

REFEREE EDUCATION PROGRAM

ASSOCIATION DEVELOPMENT COURSE

MODULE 1

STOPPING THE GAME

Using Your Whistle

Get your whistle out now.

Put your whistle in your mouth, but do not blow it unless your presenter instructs you to.

A whistle is one of your most important tools for communication.

A whistle should be loud, short and sharp in sound. Watch this video for a clear strategy on how to blow your whistle.



Video not working? <u>Click here</u> to view it in your browser



Using Your Hand Or Fist

- To stop the game a referee will blow the whistle and put up in the air and either use:
- an open hand to stop the clock or
- a fist for a foul call
- Notice the raised arm is very high and quite straight, this draws more attention to the referee and helps them look more confident.



Drill Name: "Signal Stop and Go"

Objective: To practice running, stopping confidently, and making clear signals

- 1. Participants will start on the spread around the court on the baseline and will be running around the court.
- 2. The Referees will have a whistle and will practice running around the court, looking over their shoulder to follow the presenter in the middle of the court.
- 3.Instruct the Referees that their goal is to move around the court jogging.
- 4.As the Referees run, they should be on the lookout for a "game situation." This can be signalled by a presenter
- 5. When a game situation is signalled, the Referees should:
 - 1. Stop running immediately.
 - 2. Raise their arm high and straight to draw attention (as if signalling to stop the clock).
 - 3. Make a clear signal with either an open hand (for stopping the clock) or a fist (for a foul call).
 - 4. Blow the whistle to signify the stoppage or foul.

JUMP BALL MECHANICS

Jump ball - Active and passive official

"A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the game."

Positions at the start of the game: The referee (crew chief) tossing the ball stands at the jump ball circle, facing the scorer's table. He checks to make sure his partner and the teams are ready to play. The other referee (umpire) stands in front of th







Active referee's target: Analysis indicate that 50% of the violations during the jump-ball are caused by the referee's poor toss of the ball.

In other words, they could have been avoided. Tossing the ball is something that needs to be trained on a regular basis, unlike what is currently the case. It is crucial to understand that the jumpers are tense and will react easily on any movement caused by the referee. So therefore, it is crucial to avoid any unnecessary movements, making the tossing of the ball a surprise, yet in a seamless motion.

A checklist for a successful ball toss:

- a) Players are tense avoid any extra movements
- b) Style of tossing the ball is irrelevant (two hands low or high, one hand low or high)
- c) The most important is to have one solid upward movement to toss the ball
- d) Level of the ball at the start: the lower the ball is, the longer it has to travel to reach the "highest point" e) Speed & intensiveness of the toss (lower starting point more intensive and faster)
- f) No whistle in the mouth when administrating the toss



Passive referee's target: To identify the different tasks and techniques for non-administrating (passive) referees during the ball toss. The passive referee has only very limited duties during jump-ball situations. Even so, from time to time, we will still witness obvious violations or administrating error(s) that are not officiated properly. A possible reason is that the passive referee is not ready to react to any illegal actions by the players or administrating errors by their partner. An active mindset is the key for appropriate coverage. The passive referee should remind himself (self talking) to identify illegal actions and the proper procedures in case they occur.

A checklist for successful coverage by the passive referee:

- a) Call back the poor toss (too low, not straight, incorrect timing)
- b) Call the violation if the ball is touched by jumpers on the way up (stealing the tap)
- c) Call the violation if the non-jumpers are not staying outside the circle until ball is tapped legally by the jumper(s)
- d) Controlling the game clock (10:00) and the shot clock (24') ensuring they are reset where a violation is called before the ball is legally tapped
- e) Ensuring that any throw-in as a result of a violation by the jumper is placed in the new frontcourt, close to the mid court line



Position after the initial jump ball

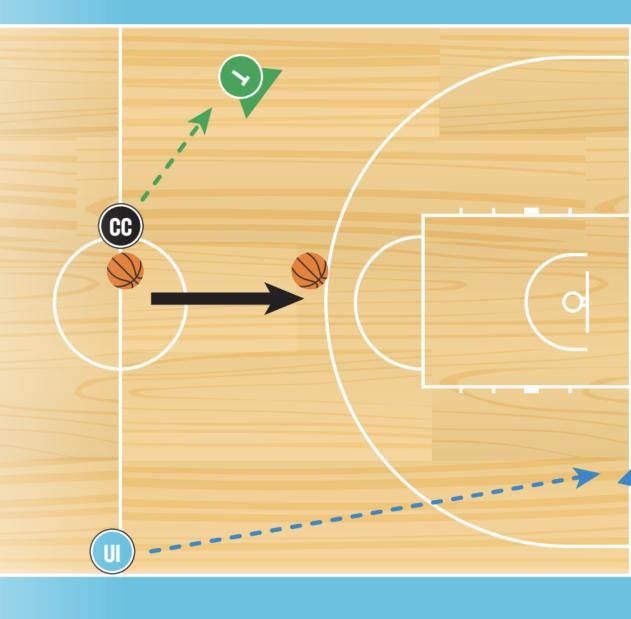
- The umpire runs in the direction of play towards the end-line and remains in front of the play. This is Lead. The referee tossing the ball follows the direction of the ball and remains behind the play. This is Trail.
- Ball goes left after a jump ball

HOME SCORER'S TABLE VISITOR

Position after the initial jump ball

• The umpire runs in the direction of play towards the end-line and remains in front of the play. This is Lead. The referee tossing the ball follows the direction of the ball and remains behind the play. This is Trail.

Ball goes Right after a jump ball



ME SCORER'S TABLE VISITOR

Initial Positioning Drill

Objective: To practice positioning after the initial jump ball to ensure proper coverage of the game.

Instructions:

- Start with one referee taking the position of the Lead and the other as the Trail.
- Have a player stand in the centre circle for the jump ball.
- The Lead referee conducts the jump ball.
- As soon as the ball is released by the Lead referee, the referees must react based on the direction the ball goes.
- If the ball goes right, the referees must quickly move to their respective positions:
 - The Lead referee moves diagonally towards the right end-line, staying in front of the play.
 - The Trail referee moves diagonally towards the right, staying behind the play.
- If the ball goes left, they adjust their positions accordingly:
 - The Lead referee moves diagonally towards the left end-line, staying in front of the play.
 - The Trail referee moves diagonally towards the left, staying behind the play.
- The referees should maintain proper spacing and angles to ensure they have a clear view of the action.
- Practice this drill by repeating the jump ball scenario with the ball going in different directions.

Signals Practice

Split participants into pairs. In each pair, take turns in signalling the following signals to each other and give feedback after each turn.

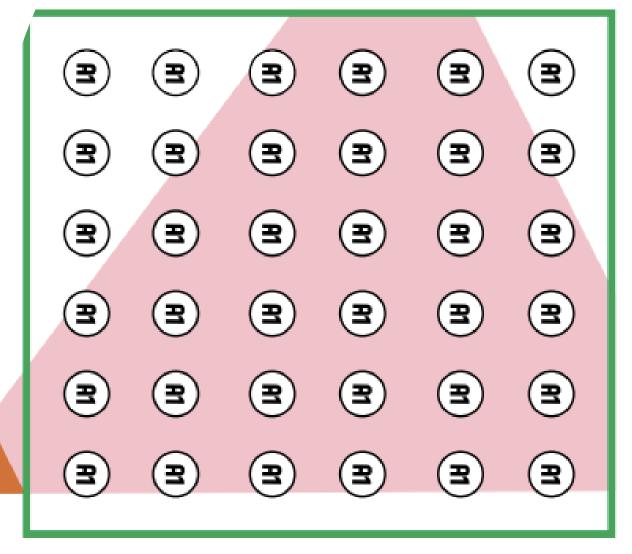
- Blue 31, hands foul, green baseline throw-in
- Red 10, blocking foul, blue sideline throw-in
- Green 19, pushing foul, two shots
- 2 points count, black 5, hands foul, one shot
- Blue 37, holding foul, two shots
- Green 14, blocking foul, black baseline throw-in
- Black 61, charging foul, green sideline throw-in
- Cancelled basket, green 22, pushing foul, black throw-in from the freethrow line extended
- 2 points count, red 7, pushing foul, one shot
- Blue 25, unsportsmanlike foul, two shots and possession
- Red 11, technical foul, one shot
- Black 41, disqualifying foul, two shots and possession
- Blue, 79 hand check, sideline black throw-in from
- Green 19, pushing foul, two shots, timeout
- Green 19, pushing foul, two shots
- 2 points count, black 5, hands foul, one shot
- Blue 37, holding foul, two shots
- Green 14, blocking foul, black baseline throw-in

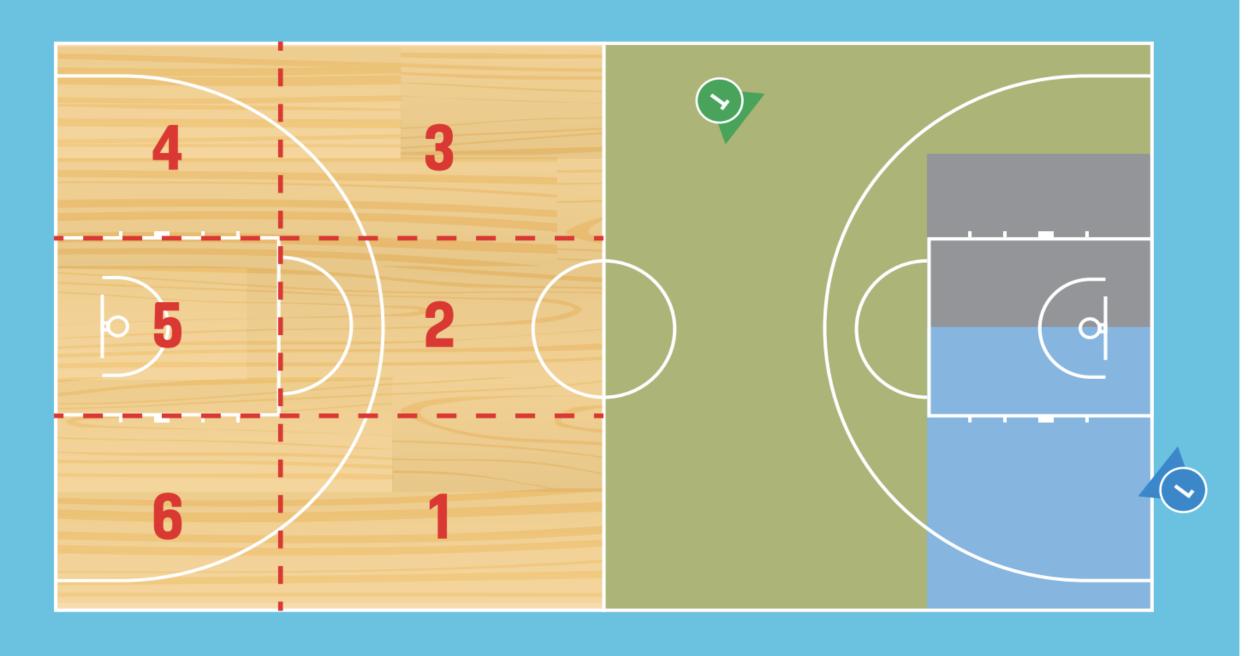


AREA OF RESPONSIBILITIES

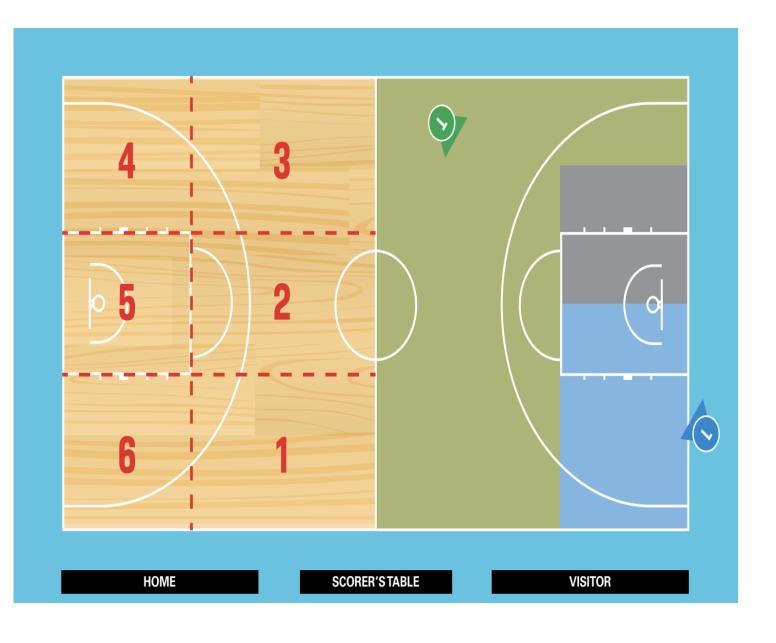
The principles for positioning and openangle are:

- a. Move to the right spot and establish the open angle
- b. Anticipate(mentally one step ahead of the play) where you need to be
- c. Adjust to the play to maintain the open angle(step here, step there)
- d. Always move with a purpose, know where you need to go and why
- f. If the initial position is correct—there is a less need to move, but do not be STATIC (you need to adjust all the time according to the play and players' movement).





