
RULE THREE - TEAMS

Art. 4 Teams

4.1 Definition

- 4.1.1 A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.
- 4.1.2 A team member is entitled to play when his name has been entered on the score-sheet before the start of the game and as long as he has neither been disqualified nor committed **5** fouls.
- 4.1.3 During playing time, a team member is:
- A player when he is on the playing court and is entitled to play.
 - A substitute when he is not on the playing court but he is entitled to play.
 - An excluded player when he has committed **5** fouls and is no longer entitled to play.
- 4.1.4 During an interval of play, all team members entitled to play are considered as players.

4.2 Rule

- 4.2.1 Each team shall consist of:
- No more than **12** team members entitled to play, including a captain.
 - A coach and, if a team wishes, an assistant coach.
 - A maximum of **5** team followers who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc.
- 4.2.2 **During playing time 5 players from each team shall be on the playing court** and may be substituted.
- 4.2.3 A substitute becomes a player and a player becomes a substitute when:
- The official beckons the substitute to enter the playing court.
 - During a time-out or an interval of play, a substitute requests the substitution to the scorer.

4.3 Uniforms

- 4.3.1 The uniform of the team members shall consist of:
- Shirts of the same dominant colour front and back.
All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
 - Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts. **The shorts must end above the knee.**
 - Socks of the same dominant colour for all players of the team.
- 4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
The numbers shall be clearly visible and:
- Those on the back shall be at least **20** cm high.

- Those on the front shall be at least 10 cm high.
- The numbers shall be at least 2 cm wide.
- Teams shall use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

4.3.3 Teams must have a minimum of 2 sets of shirts and:

- The first team named in the programme (home team) shall wear light-coloured shirts (preferably white).
- The second team named in the programme (visiting team) shall wear dark-coloured shirts.
- However, if the 2 teams agree, they may interchange the colours of the shirts.

4.4 Other equipment

4.4.1 All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

4.4.2 Players shall not wear equipment (objects) that may cause injury to other players.

- The following **are not** permitted:
 - Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
 - Objects that could cut or cause abrasions (fingernails must be closely cut).
 - Headgear, hair accessories and jewellery.
- The following **are** permitted:
 - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - Compression sleeves of the same dominant colour as the shirts.
 - Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee.
 - Knee braces if they are properly covered.
 - Protector for an injured nose, even if made of a hard material.
 - Non-coloured transparent mouth guard.
 - Spectacles, if they do not pose a danger to other players.
 - Headbands, maximum 5 cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
 - Non-coloured transparent taping of arms, shoulders, legs, etc.

4.4.3 During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise.

4.4.4 Any other equipment not specifically mentioned in this article must be approved by the FIBA Technical Commission.

Art. 5 Players: Injury

5.1 In the event of injury to a player(s), the officials may stop the game.

5.2 If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball,