

FIBA RULE CHANGES 2026

Briefing for Referees

Valid as of 1 October 2026 · Luxembourg: Start of the season 2026/27

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Purpose & Scope



- 1 This session covers rule changes relevant to referees
- 2 Grouped into: minor changes, major changes, signals & scoresheet & signals, and the new DigiBou
- 3 The official FIBA Basketball Rules (OBR) 2026 text always prevails in case of discrepancy
- 4 Full documents: Official Basketball Rules 2026 Changes v1.1 · Official Basketball Rules 2026 v1.1 · Official Basketball Rules Interpretations 2026 v1.0

Before the Season Starts

Now

Current rules apply for preseason games and scrimmages. Coaches will be informed accordingly

Next

Implementation: FIBA official from 1 October 2026. Effective locally from 1 September

Today

This session is based on available information. Details may adapt following new information from FIBA



1

Minor Changes

***Administrative or low-impact clarifications
no change to on-court officiating mechanics***



Art. 1 — Definitions

MINOR

- Wherever the rulebook says “commissioner,” this now also covers “technical delegate”
- Terminology alignment only

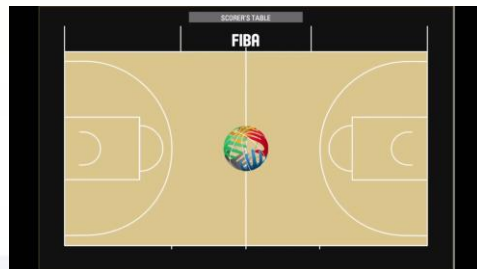


Art. 2 — Court

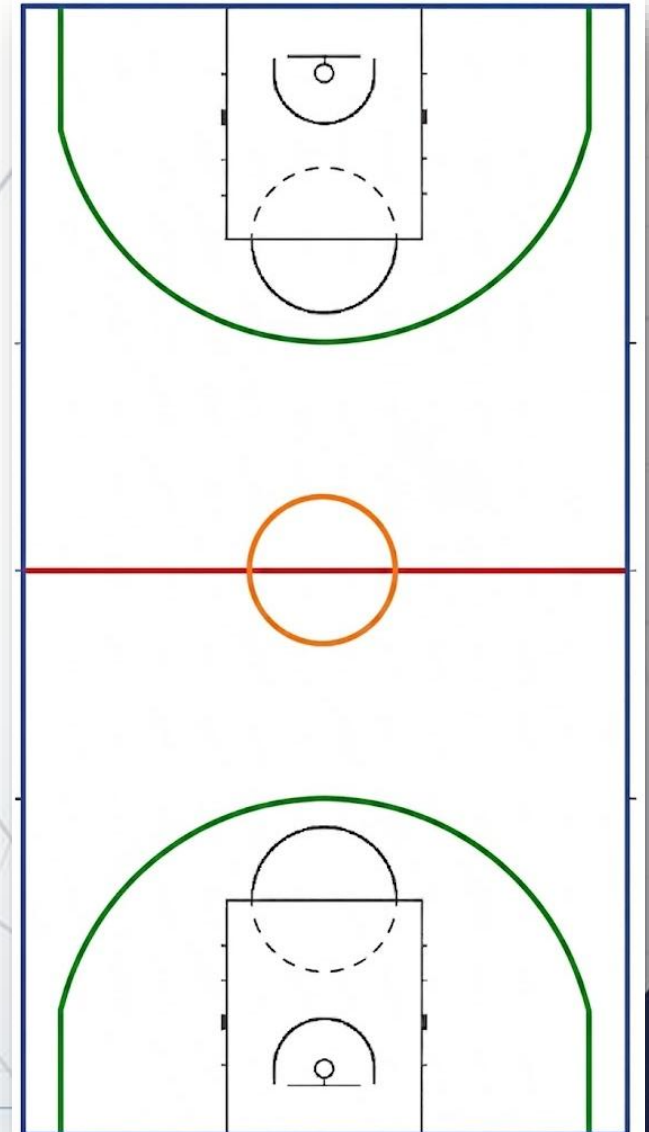
Line colours are now more flexible, to allow event branding.

Still required:

- All boundary lines (sidelines, end lines, throw-in lines, bench area lines) share one colour
- Each matching pair of court markings (restricted area, free-throw semi-circles, free-throw lines, 3-point lines, no-charge semi-circles) matches across both halves
- Centre line / circle may use a different colour



MINOR



Art. 4 — Uniforms

MINOR

- Socks no longer need to be visible
- Socks must still be the same dominant colour for all team members



Art. 24 — Dribbling

MINOR

A player may not dribble a second time after the first dribble ends, unless the player lost control of a live ball because of one of these three:

1

A shot for a goal

2

The ball is touched by
an opponent

3

On a pass or fumble, the
ball touches or is touched
by another player

Any one of the three conditions is enough.