HOME SCORER'S TABLE VISITOR

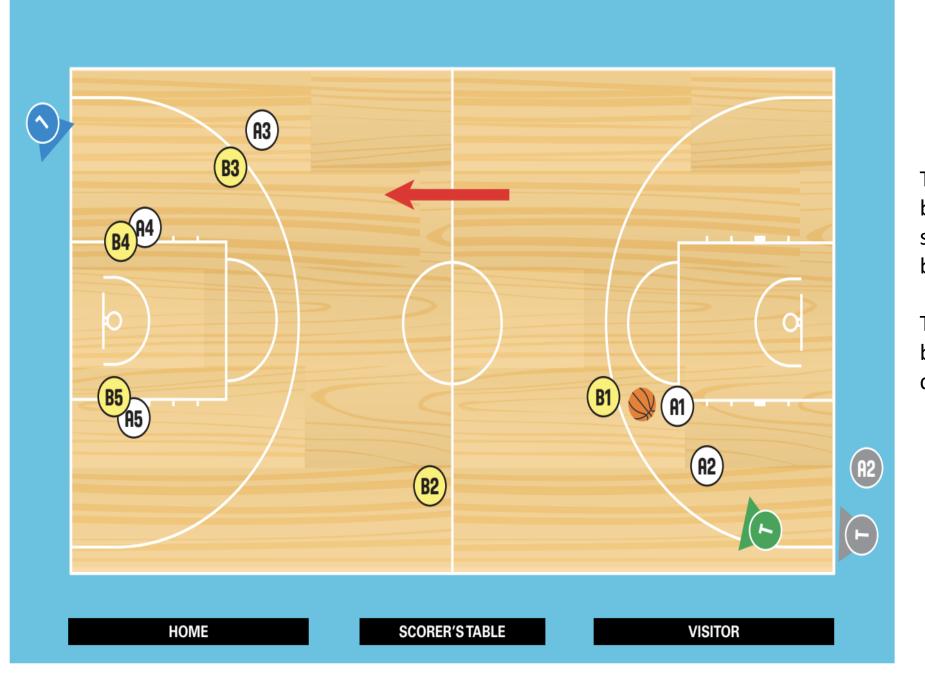


Officiating requires the two officials to work in cooperation with each other, one official taking responsibility for on-the-ball and the other for off-the-ball coverage.

In order to achieve proper coverage, the two officials should seek to obtain the best possible position to judge the play, using the system of mechanics contained in this manual as a guideline.

To simplify this, each half of the playing court has been divided into rectangles, numbered 1 to 6 (Left, left side)

On the right side of the court are the areas of the court that the officials have to cover (green by the Trail, blue by the Lead, and grey by both)

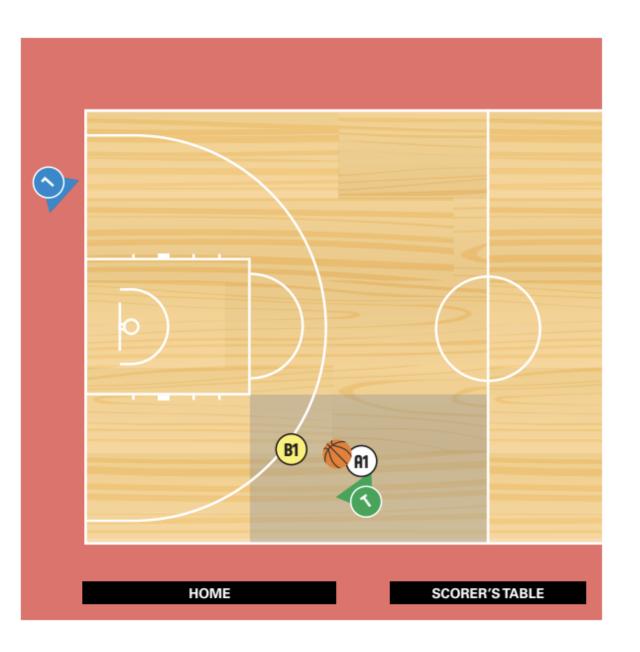


Boxing In

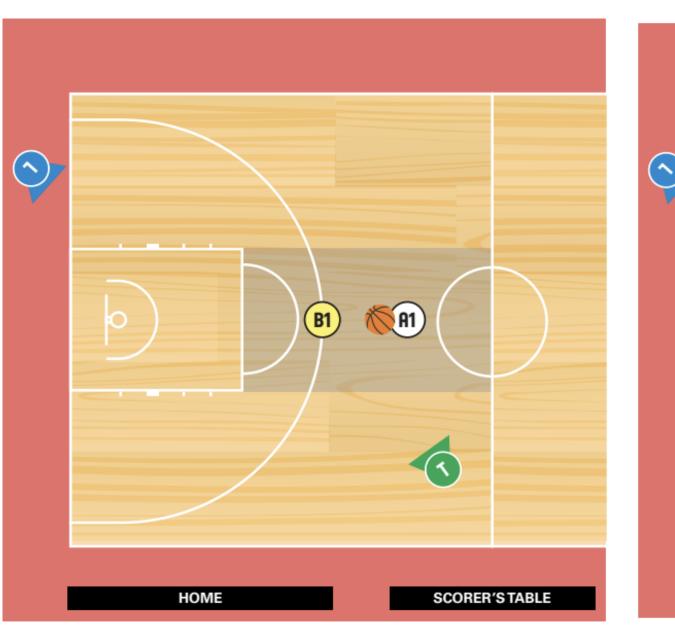
The Trail should always remain behind the play whereas the Lead should be in front of the players; but running while looking at them.

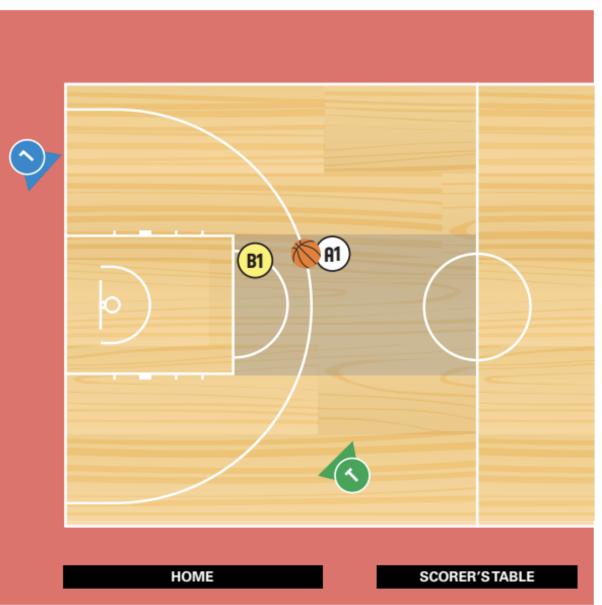
The aim is to keep the players between the two referees, which is called the "boxing-in" principle.

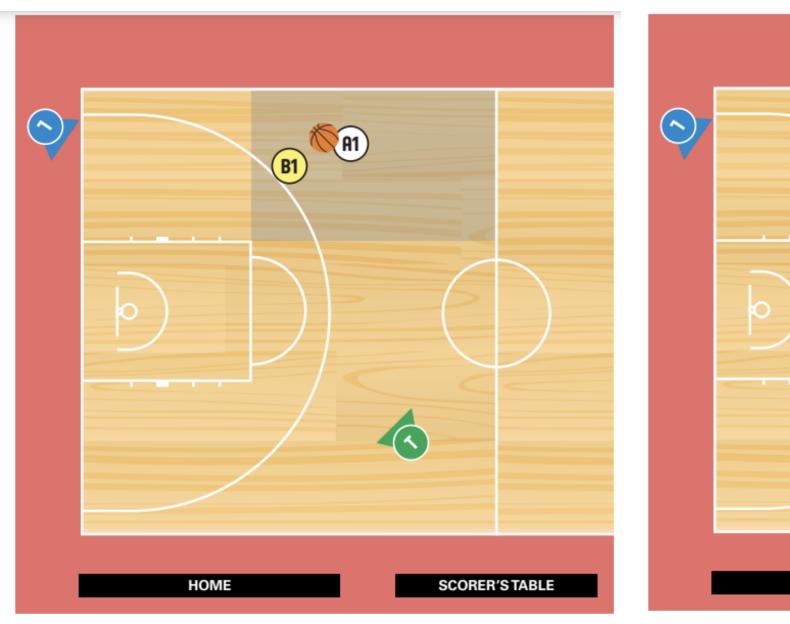
TRAIL RESPONSIBILITIES

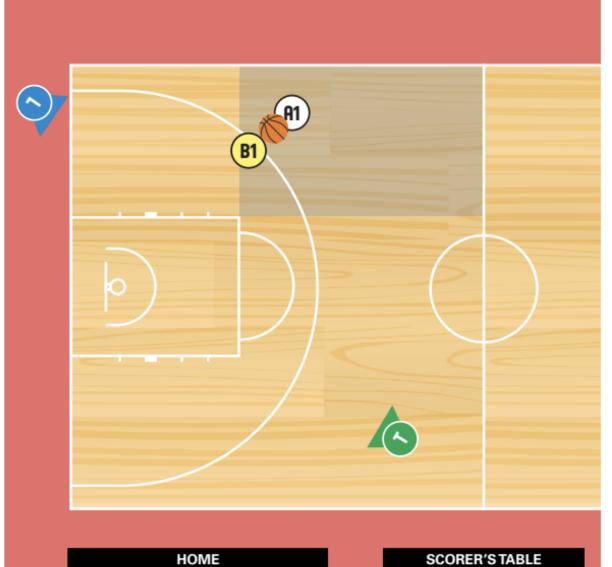


The Trail is responsible for watching the play around the ball, particularly the player dribbling, shooting or passing the ball and the defensive player or players guarding him. When the ball is in this rectangle, the Trail has primary responsibility for on-theball coverage. The Lead positions himself so that the ten players are between him and his partner. His main responsibility is the play away from the ball. He should pay particular attention to any possible illegal screens or rough post play





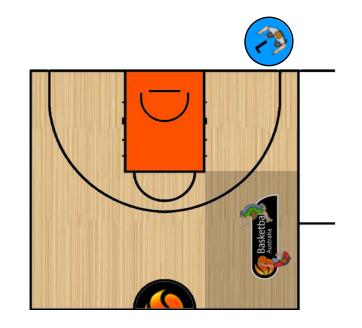




Lead Positioning Competency

In lead you are expected to:

- Take a position at least one (1) metre within the baseline
- Adjust the position to maintain good open angles, staying as wide as the widest defender
- Hold a wide position on all shots and drives to keep open angles to the court





LEAD RESPONSIBILITIES

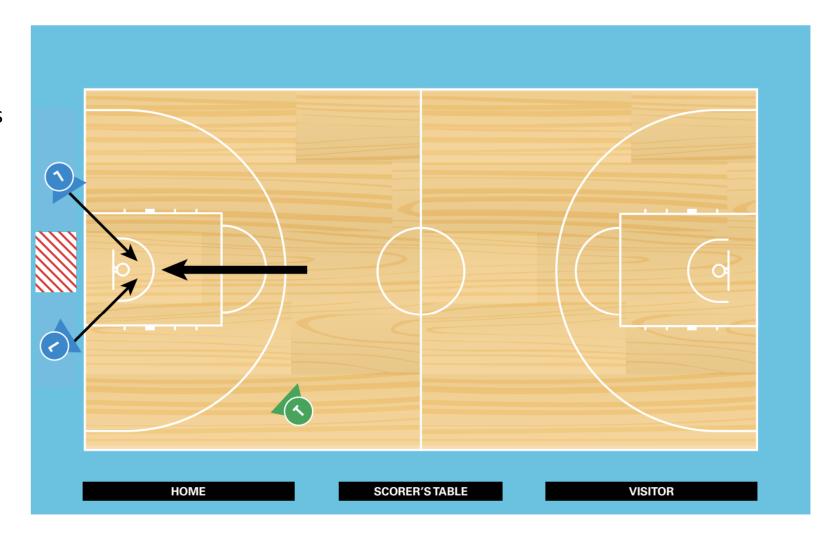
Lead position

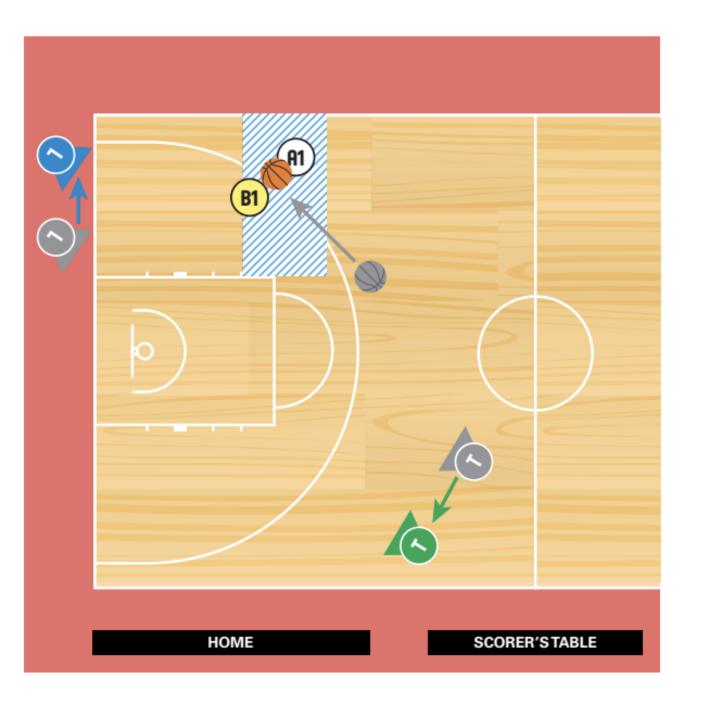
Lead works on the endline in a 45° angle facing the basket.

The position should be not more than 1 metre deep from the end line and normally outside the paint. The Lead's working area is from the three-point line to the lane line of the key.

• The normal set-up point for Lead is between the lane line of the key and the three-point line. The Lead should move on the endline according to the movement of the ball, ensuring they have position on the edge of the play. The Lead should work off-the court.

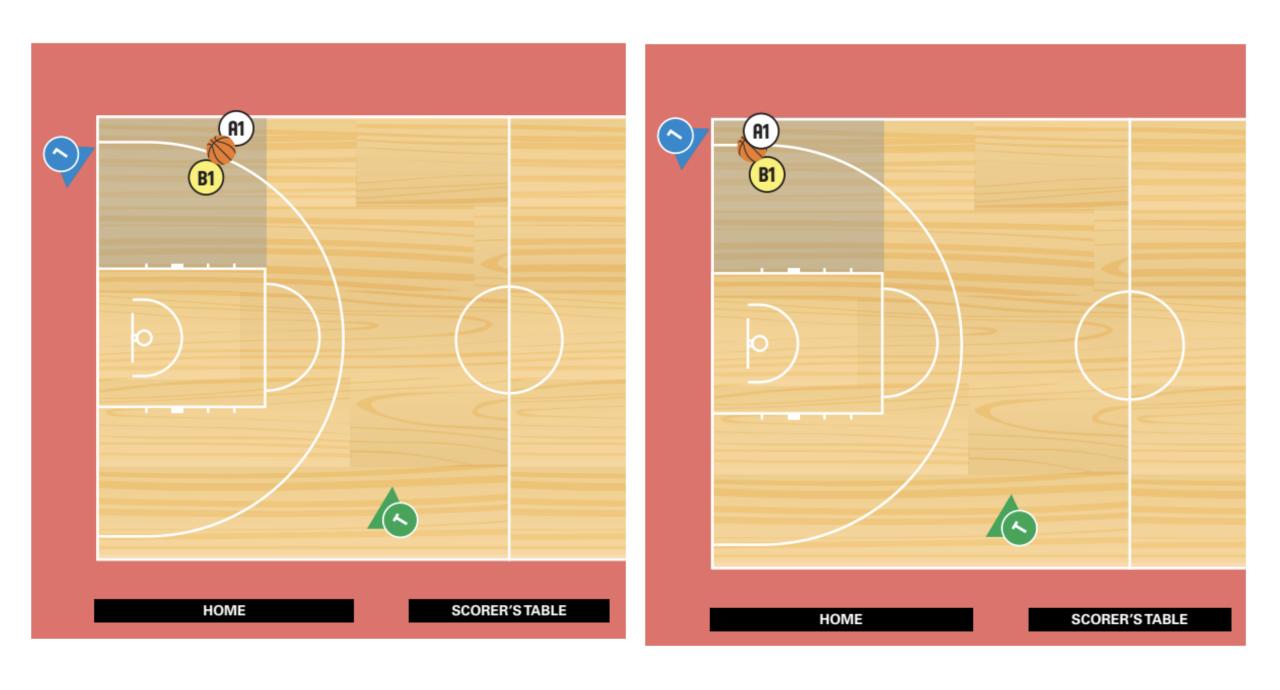
Lead working area is between 3 point line and edge of the board. To find out if you have the correct position is to check that you will see the front of the rim.

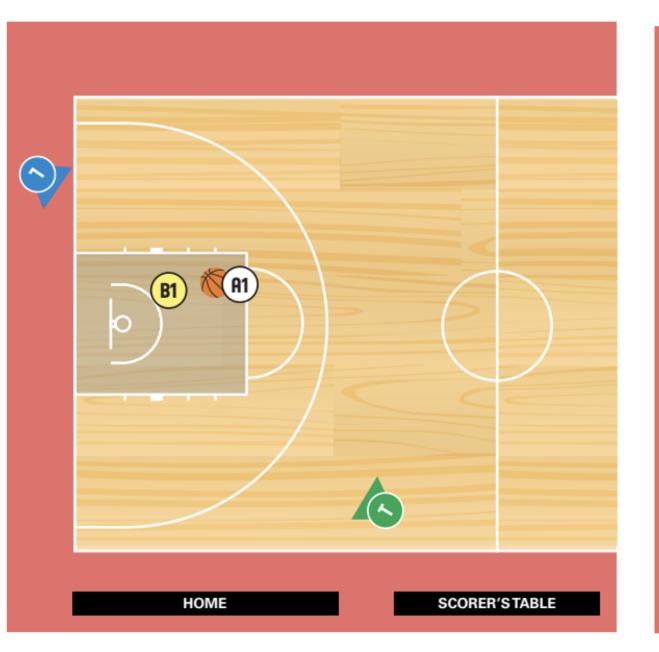


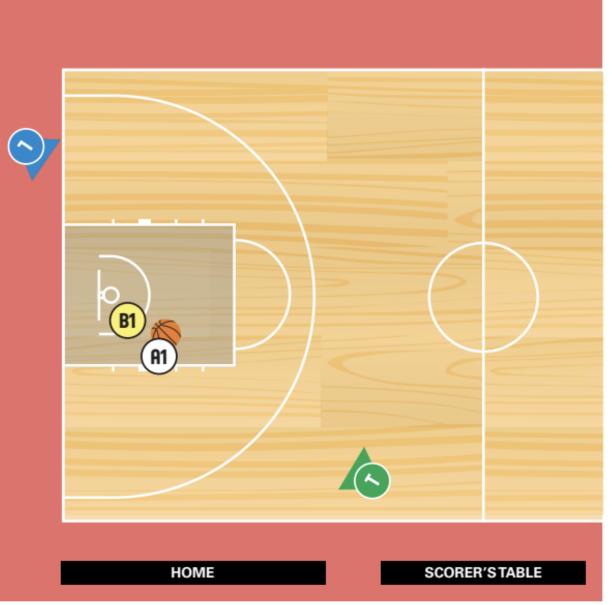


When the ball is in rectangle 3, the Lead again takes off-the-ball coverage. He should always know where the ball is to give help, when necessary, to his partner on a three-point field attempt. There is generally no need to move beyond the three-point line to his left. He needs to adjust to a wide position, approximately in-line with the widest view. With the ball in rectangle 3, the Lead pays particular attention to the players in the low post area.

When the ball is located in low rectangle 3 (hatched area in D20), referees should agree during the pregame conference on how they can communicate to decide who takes on-ball coverage and when. When the Lead takes on-ball coverage, then the Trail should move towards his left in order to cover the play away from the ball







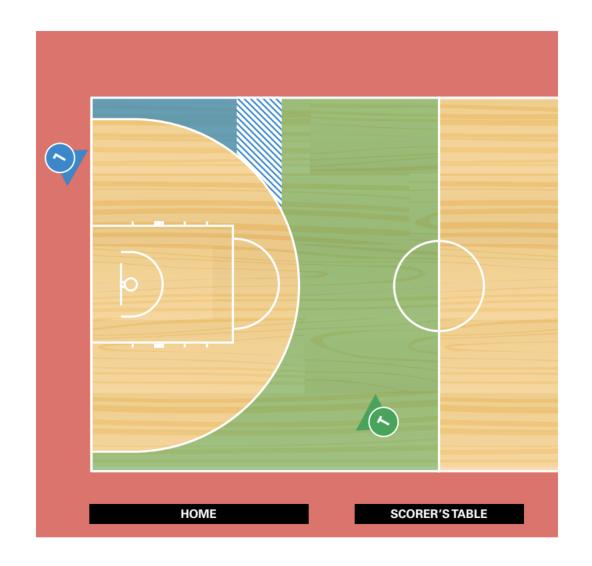
Three-point attempts

In principle Trail is responsible for signalling all 3-point attempts and all successful 3-point field goals.

Below you will find some practical cases and their procedure: If an attempt is from area 1,2 or 6 (green area below): - Trail signals a 3-point attempt - If the basket is successful, the Trail signals the valid basket.

If an attempt is from low area 3 (hatched area below): - Trail signals normally the initial attempt signal but Lead can give help if there is doubt - If the basket is successful, only Trail signals the valid basket.

