

Please note, where a specific rule or standard is not listed in this document, the recommendation is to follow official FIBA rules.

GAME PLAY	
PLAYING REGULATION	
Teams	Each team may consist of no more than 15 personnel, and at least one USA Basketball Licensed Coach. Only credentialed roster members may sit on the team bench. Modifications cannot be made to the scoresheet once game begins.
Game length	Four periods of eight minutes.
Warm up time	Ten minutes before the game starts, unless shortened due to time restraints. A minimum of four minutes will always be allowed.
Time between periods	One minute between the 1 st and 2 nd period and 3 rd and 4 th period. One minute before each extra period.
Halftime	Five minutes.
Extra period(s)	Four minutes.
Clock stoppage in last 2:00	The clock will stop after made field goals in the last two minutes of the 4 th period and any extra period.
POSSESSION	
Start of game	The game starts with a jump ball at half-court to establish possession. Players may move onto or around circle prior to toss.
Alternating possession	Teams will alternate possession on subsequent jump balls, period starts and extra periods starts. The 2 nd , 3 rd and 4 th period and any extra periods start with a throw-in at half-court, with the player straddling the midline, on the side opposite the scorer's table. The player may inbound to the front or backcourt as the midline is being straddled.
SHOT CLOCK	
Duration	12U, 13U: 30 seconds. 9th, 10th: 24 seconds. On a throw-in, the shot clock begins when the ball is touched by a player on the court. During an offensive possession, if the shot clock sounds the official's whistle will be delayed. If the ball does not make contact with the rim and the defense gains immediate control there will be no whistle and the game will play on.

Reset Procedure	<p>12U, 13U:</p> <ul style="list-style-type: none"> ● Full 30 second reset on offensive and defensive rebounds. ● Full 30 second reset on any foul. <p>9th, 10th:</p> <ul style="list-style-type: none"> ● 14 second reset for offensive rebound. ● Full 24 second reset for defensive reset. ● Full 24 second reset for fouls committed in the backcourt. ● If a foul is committed in the frontcourt and the shot clock is above 14 seconds, there will be no reset and the clock will continue from the time it was stopped. ● If a foul is committed in the frontcourt and the shot clock is under 13 seconds or less, it shall be reset to 14 seconds.
TIME-OUTS	
First half timeouts	Two 60-second time-outs.
Second half timeouts	Three 60-second time-outs. A maximum of two time-outs are allowed in the last two minutes of the 4 th period.
Extra period(s)	One 60-second time-out in each extra period.
Carry-over	Unused time-outs may NOT be carried over to the next half or into extra period.
Calling a time-out	<p>A time-out may be called:</p> <ul style="list-style-type: none"> ● By either team during a dead ball. ● By the non-scoring team ONLY when a field goal is scored on them. ● By the non-scoring team ONLY following a made free-throw if it is the last free-throw by the shooter (no time-outs in between free-throw attempts). <p>A time-out may not be called during the game flow and may not stop live play on the court.</p> <p>Time-outs can't be granted before a playing time for a period start (game clock starts) or after playing time for a period has ended.</p> <p>In the last two minutes of the 4th period and each extra period following, the coach has the option to advance the ball after a time-out to be inbounded from the offensive team's frontcourt throw-in line, on the side opposite the scorestable.</p>
Requesting a time-out	<p>Time-outs may only be requested by a coach, not by players. Time-outs must be clearly requested to the scorer's table, not to the officials on the court.</p> <p>The scorer's table will sound the horn to grant the time-out at the next dead ball or when the team has been scored upon. A coach may cancel the time-out request before it is sounded by the scorer's table.</p>
SUBSTITUTIONS	
Substitution opportunities	<p>Substitutions may be made:</p> <ul style="list-style-type: none"> ● By either team during a dead ball. ● By either team before the first free-throw attempt or following a made last or only free-throw.