Appendix D — Classification of Teams

MINOR

- New tie-break procedure (Art. D.5.2) for teams eliminated at an intermediate stage of a tournament, when no classification games are played
- Criteria in order:
group placing →
win-loss record →
point difference →
points scored →
FIBA ranking

A vs. B	100 – 55	B vs. C	100 – 95
A vs. C	90 – 85	B vs. D	80 – 75
A vs. D	75 – 80	C vs. D	60 – 55

Team	Games played	Wins	Losses	Classification points	Game points	Game points difference
A	3	2	1	5	265 : 220	+ 45
B	3	2	1	5	235 : 270	- 35
C	3	1	2	4	240 : 245	- 5
D	3	1	2	4	210 : 215	- 5

Therefore:	1 st	A – winner against B	3 rd	C – winner against D
	2 nd	B	4 th	D

Appendix F — Instant Replay System

MINOR

IRS VENUES ONLY

Last 2:00 of the 4th Quarter & Each OT

Whether the thrower-in still had the ball in hand(s), or at their disposal, when a defensive foul occurred during a throw-in

At Any Time in the Game

Whether a goaltending or interference violation occurred, or was correctly called, after a foul has been committed

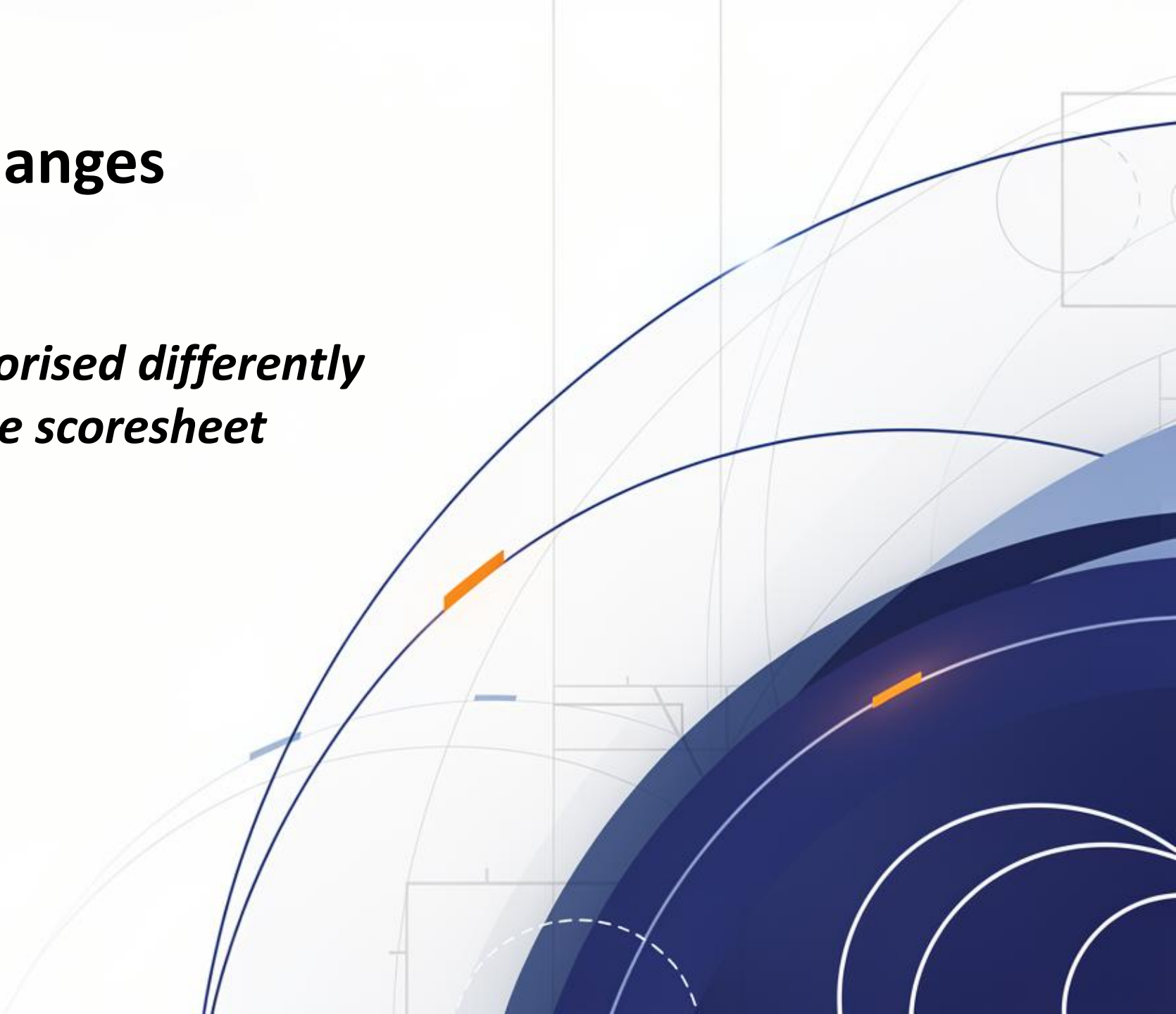
Both additions also apply to the Head Coach's Challenge, without the usual time restrictions.