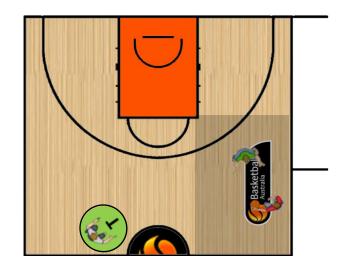
If an attempt is from Lead's side below the free throw line extended (area 4 - blue area below): - Lead signals 3-point attempt - Trail mirrors the signal - If the basket is successful, only Trail signals the valid basket

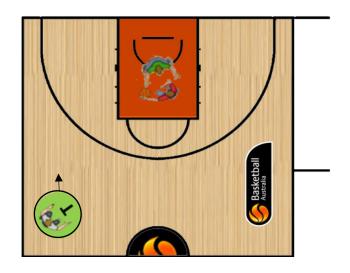


Trail Positioning Competency

In trail you are expected to:

- Go as far across the court as required to referee high pressure in area 3
- Stay active on every shot and drive by taking at least one step forward
- Maintain your position during a shot attempt until clear possession is determined from the rebound





THROW IN ADMINISTRATION

Throw-in Administration

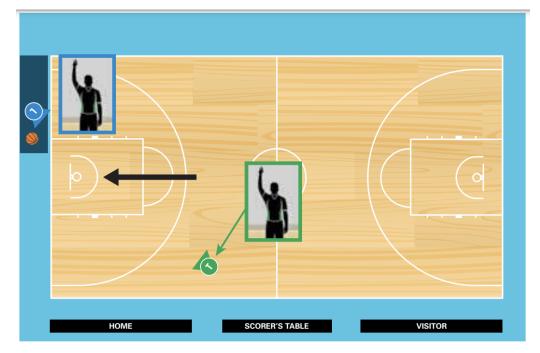
"A throw-in occurs when the ball is passed into the playing court by the out-of-bounds player taking the throw-in"."

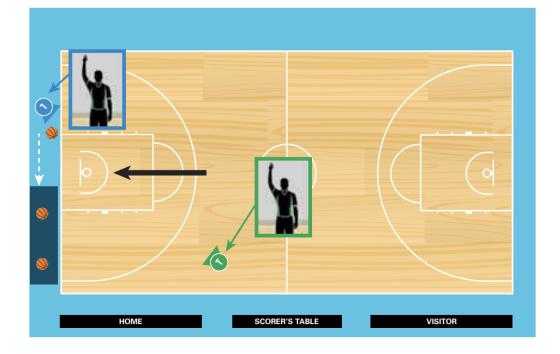
The throw-in administration should be an automatic (muscle memory) procedure. If done every time and with the proper technique, the referee will always be ready physically and mentally to cover the various types of play situations that can occur with a throw-in action.

A player taking the throw-in:

- Has 5 seconds to throw the ball in
- Must stand outside the court area
- Must not move more than 1 metre sideways once the referee has given him the ball.
- Can move directly backwards

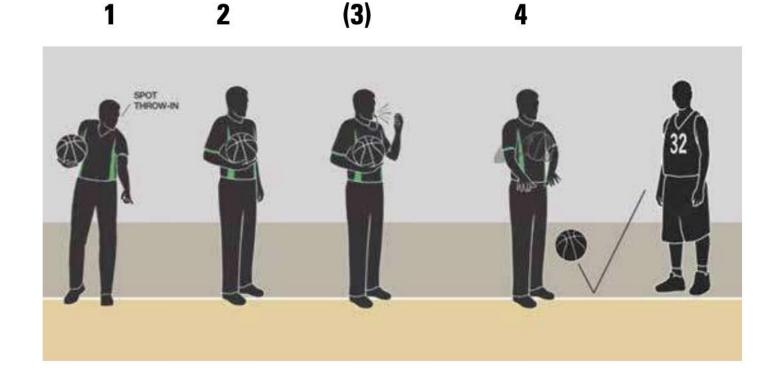
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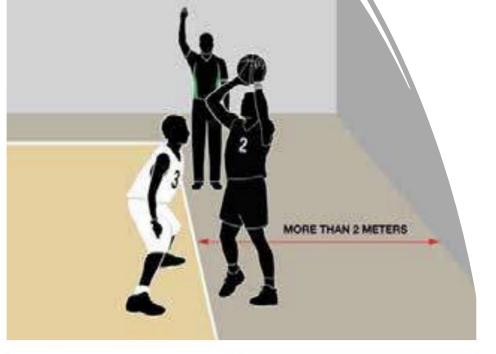


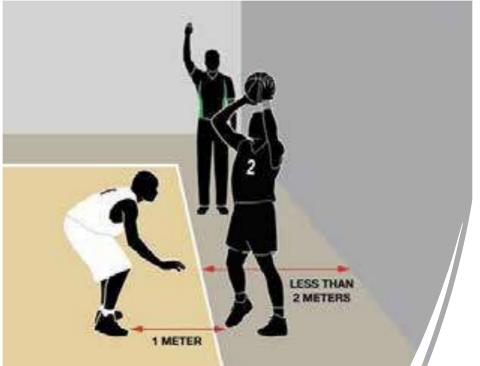


Checklist for the general throw-in procedure as the active referee

- The active referee shall designate the throw-in spot and use preventive officiating
- He shall take and maintain distance from the play, then put the whistle to his/her mouth while holding the ball
- He shall blow his whistle ONLY if the throw-in is taken on the landline (and it is that team's front- court)
- Then he/she shall make a bounce pass to the player in charge of the throw-in and observe the throw-in and action surrounding

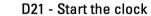


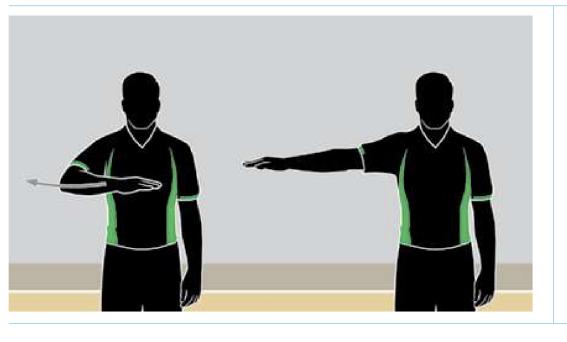




A player who is defending:

- Must not touch the ball, or the player that is taking the throw-in
- Must stand behind the line
- Must stand 1 metre back from the line if the thrower-in does not have 2 metres behind them free from obstruction





D20 - Then the referee should show a visible count (with verbal support) and start the clock when the ball touches a player on the court.

Signal: Visible count (counting while moving palm).



SIGNAL BEFORE THE THROW-IN WHEN 2 MINUTES OR LESS ARE REMAINING IN THE FOURTH QUARTER (AND OVERTIME):



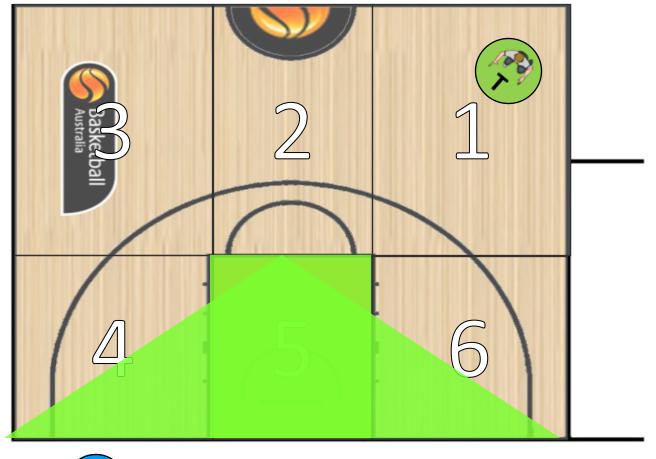
D22 - This signal is a warning to prevent violations and delays of the game in the last two minutes.

If the defensive player commits a violation after this warning, it is a technical foul.

Signal: Illegal boundary line crossing (wave arm parallel to boundary line).

Areas of Responsibility

 The ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction, except from directly behind the backboard





SIGNALING AND SWITCHING



2. COLOUR

3. NUMBER

4. FOUL TYPE E.G. HANDS, BLOCK, ETC.

5. PENALTY OR DIRECTION OF PLAY

6. TIMEOUT OR SUBSTITUTION

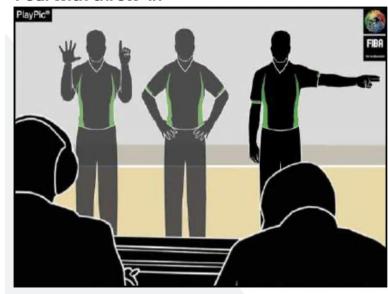
Signaling to the bench

Signaling to the bench

- 1. Walk sharply to a spot where you have visual contact with the table.

 Minimize distance think where is your next position after reporting.
- 2. Stop, both feet side by side on the floor and breathe (body balance shoulders level)
- 3. Rhythm (start-stop -"one-two" / start-stop-"one-two"/ start -stop-"one-two")
- 4. Identify the number, nature of foul and penalty (throw-in or free throws)
- 5. The nature of the foul must be the same as what really happened in the play
- 6. Verbally support the reporting to the scorer's table

Foul with throw-in



- **1.** Number No. 6
- 2. Nature of foul Blocking foul
- **3.** Penalty Throw-in direction

Foul with free throws

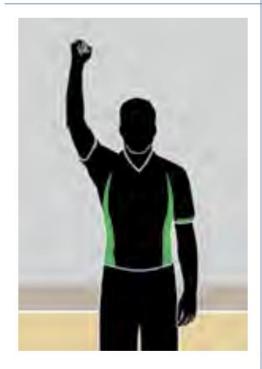


- **1.** Number No. 6
- 2. Nature of foul Illegal contact to hand
- **3.** Penalty − 2 free throws

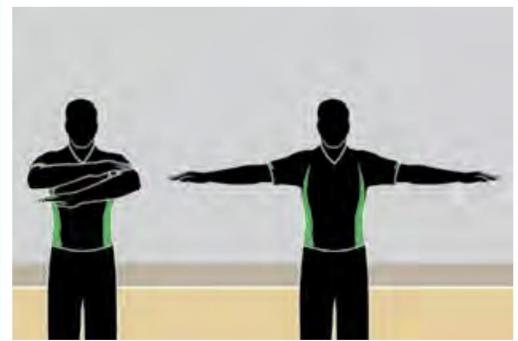
CALLING

Game clock stops

Basket cancelled



D40 - Stop the clock (foul - one clenched fist)

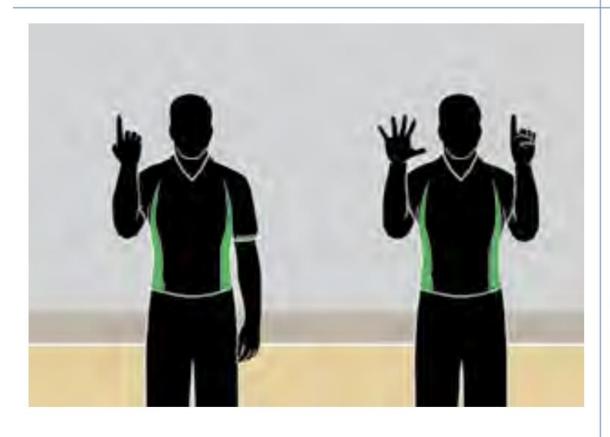


D42 - Basket cancelled (scissor-like action with arms, once across chest)

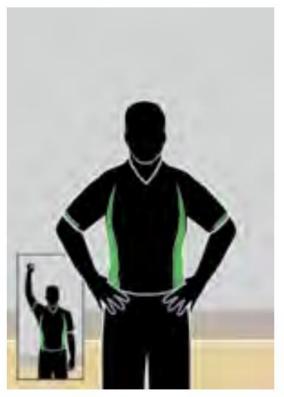
Number of the player

Foul nature

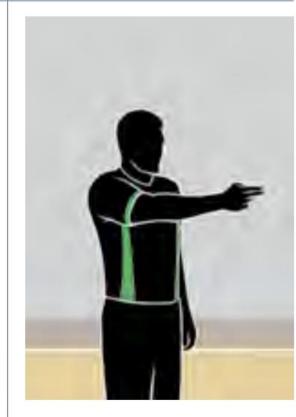
Penalty = throw-in



D43 - Number 16 (first reverse hand shows number 1 for the decade digit – then open hands show number 6 for the units digit)



D31 - Blocking



D16 - Direction of play

CALLING

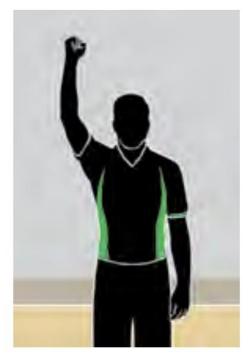
REPORTING

Game clock stops

Number of the player

Foul nature

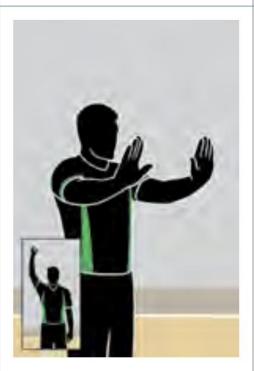
Penalty = 2 free-throws



D40 - Stop the clock (foul - one clenched fist). Advise the players who the foul is on.



