

RULES	EUROLEAGUE FIBA	NBA	NCAA
Playing time	4x10 minutes 5 minutes over-time (OT)	4x12 minutes 5 minutes over-time	2x20 minutes 5 minutes over-time
Shot clock	24 seconds After offensive rebound: 14 seconds	24 seconds	Men: 35 seconds Women: 30 seconds
3-point line	6.75m (6.60 on baseline)	7.24m (6.70m on baseline)	Men: 6.25m Women: 6.325m
Time-outs	2 in first half 3 in second half (but only 2 in last two minutes of the 4 th period) 1 per OT period Always 60 seconds Never carried over	6 regular 2 per OT period = 60 or 100 seconds + 1 short time-out (20 seconds) per half The second short time-out can be carried over to OT period and additional regulations	4 regular 30 seconds + long 60 seconds Maximum 3 regular and 1 long in second half and additional regulations
Jump ball and alternating possession	Jump ball to star game The one losing initial jump ball gets possession for the next jump ball situation Alternating possession between teams thereafter for all jump ball situations	Jump ball to star game The one losing initial jump ball gets possession to start 2nd and 4th quarters The one winning initial jump ball gets possession to start 3rd quarter All other jump ball situations played as "real jump ball"	Jump ball to star game The one losing initial jump ball gets possession for the next jump ball situation Alternating possession between teams thereafter for all jump ball situations Jump ball to start OT
Individual foul	Foul out on 5 (personal and technical)	Foul out on 6 or 2 technical	Foul out on 5 (personal and technical)
Team fouls and bonus free-throws	2 free-throws awarded for each (non-shooting) foul after the 4th period (includes player technical fouls) Does not include offensive fouls/fouls by team in possession	2 free-throws awarded for each foul after the 4th team foul or last two minutes of each quarter, whichever comes first Does not include offensive fouls and technical fouls	1 free throw, plus another if the first is successful is awarded on the 7th, 8th and 9th foul of each half; the penalty is increased to two shots on the 10th and subsequent fouls; overtime is an extension of the second half. Does not include offensive fouls

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Technical foul (penalty)	1 free throw and possession of the ball at centre	1 free throw per technical foul; play resumes at the point of interruption; foul is charged to individual in question (and automatic fine assessed)	2 free throws, play resumes at point of interruption
Goaltending/basket interference	No blocking a ball in downward flight towards the rim. Once the ball strikes the rim, any player can play the ball (i.e. swat it away or tap it in)	No blocking a ball in downward flight towards the rim. An imaginary cylinder exists that has the basket as its base. Touching the ball while any part of it is in this cylinder (and still has a chance to go in) is a violation	No blocking a ball in downward flight towards the rim. An imaginary cylinder exists that has the basket as its base. Touching the ball while any part of it is in this cylinder (and still has a chance to go in) is a violation.
Zone defense	Legal	Legal but... defensive player may not stay in the lane (a.k.a. key, restricted area) for longer than three seconds if he is not actively guarding an opponent	Legal
Player numbers	00, 0, 1-99	Any one or two digit number	00 (or 0), 1-5, 10-15, 20-25, 30-35, 40-45, 50-55