2

Major Changes

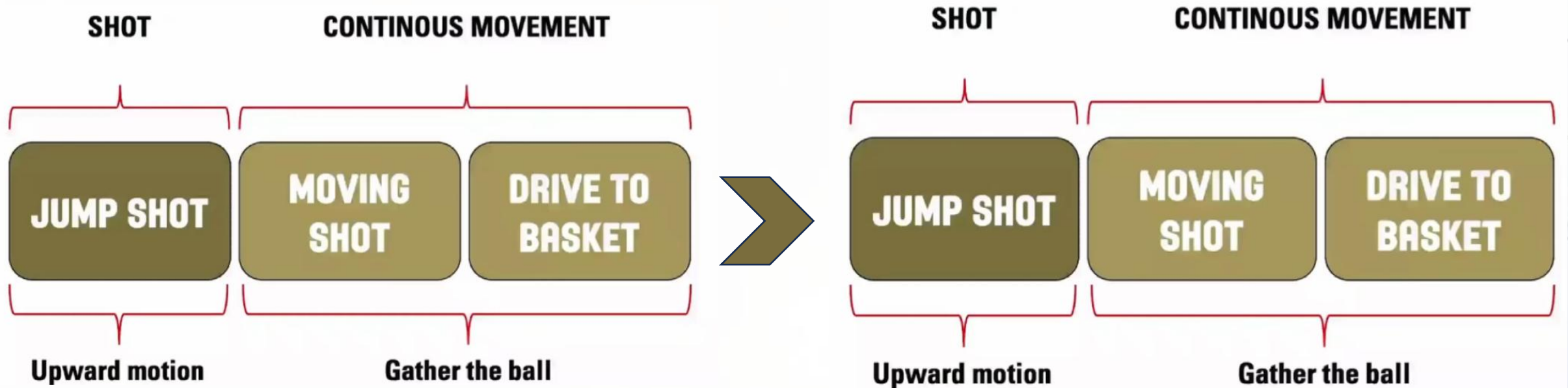
*Why fouls are now categorised differently
and why it matters for the scoresheet*



Art. 15 — Act of Shooting (AOS)

MAJOR

Conceptual Change



Art. 15 — Act of Shooting (AOS)

MAJOR

■ Jump Shots / Other Moving Shots

Starts when the player begins moving the shoulders and the ball upward toward the basket

■ Drives to the Basket

Starts when the player gathers the ball (dribble completed or catch in the air) and continues the shooting motion towards the basket, typically between the 3-point line and the basket

■ **End of AOS** When the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.



Art. 15 — Act of Shooting (AOS)

MAJOR

- A player must be in the frontcourt to be in the act of shooting
- **Exception:** A player may be anywhere on the court during the last action before:
 - ⌘ the expiration of a game clock for the end of the quarter or overtime; or
 - ⌘ the expiration of a shot clock at any time of the game
- In such cases, the act of shooting starts when the **player has gathered the ball and it comes to rest in the player's hand(s)**



Art. 15 — Act of Shooting (AOS)

MAJOR

● On jump shots or other moving shots

When a player is in the act of shooting on jump shots or other moving shots and after being fouled:

- ⌘ **passes the ball off**; or
- ⌘ if the ball is moved upwards in a **direction away from the basket**, or
- ⌘ if the **player is not facing the basket** when the ball is moved in an upwards motion,

that player is no longer considered to have been in the act of shooting.



Art. 15 — Act of Shooting (AOS)

MAJOR

- On drives to the basket

No changes

When a player is in the act of shooting on drives to the basket and **after being fouled passes the ball off** that player is no longer considered to have been in the act of shooting.



Art. 36 — Technical Foul Overview

MAJOR

Category 1

Counts toward game disqualification (GD)

Category 2

Does not count toward game disqualification (GD)

Both categories are charged as a player foul and count toward team fouls, regardless of category.

Category 1 Technical Fouls (TF1)— Examples

MAJOR

- Disrespectful conduct toward referees, commissioner / technical delegate, table officials, opponents, or bench personnel
- Baiting, taunting, or provoking an opponent (including minor contact not rising to flagrant level)
- Excessive swinging of elbows, without contact
- Offensive language or gestures toward spectators
- Obstructing an opponent's vision near the eyes
- Faking being fouled

Counts toward disqualification

Important: A technical foul on bench personnel (coach, assistants, players not in the game) is always Category 1.



Category 2 Technical Fouls (TF2) — Examples

MAJOR

- Delaying the game: touching the ball after a basket is scored, delaying a throw-in / free throw
- Hanging on the ring (except briefly after a dunk or to prevent injury)
- Goaltending by the defence during the last free throw

Does not count toward disqualification



Art. 37 & 38 — Disruptive and Flagrant Foul

MAJOR

Unsportsmanlike Foul

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graph TD; A[Unsportsmanlike Foul] --> B[Flagrant Foul]; A --> C[Disruptive Foul];
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Flagrant Foul

Counting towards game
disqualification (GD)

Disruptive Foul

Not counting towards game
disqualification (GD)

Art. 37 — Disruptive Foul: Definition

MAJOR

Illegal contact that does not rise to flagrant level, but **disrupts the flow of the game and disadvantages the opponent.**

Applies to three situations:

- 1 Defender fouls (not legitimate attempt to directly play the ball) to stop a transition break, before the act of shooting starts
- 2 No legitimate basketball play anywhere on the court to stop the game / shot clock near the end of a quarter or overtime
- 3 Illegal contact from behind or the side on a player with a clear path to the basket (before start of AOS)



Art. 37 — Disruptive Foul: Penalty

MAJOR

- Free throws:
 - 🏀 2 if not in the act of shooting
 - 🏀 Basket counts + 1 free throw if made
 - 🏀 2 or 3 free throws if missed
- Followed by a throw-in from the frontcourt throw-in line, opposite the scorer's table
- Counts as a team foul

Does NOT count toward game disqualification

Art. 38 — Flagrant Foul: Definition & Penalty

MAJOR

Illegal contact which **violates the spirit of sportsmanship and fair play**, and by its nature and/or the severity level **exceeds the limits of a personal or disruptive foul**.