D41 - Right hand shows number 5, left hand shows number 1)

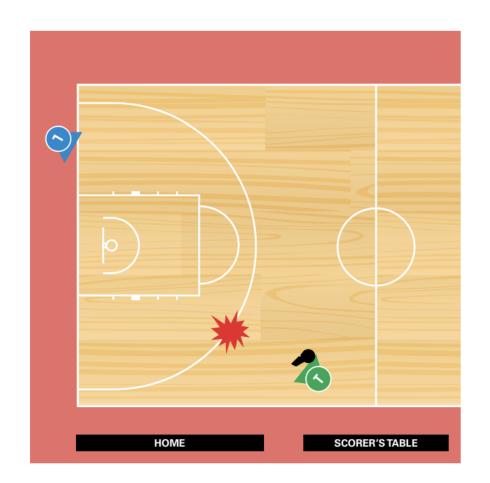


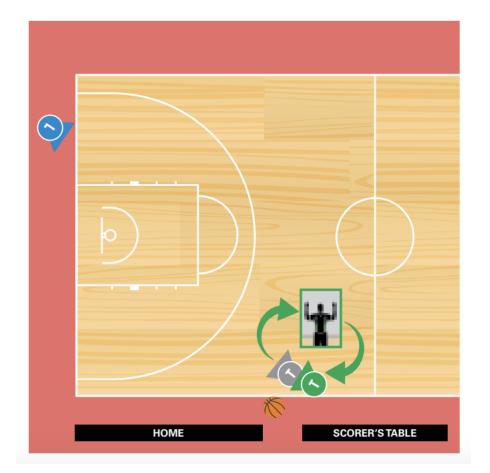
D28 - Pushing



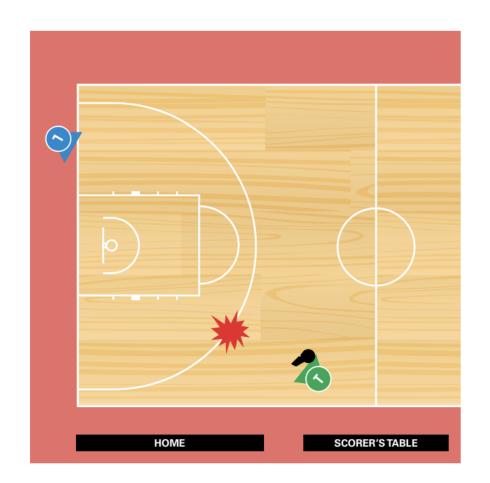
D12 - Two free-throws

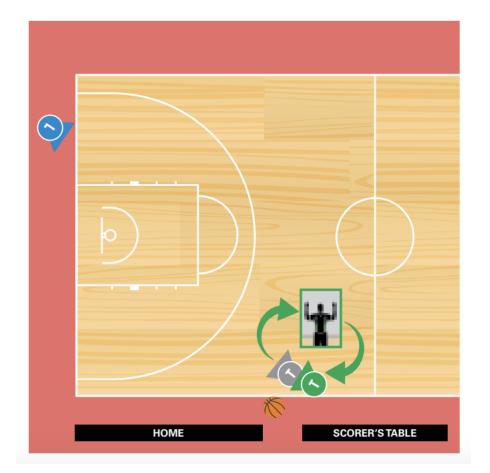
The concept of calling a foul and then switching positions, as outlined in the 2PO Officiating Technique, is a fundamental strategy in basketball officiating. When a referee calls a foul, they often become the new trail referee as part of a seamless transition. This transition serves multiple purposes. Firstly, it ensures that the official who called the foul maintains a clear line of sight to the play, particularly the actions involving the fouled player and the one committing the foul. This proximity enhances the referee's ability to make accurate and timely calls for subsequent plays.

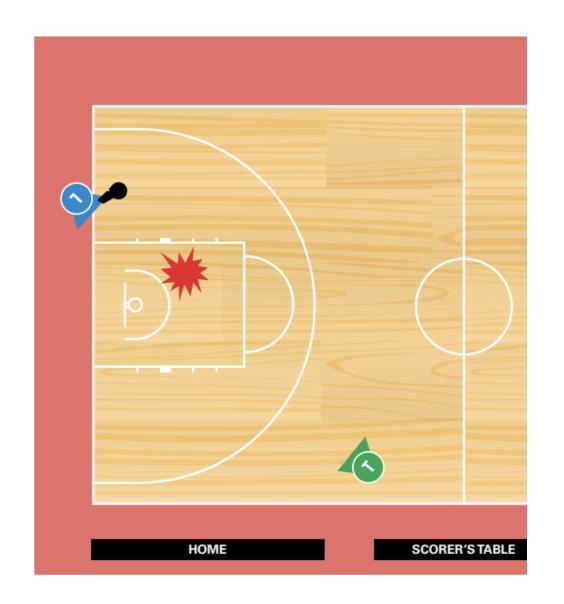


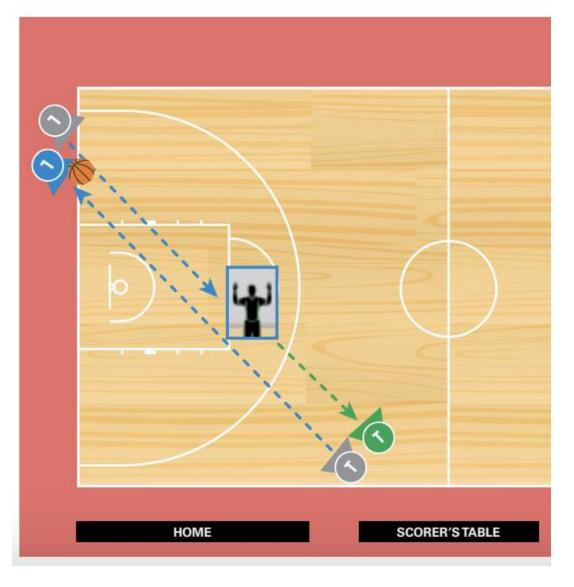


The concept of calling a foul and then switching positions, as outlined in the 2PO Officiating Technique, is a fundamental strategy in basketball officiating. When a referee calls a foul, they often become the new trail referee as part of a seamless transition. This transition serves multiple purposes. Firstly, it ensures that the official who called the foul maintains a clear line of sight to the play, particularly the actions involving the fouled player and the one committing the foul. This proximity enhances the referee's ability to make accurate and timely calls for subsequent plays.

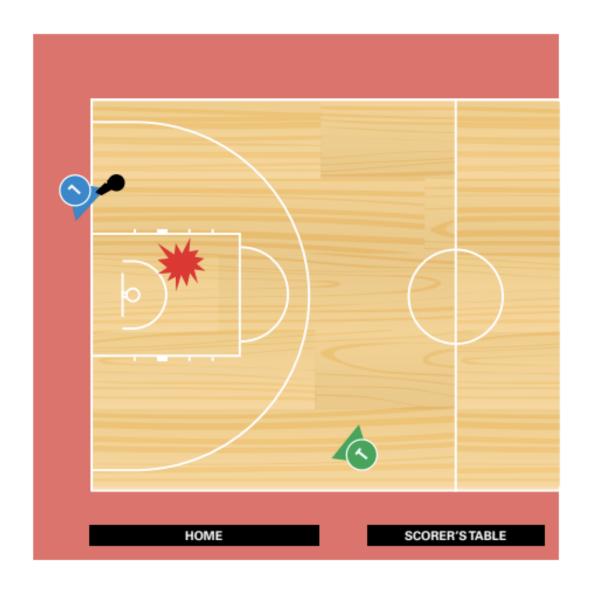


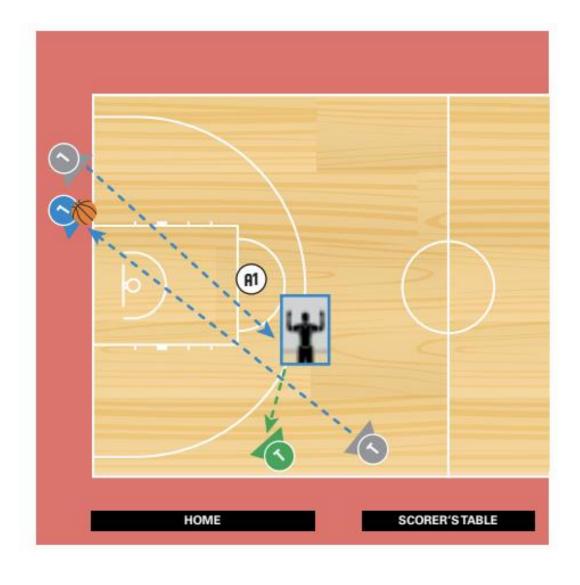




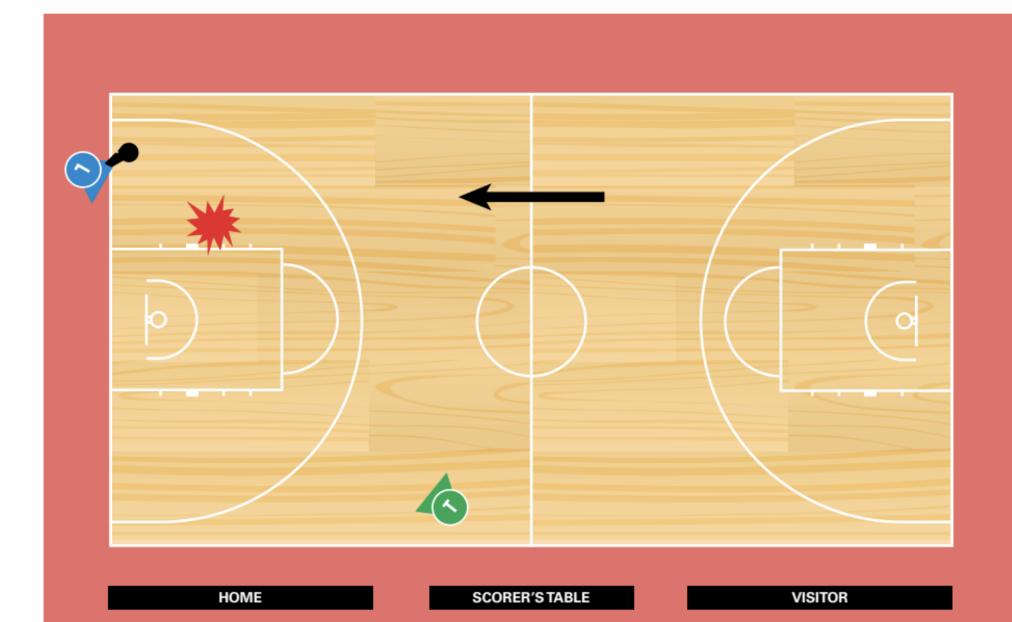


Lead reports to the scorer's table, then becomes the new Trail. Old Trail moves to the new Lead position.