	<ul style="list-style-type: none"> By the non-scoring team, when a field goal is scored on them in the last two minutes of the 4th period and in each extra period. The scoring team may also substitute in these instances ONLY if the non-scoring team is already substituting. <p>Substitutions are requested by the player(s) entering the game to the scorer's table by sitting in the substitution chair(s) and clearly stating they are a substitute.</p>
FOULS	
Personal foul	Contact by a player against an opponent while ball is alive or dead during playing time. Free-throws awarded if the player was in the act of shooting. One free throw if player was in act of shooting and goal was made. Two or three free throws if player was in act of shooting and goal was not made.
Player foul limit	Five fouls
Team shooting foul	5 th foul of each period. Team fouls reset each period, except extra periods where they are considered a continuation of the 4 th period. When in the bonus, a team is automatically awarded two free-throws on any non-shooting foul. Offensive fouls by the team with possession of the live ball result in a throw-in by the opponent.
Technical foul	A player non-contact foul of behavior nature during a live or dead ball. Opponent awarded one free-throw and the ball then returned to the point of interruption. The shot clock only resets if the technical foul was called on the defensive team. Any player as designated by the coach may shoot the technical free throws and must stay in game for a clock running phase. A technical foul against a player is charged as an individual foul as well as a team foul. A technical foul against a bench personnel is charged against the coach but not as a team foul.
Unsportsmanlike foul	A player contact foul which, in the judgement of an official is: <ul style="list-style-type: none"> Not a legitimate attempt to directly play the ball. Excessive, hard contact. Unnecessary contact by defender to stop progress of offensive team in transition. Contact by defensive player from behind or laterally on an opponent in an attempt to stop the fast break. Contact by the defensive player on an opponent when game clock shows 2:00 minutes or less in 4th period and in each extra period when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in. <p>Freethrow(s) awarded to player who was fouled followed by a throw-in at the throw-in line, going into the team's frontcourt only.</p> <p>Two free throws if player was not in act of shooting. One free throw if player was in act of shooting and goal was made. Two or three free throws if player was in act of shooting and goal was not made.</p> <p>An unsportsmanlike foul against a player is charged as an individual foul as well as a team foul.</p>

Disqualification	A coach or player who is charged with two technical fouls OR two unsportsmanlike fouls OR one technical and one unsportsmanlike foul will be disqualified for the remainder of the game.
FREE-THROWS	
Length of time	12U, 13U, 8th: Eight seconds. 9th, 10th: Five seconds. Free-throw time ends when the ball touches the rim.
Positioning	Each team is allowed three players on the free-throw lane, which includes the shooter for the shooting team. The defensive team is permitted the position below the big block. Bottom two spaces can only be occupied by defense. The other open spots may be taken by opponent. Players on the lane may enter on the release of the ball by the shooter, with exception of shooter and anyone behind the arc who must wait for the ball to contact rim.
Violations	Violation by either team, except the shooter, is ignored if free throw is successful. If the free-throw is not successful, offensive violations result in opponent throw-in from free-throw line extended, defensive violations result in a new shot, double violations result in a jump ball. Double violation that involves the shooter and an opponent goes against the shooter. Shooter faking the shot results in violation.
GAME FORFEITURE	
Forfeit criteria	A team shall lose the game by forfeit if: <ul style="list-style-type: none"> • The team is not present or unable to field five players ready to play 15 minutes after the scheduled time to begin. • Its actions prevent the game from being played. • It refuses to play after being instructed to do so by the referee. Penalty if forfeiture occurs: <ul style="list-style-type: none"> • The game is awarded to the opponents and the score shall be 15-0. • In a tournament, if a team forfeits two times, the team shall be disqualified from the tournament and the results of all games played by this team shall be nullified.
Default forfeit	A team shall lose a game by default if, during the game, the team has fewer than two players on the playing court ready to play. Penalty if default forfeiture occurs: <ul style="list-style-type: none"> • If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded 2 to 0 in its favor.

DEFINITIONS & PROCEDURES

Act of shooting	Considered in the act of shooting until both feet return to floor. If fouled and able to release the ball, the ball must be released towards the basket for the foul to be considered in the act of shooting.
Airborne shooter	No airborne shooter rule as such. Foul committed by airborne shooter is not considered a player control foul.
Backcourt, frontcourt	Non-dribbler is in the frontcourt when both feet are completely touching frontcourt.
Backcourt count	12U, 13U: Ten second backcourt. 9th, 10th: Eight second backcourt. Count starts when player touches the ball on the inbound. New count on defensive foul. Count resumes with time remaining on any out-of-bounds, held ball, cancellation of equal penalties, double foul, offensive injury or time-out. New count begins when the offensive player gains control of ball if the ball legally returns to back court without loss of control. On a throw-in, a player may not pass it to a teammate in the backcourt if the point of inbound is in the frontcourt.
Basket interference	Both teams may touch the ball after it touches the rim. Causing the backboard to vibrate to prevent goal is a violation resulting in an awarded basket.
Bench area, coaching box, time-out area	Existing court lines are used. Home team is located to the right of the scorer's table when facing the scorer's table unless both teams agree to change benches and interchange baskets. Team's time-outs are taken in the team bench area.
Blocked shot or pass	Player returning to floor without losing control of ball is a travel unless opponent's hand(s) are firmly on ball. This instance is deemed a held ball.
Bleeding, injured player	Player may remain in game if has not been substituted and a time-out is taken by either team and player is ready to play at end of time-out. If an injured/bleeding player(s) must be substituted before the game or in between free-throws then opponent can substitute same number of player(s).
Blood on uniform	Item with blood must be removed/changed.
Charge semi-circle	Airborne offensive player penetrating the semi-circle line passing or attempting try for goal who contacts a defender within or in contact with semi-circle area can't be ruled a charge.
Coach replacement	Should a coach be removed or exit a contest, a parent or adult supervisor must be present on the bench for the game to continue (can come from stands). If this replacement is not licensed by USA Basketball, a USA Basketball staff member will be required to sit on the bench for the remainder of the tournament.
Closely guarded	Five second count applied in the backcourt and frontcourt if an opponent is within one meter and playing active defense and only if the ball is being held by offensive player.