Applies to three situations:

- 1** Not a legitimate basketball play against an opponent, with or without a ball.
- 2** Reckless, violent or dangerous act, which causes or may cause injury to an opponent.
- 3** Excessive, hard contact in an effort to play the ball or an opponent.

Same penalty structure as a DI (FT's + Frontcourt T-in, count as team fouls)

DOES count toward game disqualification



Disqualification Thresholds

Player disqualified when charged with:

- Two Category 1 technical fouls
- Two flagrant fouls
- One Category 1 technical foul + one flagrant foul

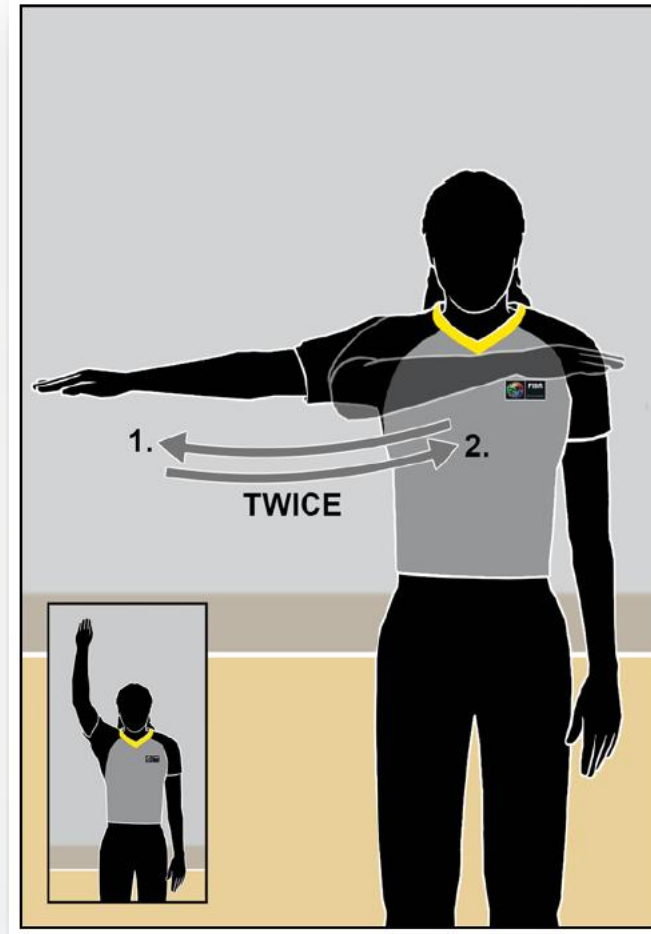
Head coach disqualified when charged with:

- 2 Category 1 technical fouls for personal unsportsmanlike behaviour
- 3 Category 1 technical fouls arising from bench personnel's behaviour