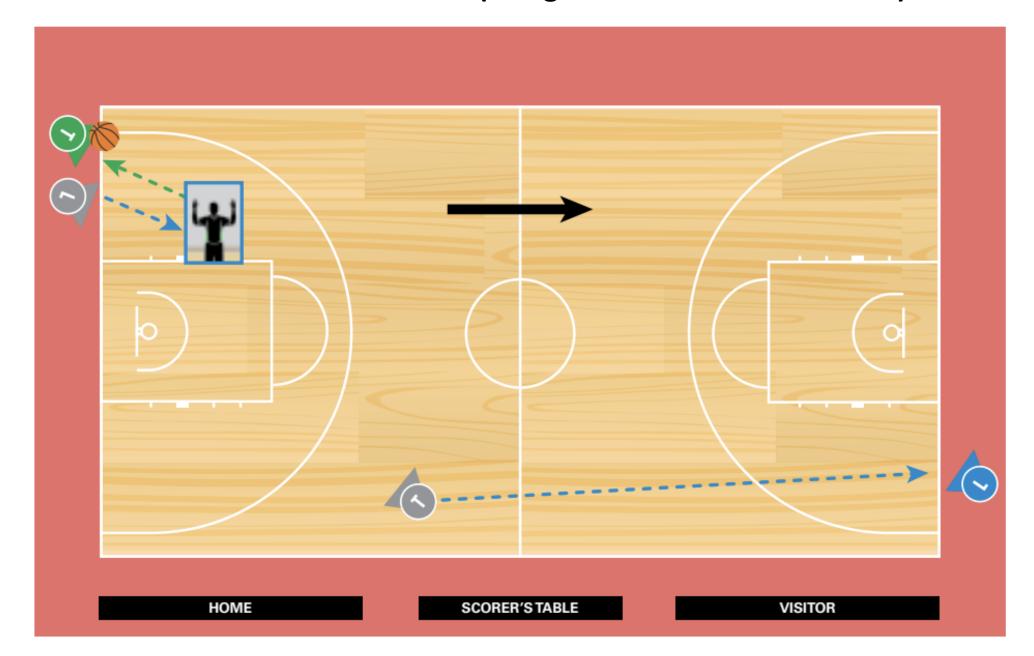




Lead reports to the scorer's table, then becomes the new Trail. Old Trail moves to the new Lead position to administer the free throws.



Lead calls an offensive foul (ball goes to the new frontcourt)



OUT-OF-BOUNDS

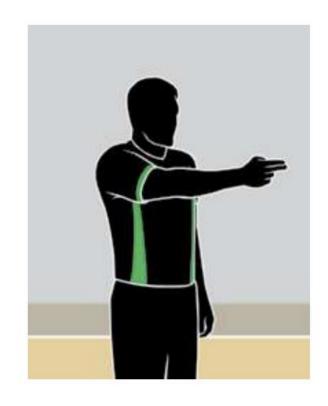
Out-of-bounds

"A player is out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line."

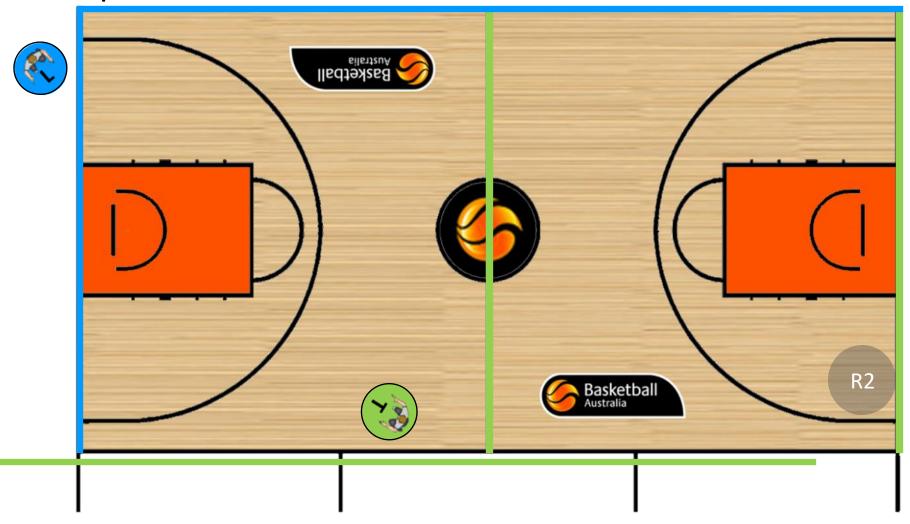
The ball is out-of-bounds when it touches:

- A player or any other person who is out of-bounds
- The floor or any object above, on or outside the boundary line
- The backboard supports, the back of the backboards or any object above the playing court

Remember that the location of a player is determined by where he is touching the floor, and if he is airborne, by where he last touched the floor (OBR Art 11, p19).



Line Responsibilities





REFEREE EDUCATION PROGRAM

ASSOCIATION DEVELOPMENT COURSE

MODULE 2

FROM TRAIL TO LEAD TRANSITION

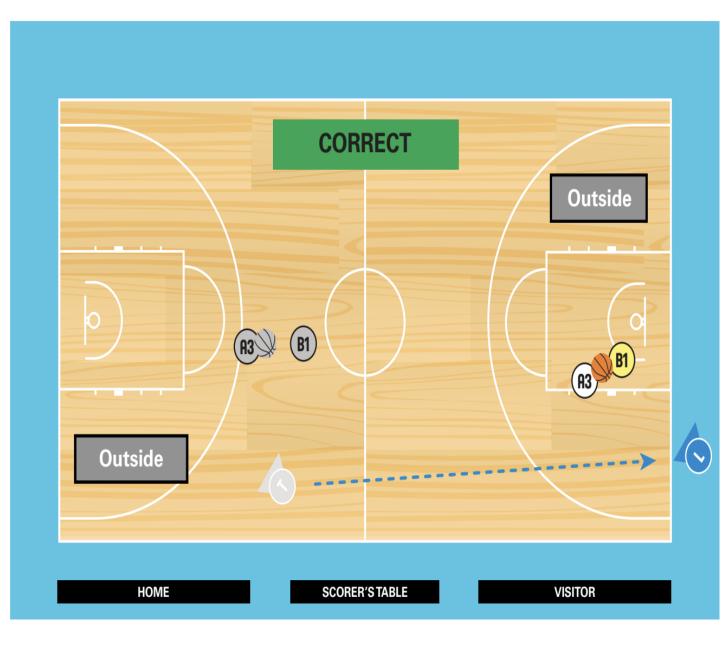
Lead position and transition

During transition, the new Lead should arrive to the endline in four seconds or less and should be in a position ready to referee.

The new Lead should also be in good position to referee the play throughout transition down the floor.

This is only possible when the following correct techniques are applied:

- Stay with the previous play before the new transition namely, wait until the ball has entered the basket in the case of a successful shot for goal/defensive player gains control of rebound;
- b) After turning with a power step, be sure to face the court all the time.
- Start transition with full speed and maintain it until arriving at the endline;
- face the court during the entire transition (actively looking for next play to come and refereeing the defence);
- e) Run straight to the endline to set-up position (keeping the same distance from the play all the way) "outside/out-side" angle;
- f) Stop on the endline with "one-two" count (step) in a stationary position and be ready to referee the play when it starts



Drill Name: Trail to lead Transition Positioning and Whistle Drill

Objective: To practice transitioning from Trail to Lead position quickly and efficiently while practising various foul and violation calls.

Setup:

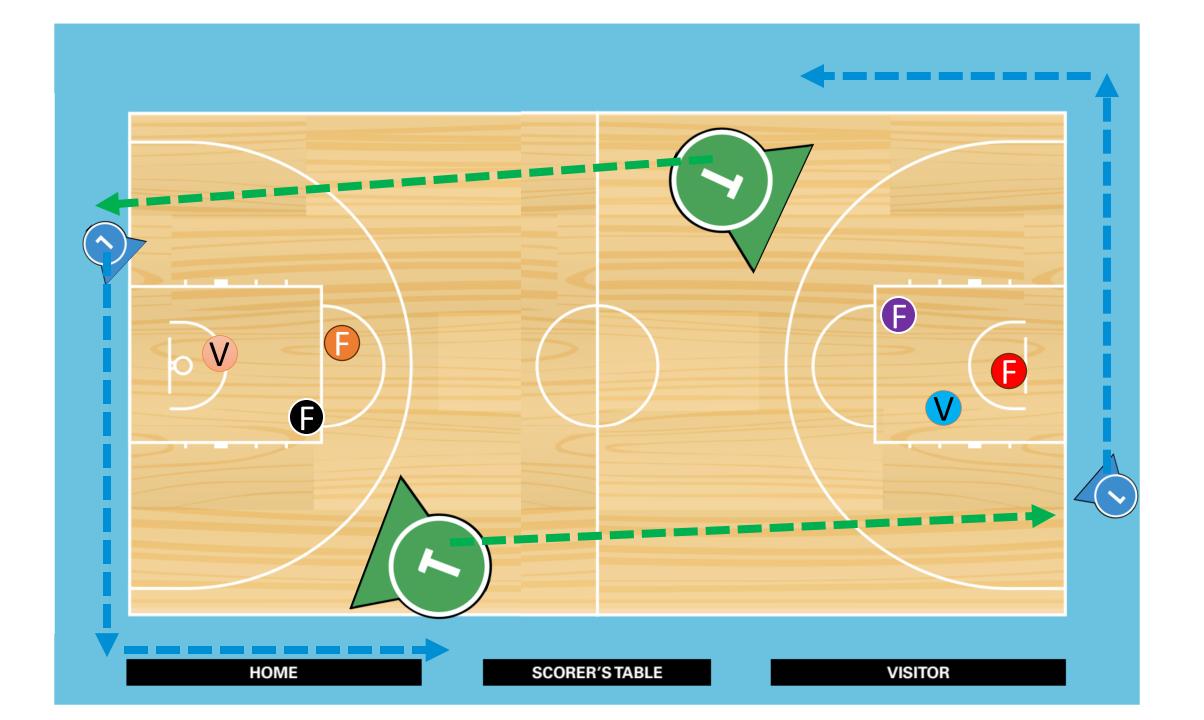
- 1.Set up cones along the sideline of a basketball court, spaced apart at various positions to represent different game scenarios.
- 2. Each cone should have a sign indicating a foul or violation to be called.

Instructions:

- 1.Start with the referees positioned at one end of the court and in trail.
- 2. Go and colour of the cone. the first Trail referee sprints down the court toward the lead set up position cone.
- 3. When reaching lead, the referee must:
 - 1. Set up quickly in the Lead position, maintaining proper angle and distance from the "play" (cone).
 - 2. Make the appropriate foul or violation call by blowing a whistle (Fist or open hand)
 - 3. After making the call, the referee runs back to the opposite trail point.
- 4. The next referee repeats the process with the next cone and a different foul or violation scenario.
- 5. Continue this rotation, with each Trail referee practising different calls at various cones.

Variations:

- •You can introduce more complex scenarios by combining cones to simulate multiple actions happening simultaneously on the court, encouraging referees to prioritize calls.
- •Vary the distance and angle between the cones to challenge referees to adapt their positioning.
- •Time each referee's transition to encourage quick and controlled movement.



