

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 scoresheet before the beginning 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 head coach.
 - A maximum of 8 accompanying delegation members, including a maximum of 2 assistant coaches who may sit on the team bench. In case a team has assistant coaches, the first assistant coach shall be entered on the scoresheet.
- 4.2.2 During playing time 5 team members 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 all team members shall consist of:
- Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted. All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
 - T-shirts, regardless of the style, are not permitted to be worn under the shirts.
 - Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee.
 - Socks of the same dominant colour for all team members. Socks need to be visible.

4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a 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 may only 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 schedule (home team) shall wear light-coloured shirts (preferably white).
- The second team named in the schedule (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, helmets, 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).
 - Hair accessories and jewellery.
- The following are permitted:
 - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - Arm and leg compression sleeves.
 - Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
 - 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.
 - Wristbands and headbands, maximum of 10 cm wide textile material.
 - Taping of arms, shoulders, legs etc.
 - Ankle braces.

All players on the team must have all their arm and leg compression sleeves, headgear, wristbands and headbands and tapings of the same solid colour.

4.4.3 During the game a player may wear shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted.

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