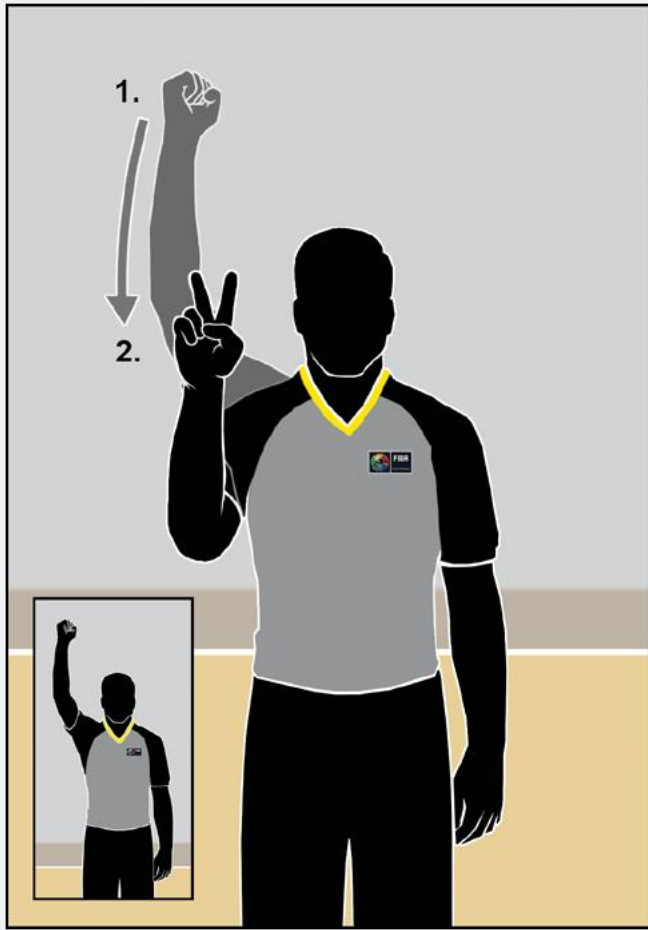
Appendix A — New & Updated Signals

Delay of Game

Arm extended, hand moves twice toward the body



Appendix A — New & Updated Signals



Disruptive Foul

Fist raised then lowered, followed by a two-finger signal

Appendix A — New & Updated Signals

Flagrant Foul

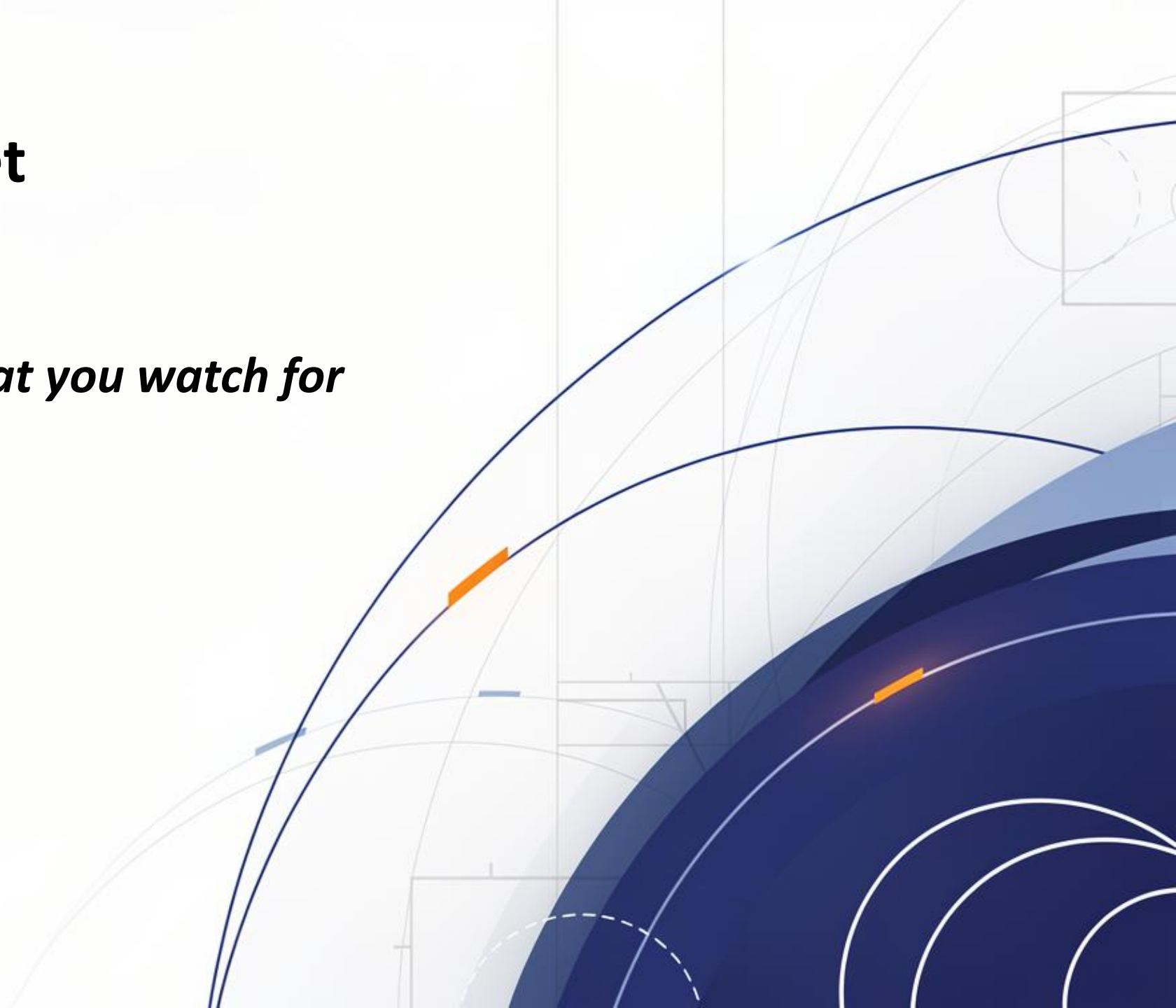
Both fists raised and
crossed above the
head





Scoresheet

What you write, and what you watch for



Appendix B — New Scoresheet Markings

Marking	Meaning
DI	Disruptive Foul / Player
FL	Flagrant Foul / Player (circled)
T	Technical Foul Category 1 / Player (circled)
T	Technical Foul Category 2 / Player (not circled)
C	Technical Foul Category 1 / Head Coach (circled)
B	Technical Foul Category 1 / Bench (circled)
BD	Technical Foul Category 1 / Disqualifying Foul against an Accompanying Delegation Member (circled)

The Golden Rule



Any foul that counts toward game disqualification is circled on the scoresheet.

1 2 3 C

If the foul involves free throws, add 1, 2, 3 or C beside the marking.