Coach(es) standing	Either the head coach or assistant coaches can stand to coach, only one coach standing at a time. Only the head coach can address the officials.
Concussion	Immediately remove player from game who exhibits signs, symptoms or behavior consistent with concussion.
Delay of game	Official can put the ball on the floor and start a count if a player refuses to take the ball or is delaying the game on any free throw and/or throw-in. A warning or technical foul will be given for preventing a throw-in from being taken promptly/interfering with a throw-in. A warning or technical foul will be given for deliberately touching ball after a goal or successful free throw. If a team is delaying coming out of a time-out on first offense: <ul style="list-style-type: none"> ● Warning issued if team returns to court after being re-beckoned. ● Team charged with an additional time-out if they do not return. ● If no time-outs are left a technical foul is charged. ● Second offense results in a technical foul.
Double foul	Play resumes at the point of infraction with a throw-in at spot closest to the foul.
Disqualified player	Team may huddle and must replace player within 30 seconds. Player who has committed five fouls is an excluded player.
Dribbling out-of-bounds	No violation if dribbler steps out-of-bounds while dribbling but does not contact the ball while out-of-bounds and has in-bounds status when next contacts the ball.
Dunking in warm-up	Permitted (Note: though dunking is legal, hanging on the rim is not).
End of game, official's jurisdiction	The game officially ends when referee signs the score sheet. No assessment of fouls after time expires, report any activity/incidents.
Excessively swinging elbows	Excessive elbow swinging without contact results in a technical foul. Excessive elbow swinging with contact may be a personal (team control), unsportsmanlike or disqualifying foul.
Falling to floor	Legal for player in control of the ball to fall to floor.
Goaltending	Called when the ball is touched in downward flight, above ring, with chance of entering the basket or a ball touched above level of ring after it has touched the backboard.
Held ball	Two opponents in-bounds with one or both hands firmly on the ball trying to get possession and one player steps out-of-bounds results in a held ball situation and ball awarded based on alternate possession arrow. Two opponents in frontcourt one or both hands firmly on ball trying to get possession and player of team in control steps on division line or into backcourt results in a held ball situation and ball awarded according to alternate possession arrow.
Instant replay system	There is no Instant Replay System of any sort.
Last second shot	May catch and shoot with 0.3 seconds or more on clock. May tap or directly dunk with 0.2 or 0.1 on clock. Free throws will be shot if shooter is fouled simultaneously with signal to end game.

Passing over backboard	Legal for the ball to pass over the backboard in either direction.
Pressing defense	Defensive guarding, either on or off the ball, within the backcourt. Allowed unless leading team is up by 25 points or more.
Returning to backcourt	Lifting foot in backcourt while straddling the division line and in control of the ball and touching down again in backcourt while in control of ball is legal.
Team control in frontcourt	Team is in control of a live ball in the frontcourt when a player on that team is holding, catching or dribbling the ball with both feet touching the frontcourt. Team is in control in the frontcourt when ball is being passed between teammates in frontcourt, including on a frontcourt throw-in.
Three-point line distance	12U, 13U: Three-point line used is 19.9" in distance from the basket (high school line). 9th, 10th: Three-point line used is 20.9" in distance from the basket (college line).
Three seconds	Player cannot remain in the opponents' restricted area for more than three consecutive seconds while his/her team is in control of a live ball in the frontcourt and the game clock is running.
Throw-ins	Five seconds to throw ball in. Legal to throw over the backboard. Thrower can move a total of one meter laterally and/or backwards, and ball may be passed between teammates behind the endline. Defense can't touch ball if in hands of thrower even if ball has broken the out-of-bounds plane. Warning for touching the ball in hands of thrower on first occurrence. Defender can't touch ball until it is on inbounds side of boundary line even after thrower releases. Can't inbound to backcourt if throw-in occurs from the team's frontcourt.