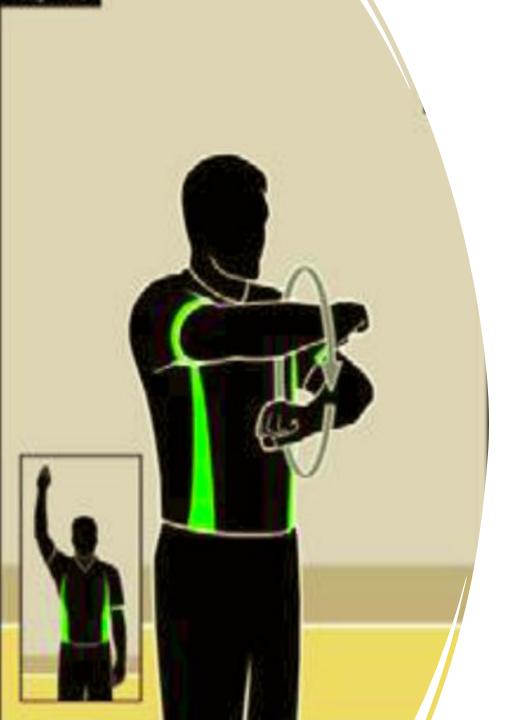
Session Overview

1. Signals Practice

2. Calling Travel

3. Calling Double Dribble

4. Review Mechanics



Calling Travels

- You are required to watch the following videos and create your own definition of travelling.
- Consider the following in your definition:
- Pivot foot.
- Standing player.
- Moving player.
- The importance of the ball.



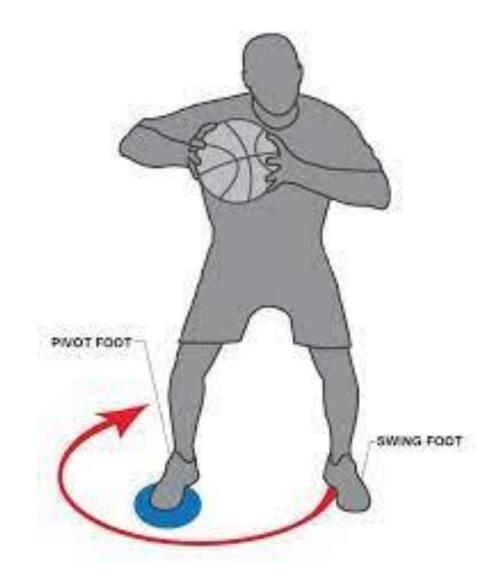


Pivoting is when a player stands still and steps with one foot. The foot that stays on the ground is called the pivot foot. To determine which foot is the pivot foot:

If the player caught the ball with one foot on the ground – that foot is the pivot foot;

If the player caught the ball with two feet on the ground – they may choose which foot to pivot on but once they make that decision they cannot then pivot on the other foot;

If the player catches the ball in the air — whichever foot lands first is their pivot foot. If both feet land at the same time (a "jump stop"), the player may choose which foot to pivot on.









Gains possession (Feet in the air)



Second Step First foot touches floor again (pivot on 2nd foot)







Gains possession (Feet in the air) First Step ("Zero Step")

Ball must leave hand before 2nd foot touches floor

START DRIBBLE -STATIONARY LEGAL

D34 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).



START DRIBBLE -STATIONARY ILLEGAL

D35 - To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).













DOUBLE DRIBBLE

Calling Double Dribbles

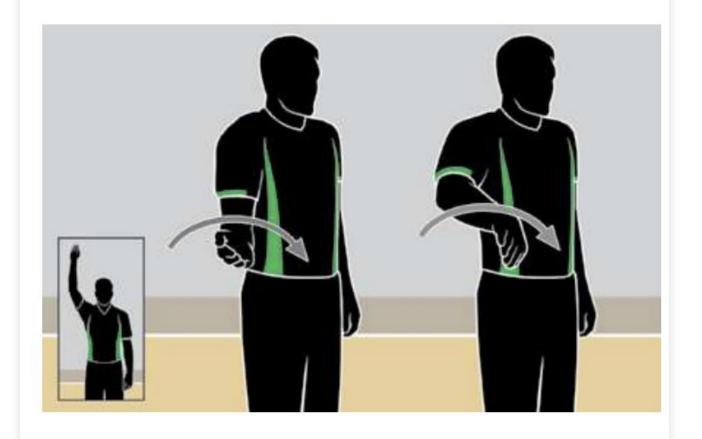
The double dribble rule is:

- A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:
- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.



Carrying the ball

Occurs when the dribbling player continues to dribble after allowing the ball to come to rest in one or both hands. This is also referred to as 'palming' the ball becase the ball comes to rest in the palm of the hand.



OTHER VIOLATIONS

75

How The Ball Is Played

3 Second Violation

5 Second Violation

8 Second Violation

Ball Returned To Backcourt

Jump/Held Ball

Session Overview

Free Throw Violations

Equipment Violations

Foot Violation



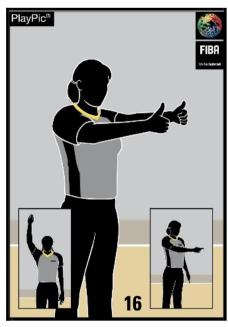
How The Ball Is Played

During the game, the ball is played with the hand(s) only.

A player is not allowed to:

- Deliberately block the ball with any part of the leg (foot violation). *If it is accidental then it is not a violation.*
- Strike the ball with a fist.

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

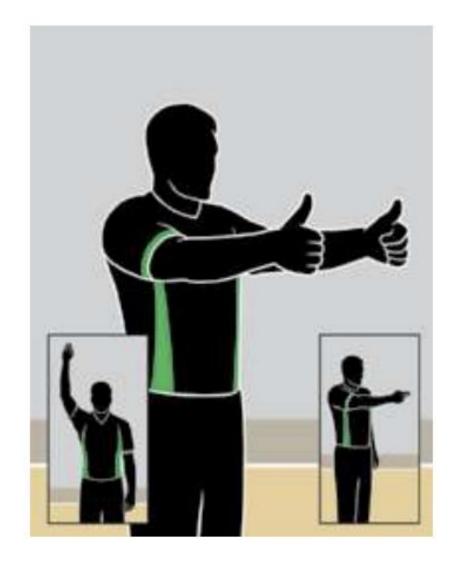
Held Ball / Jump Ball

- A jump ball occurs when a referee tosses the ball between any 2 opponents.
- A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness

Held Ball/Jump Ball

- The ball gets stuck between the ring and the backboard
- Two players from opposite teams are holding the ball (Held Ball)
- The motion/movement of the ball is stopped on a blocked shot.
- The ball goes out of bounds, and the officials are in doubt.

When a jump ball situation occurs, the game is restarted for the team in the direction of the Alternating Possession Arrow.



Deliberate Kick or Block of the ball

A player shall not run with the ball, deliberately touch the ball, kick or block it with any part of the leg or strike it with the fist.

However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.

DELIBERATE KICK OR BLOCK OF THE BALL



Point to the foot

3 Second Violation

Offensive players cannot stand in their key for more than three seconds if:

- The ball is in the frontcourt.
- A shot has not been attempted (or has left the hands in a shot attempt).
- The ball has been inbounded and the game clock is running
- The offensive player is not attempting to leave the key.

A player must have both feet make contact with the court outside of the key, to be considered outside the key.



Wave arm, show 3 fingers

Closely Guarded Player

Referees are encouraged to referee the defence and look for illegal actions.

This however cannot be at the expense of recognising active legal defence whilst closely guarding a player with the ball.



Show 5 fingers

Inbound 5 second violation

The ball must leave the hands of a player attempting to inbound within 5 seconds.



Show 5 fingers

Inbound 5 second violation

The ball must leave the hands of a player attempting to inbound within 5 seconds.

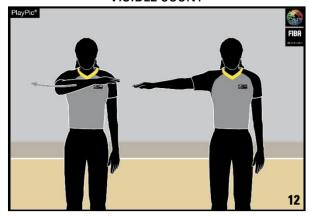
The player must not:

- Take more than 5 seconds to release the ball.
- Step on to the court while having the ball in his/her hand(s).
- Cause the ball to touch out-of-bounds after it has been released on the throw-

in.

- Touch the ball on the court before it has touched another player.
- Cause the ball to enter the basket directly.
- Move from the designated throw-in place behind the boundary line laterally in one or both directions, exceeding a total distance of 1 m before releasing the ball. However, he/she is permitted to move directly backwards from the boundary line as far as circumstances allow.

VISIBLE COUNT



Counting while moving the palm



Show 5 fingers

ILLEGAL BOUNDARY LINE CROSSING



Wave arm parallel to boundary line (in last 2 minutes of the fourth quarter and overtime)

Inbound 5 second violation

During the throw-in other player(s) shall not:

- Have any part of their bodies over the boundary line before the ball has been thrown in across the boundary line.
- Be closer than 1 m to the player taking the throwin when the throw-in place has
- less than 2 m distance between the boundary line and any out-of-bounds obstructions.

Frontcourt

Before you can learn about 8 second violations and ball returning to the backcourt, you will need to know when the ball is in the frontcourt.

The ball is in the frontcourt when:

- During a dribble from the backcourt into the frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt at the same time.
- A non-dribbler has both feet in contact with the frontcourt.
- It touches a player who has both feet in the frontcourt.

8 SECONDS



Show 8 fingers

8 Second Violation

The count begins:

- When a player gains control of the ball in his backcourt.
- On a throw-in, when the ball touches any player in the backcourt and the team who attempted the throw-in remain in control of the ball in its backcourt.

The count ends when the ball moves into the frontcourt or a defensive player takes control of the ball.

The count resets when a foul is called.

The count will continue without a reset as a result of the ball going out of bounds, a jump ball situation, a technical foul committed by the team in control of the ball, a double foul, a player of the same team having been injured or a cancellation of equal penalties on both teams.

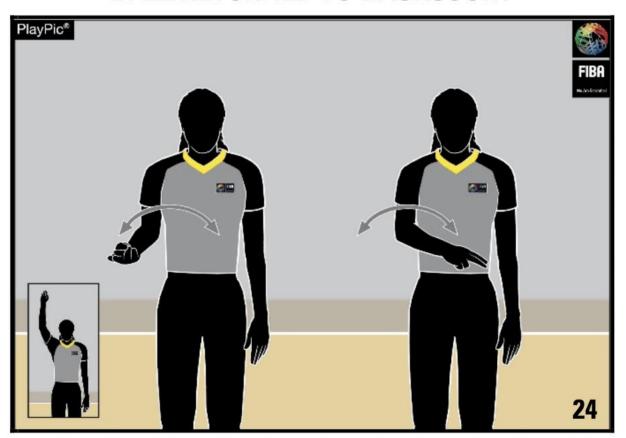
Ball Returned To Backcourt

Also known as "crosscourt".

The following have to occur for a violation to occur:

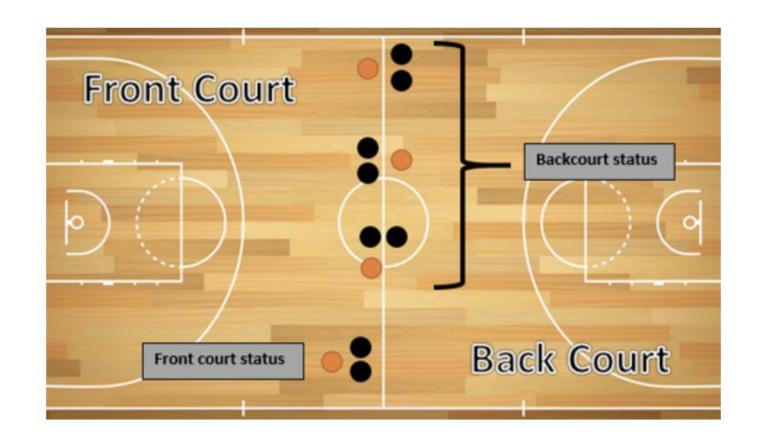
- A player from Team A has to control
 of a live ball in the frontcourt.
- 2. A player from Team A must be the last player to touch the ball in the frontcourt.
- 3. A player from Team A must be the first player to touch the ball in the backcourt.