This one rule covers FL, Category 1 T, C, B, and BD — all circled. Category 2 T is the only technical foul left un-circled.

Example 1

SCENARIO

A player disrespectfully argues a call with a referee.

- Category 1 technical foul – T circled
- 1 free throw written beside the T marking

SCORESHEET MARKING

T₁

Category 1 technical foul
Counts toward this player's
game disqualification total

Example 2

SCENARIO

A defender fouls a breakaway player from behind before the act of shooting; the ball is not released.

- Disruptive foul — not circled
- 2 free throws written beside the DI marking

SCORESHEET MARKING

DI₂

Disruptive foul
2 FT (not in act of shooting)
Followed by a frontcourt throw-in
Does not count toward disqualification

Signal-to-Marking Recap

Referee signals disruptive foul

▶ DI (not circled) + free throw count

003	SMITH,	E.	9	⊗	P ₂	DI ₂	P	P ₁	—
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Referee signals flagrant foul

▶ FL (circled) + free throw count

022	SANCHES,	N.	42	×	DI ₂	P ₂	FL ₂	P	FL ₂ GD
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Referee signals Category 1 technical

▶ Circled T (or C / B / BD) + free throw count

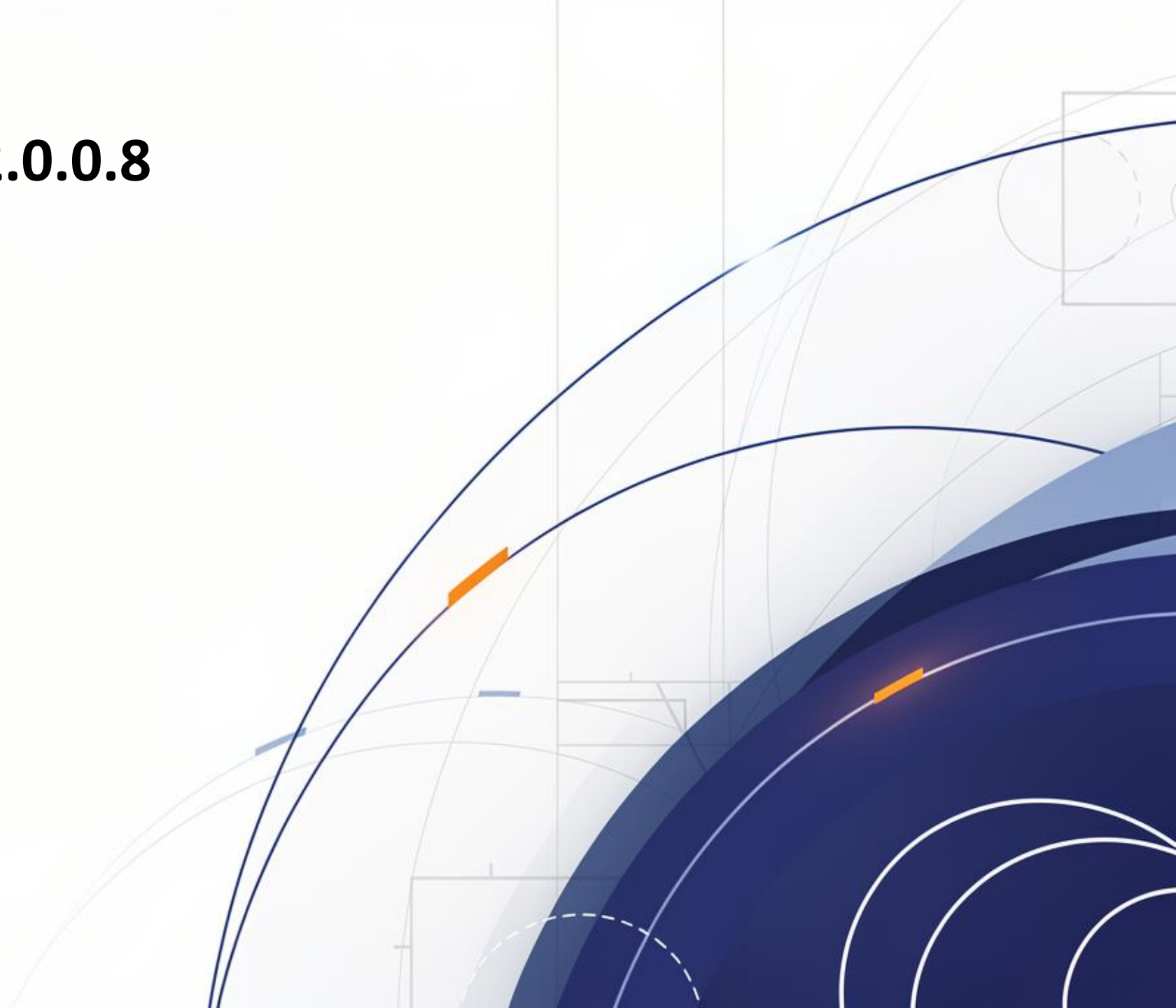
Head coach	788	LOOR,	A.	12	C	B	—
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When in doubt: ask the referee for clarification before the game restarts.



Digibou 2.0.0.8

What's new



Digibou 2.0.0.8 — Data Entry & Rules

New features aligned with the new FIBA 2026 rules

New FIBA rules
2026

All foul types supported

The corresponding rules are applied according to the FIBA 2026 rule changes.

T : technical foul of
cat. 1 and cat. 2

FL: flagrant foul
DI: disruptive foul

All special fouls supported



Faster foul entry

No more foul codes ! **Right-click** the relevant field to open a contextual menu. A separate menu is available for players / coaches.



Larger entry screen

More space for data entry and improved readability.



Player-Coach Technical Foul

- recorded as an additional player foul
- the technical foul is also taken into account for GD

Goal: fewer clicks, integrated rules and a more comfortable workflow.

TEAM A: Basket Esch

Time-out

Fouls per quarter

1st half	Q1:	>4	Q2:	0
2nd half	Q3:	0	Q4:	0
Overtime	HCC			

Player											
License#	Last name	In game	V2	V3	Nb	1	2	3	4	5	Pt
26226	HICKS Jordan				4						0
26189	STANKOVIC Luka	⊗			5						0
26119	DA VEIGA RODRIGUE...				6						0
26159	NELSON Quinten Greg...	⊗			7	FL	T ₁	GD			0
26152	CORNU Corentin Vince...	⊗			8	P					0
26026	RUGG Clancy Mac (C...	⊗			11	FL	T ₁	GD			0
26237	RAMOS FONSECA Deni..				12						0
26171	THILL Damien				13						
26336	JESUS FREDERICO E...	⊗			14						

Personal foul

Disruptive Foul

Flagrant foul

Technical foul

Disqualifying foul

Fighting

Coach				
26115	Coach	GRUN Thomas		

Last actions

Time	Team	Tr	Score	Action	Nb
10:00	LON	7	0: 0	Foul deleted FL20 Player D d	72
10:00	LON	C	0: 0	Foul added C10 D d (C)	73

0: 0

LAL	LON
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Personal foul >

Disruptive Foul >

Flagrant foul >

Technical foul >

Disqualifying foul >

Fighting >

Delete foul >

P- no free throws

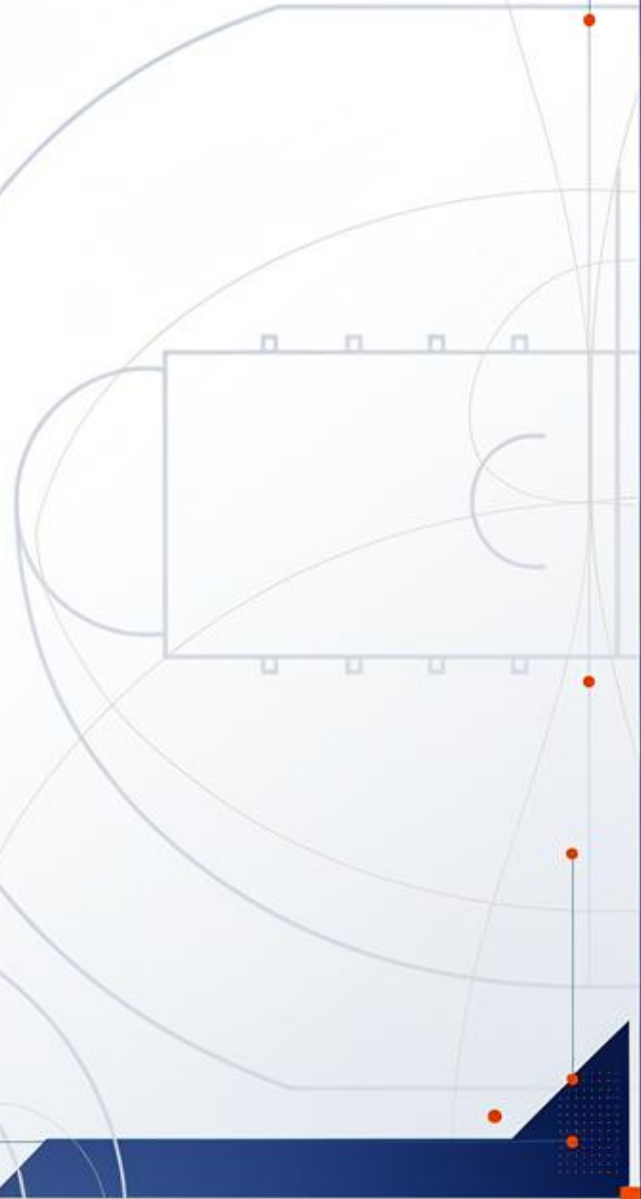
P1 - 1 free throw (bonus)

P2 - 2 free throws

P3 - 3 free throws

Pc - foul cancellation

16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23



Digibou 2.0.0.8 — Foul types players

New features aligned with the new FIBA 2026 rules

New FIBA rules
2026

Player

P personal foul

DI disruptive foul

FL flagrant foul (circle)

T technical foul cat. 1 (circle)

T technical foul cat. 2

D disqualifying foul

+ Number of free throws
or 'c' for cancellation of equal
penalties

GD game disqualification (auto)
F Fighting (auto)

P 1 free throw + P no free throw

108	WEMBANYAMA Victor	X	8	P ₁	P				8
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Flagrant 3 ft + Disruptive 2 ft + Flagrant 1 ft -> GD game disqualification

107	KUKOC Toni	X	7	FL	DI ₂	FL	GD		2
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Disruptive 2 ft + Technical cat. 1 1 ft

207	DONCIC Luka	X	77	DI ₁	T ₁				4
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P no ft + Flagrant 1 ft + Technical cat.1 1 ft -> GD game disqualification.

103	GASOL Pau (CAP)	X	3	P	FL	T ₁	GD		2
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Digibou 2.0.0.8 — Foul types coaches & disqualification foul

New features aligned with the new FIBA 2026 rules

New FIBA rules
2026

Coach

B bench technical foul (circle)

C personal technical (circle)

D disqualifying foul

**BD disqualifying delegation member
(circle)**

+ Number of free throws
or 'c' for cancellation of equal
penalties

GD game disqualification (auto)

F Fighting (auto)

Disqualifying fouls

Head Coach

-> 'D₂' for excluded head coach

First assistant coach, substitute or excluded player

-> TF for head coach with a 'B₂' and circle + 'D' for excluded coach/player

Accompanying delegation member

-> 'BD₂' and circle for head coach

Digibou 2.0.0.8 — Foul types coaches & Fighting

New features aligned with the new FIBA 2026 rules

New FIBA rules
2026

Coach

B bench technical foul (circle)

D disqualifying foul

**BD disqualifying delegation member
without circle**

+ Number of free throws
or 'c' for cancellation of equal
penalties

GD game disqualification (auto)
F Fighting (auto)

1. Head coach gets 'B₂', or 'D₂' if head coach is excluded too.

2. Active involvement or just leaving team bench area

a) Just leaving team bench area during fight

- Those involved (except players already on court before fight) get a 'D' + 'F' to fill up remaining spaces.
- Already excluded player gets 'DF' to put in 'points space' on Digibou.
- If delegation member involved, head coach gets additional 'BD'.

b) Active involvement in fighting

- Those involved (except players already on court before fight) get a 'D₂' + 'F' to fill up remaining spaces.
- Already excluded player gets 'D₂F' to put in 'points space' on Digibou.
- If delegation member involved, head coach gets additional 'BD₂' for each disqualified delegation member

Digibou 2.0.0.8 — expert mode : non - JICL Controls

Enhanced JICL / non-JICL controls

EXPERT MODE

Control of JICL / non-JICL players on court

Substitution management is **compulsory**. Time management is optional.
ONLY LBBL Men • LBBL Women • N2 Men

👾 Début match

☒ avec chrono et changements (mode expert)

Controls during substitutions

ON THE COURT

2 players

Checked when substitutions are made.

SCORESHEET

4 players

Control of players listed on the scoresheet before game start.

Digibou 2.0.0.8 — Substitutions LBBL H + D + N2 H

Quick workflows for single and multiple substitutions

SINGLE SUBSTITUTION

1 player IN / 1 player OUT

- 1 Click the "SUBSTITUTION" button.
- 2 Select 1 player OUT (becomes red).
- 3 Select 1 player IN (becomes green).
- 4 Click "SUBSTITUTION" again to confirm.

MULTIPLE SUBSTITUTIONS

Several players at once

- 1 Double-click the "SUBSTITUTION" button.
- 2 All players are automatically marked OUT (red).
- 3 Select the players who are IN (become green).
- 4 Click "SUBSTITUTION" again to confirm.

Digibou 2.0.0.8 — End of Game & Digibou updates

Quick direct upload



End of game

Direct upload when the game is sent to FLBB.

ALTERNATIVE

**Upload by email:
flbb@pt.lu**

<https://extranet.flbb.lu>

The screenshot displays the FLBB extranet interface. On the left is a sidebar menu with the following items: Home, News, Calendrier, Adresses, Clubs (with a dropdown arrow), Liste des clubs, Catégories d'âge, Médico, Bulletins officiels, Formulaire, Outils inform. (highlighted with an orange lightning bolt icon), Aide, and Mode sombre. The main content area is titled 'Outils inform.' and 'Outils publiés'. It contains three visible items: 'DigiBou - feuille de match digitale' with a DigiBou icon, 'Procédure communication des résultats', and 'FIBA Livestats' with a FIBA Livestats icon. A fourth item, 'FIBA Livestats - Procédure', is partially visible at the bottom.

What Changes

- ✓ New foul categories to be aware of
- ✓ New referee signals to know
- ✓ New scoresheet markings, remember the circle rule
- ✓ Digibou (digital scoresheet), make sure to use the latest version (at least 2.0.0.8)



Links to official FIBA documents:

- ⌘ 2026 Official Basketball Rules Changes - v1.1
- ⌘ 2026 Official Basketball Rules - v 1.1
- ⌘ 2026 Official Basketball Rules Interpretations - v 1.0
- ⌘ 2026 Official Basketball Rules - Basketball Equipment - v1.0

Contact: instructor@flbb.lu

This summary is for internal briefing purposes;
the OBR 2026 text prevails in case of discrepancy