BALL RETURNED TO BACKCOURT



Wave arm front of body

Back Court Status



Free Throw Violations

- Touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
- Fake a free throw
- Release the ball within 5 seconds

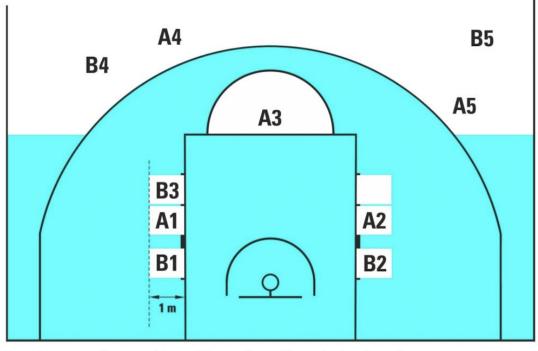


Diagram 7 Players' positions during free throws

Free Throw Violations

- During the free throws these players shall not:
- Occupy free-throw rebound places to which they are not entitled.
- Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
- Distract the free-throw shooter by their action

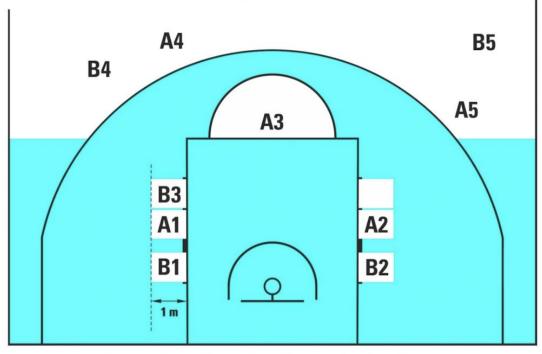


Diagram 7 Players' positions during free throws



REFEREE EDUCATION PROGRAM

ASSOCIATION DEVELOPMENT COURSE

MODULE 3



HOLDING

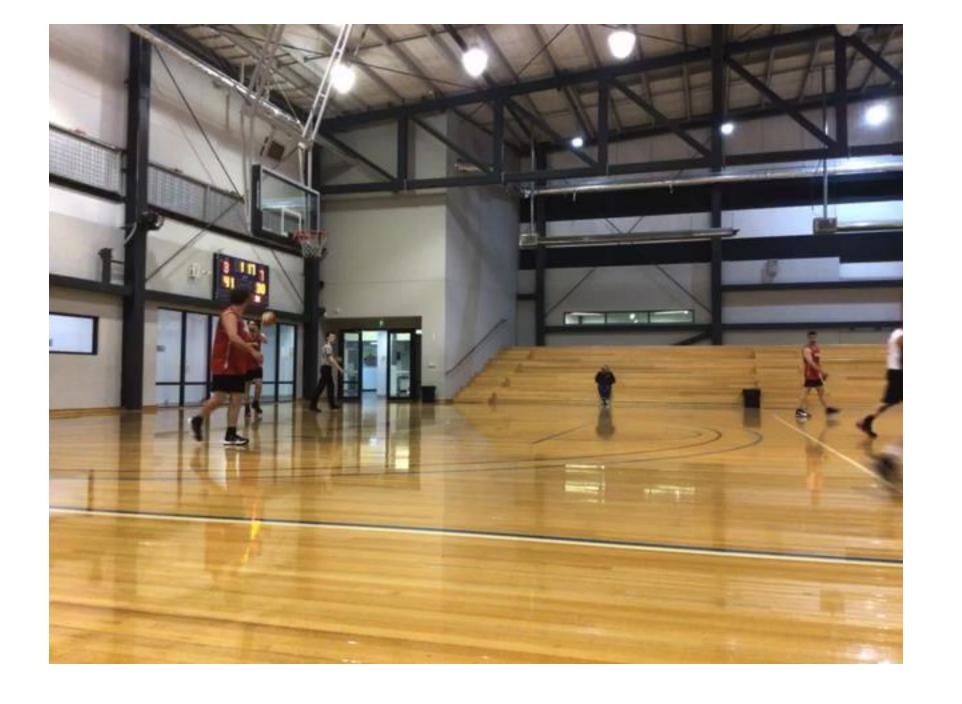
Holding

- Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body. Other examples of a hands foul are:
- An offensive player 'hooking' or wrapping an arm or an elbow around a defensive player in order to get past the defensive player.
- Holding a player as they try to cut through the key.

BLOCKING

Blocking

- When a player makes illegal contact which impedes the progress of an opponent with or without the ball.
- A player stepping in the way of and creating contact with an opponent cutting through the key
- An offensive player setting an illegal screen (this would also be called an offensive foul)











PUSHING

Pushing

- Pushing is illegal personal contact with any part of the body in which a player forcibly moves or attempts to move an opponent with or without the ball.
- In a rebounding situation, a player pushes another player to gain a better position.
- An offensive player 'pushing off' to prevent a defensive player from playing or attempting the ball, or to create space for himself.











HANDCHECKING

Hand-Checking

- When a defensive players is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his progress is a foul.
- Leaving a hand on your opponent who is bringing the ball up the court and moving them in any direction
- Leaving a hand on a player driving to the basket them in any direction





HANDS FOUL

Illegal Use of Hands

- The officials shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.
- Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position, and his hand(s) or arm(s) is placed upon and remains in contact with an opponent with or without the ball, to impede his progress.
- Hitting an opponent with your hand as you attempt to get the ball.
- Repeatedly touching or jabbing an opponent with or without the ball.







Illegal Contact to Hands

- A player using their hand(s) or arm(s) to make contact on a player during the act of shooting.
- Hitting an opponent on the hand(s) while they are attempting a jump shot.
- Hitting an opponent on the hand(s) while they are attempting an overhead pass.



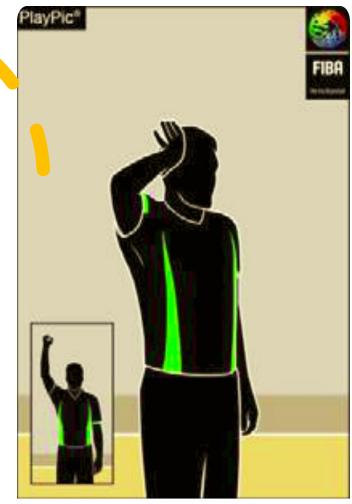
ILLEGAL CONTACT TO HAND





Hit to the Head

- When a player hits his opponent's head with a hand/s.
- Hitting an opponent on the head while they are attempting a shot.
- Hitting an opponent on the head while they are attempting an overhead pass.



HIT TO THE HEAD



Excessive swinging of elbows

When an offensive player illegally creates more space using his elbows.

NOTE. If a player swings excessively his elbows WITHOUT CREATING CONTACT, he may be called a technical foul.

 Offensive player grabbing a rebound and swinging their elbows to create space for themselves.



EXCESSIVE SWINGING OF ELBOWS



Hooking

When an *offensive* player hooks or wraps an arm or an elbow around a defensive player in order to take an advantage.

 Offensive player hooking their arm around a defensive player in the post to gain and advantage.



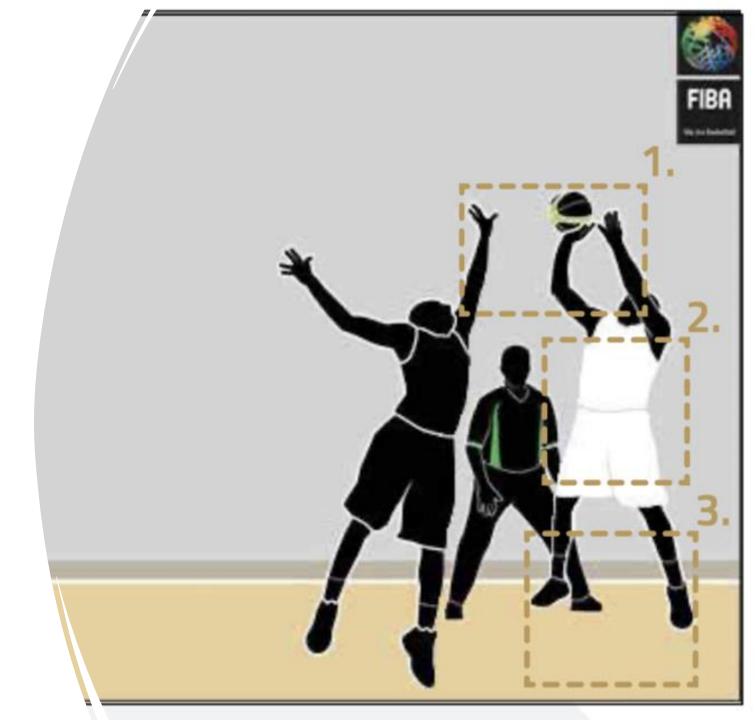




Referee the Defense

Referees should have full coverage on obvious situations in their primary. A shot is an obvious play – always! The correct way to referee a shooting situation is to use a 1-2-3 technique for shooting situations. When used properly this technique provides the details for possible foul or fake call. The action need to have contact to be illegal

- 1-2-3 technique on shooting situations
- **a.** Referee defence all the time.
- **b.** Check the play in following order:
- 1. hands 2. body 3. feet (landing).
- c. Stay with the play until shooter has returned to the floor.
- d. Only then turn your attention to ball & rebounds.



ACT OF SHOOTING

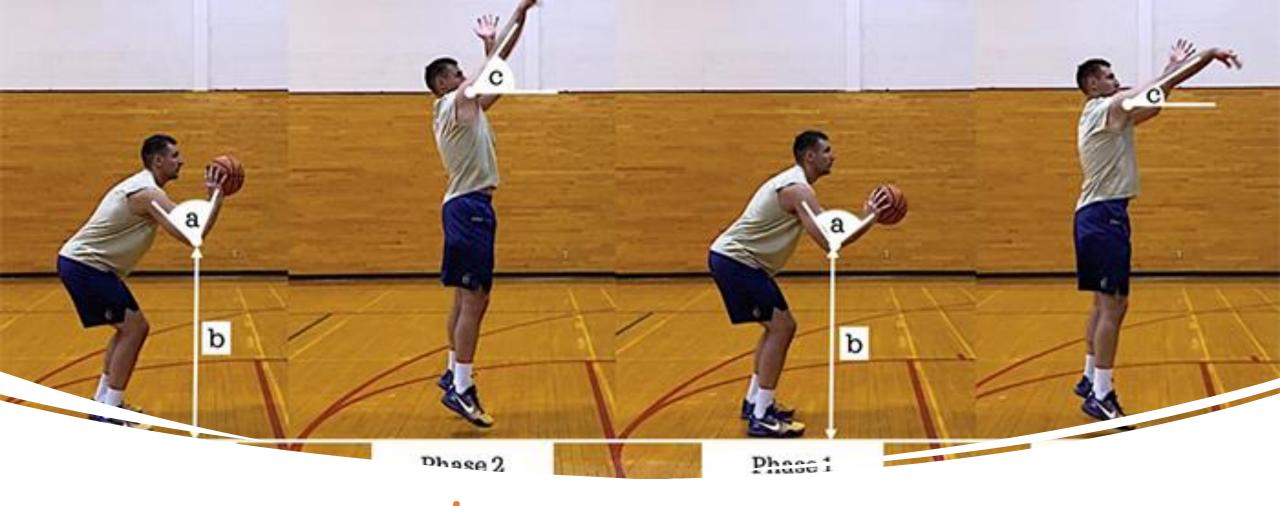
CONTACT ESCALATION CONNOR STOP











Act of Shooting

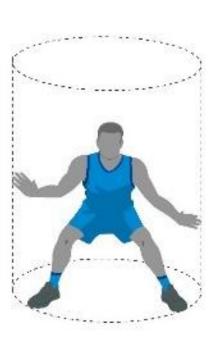
- Starts when the player begins, to move the ball upwards towards the opponent's basket.
- Ends when the ball has left the player's hands.
- Ends when both feet Return to the Floor.

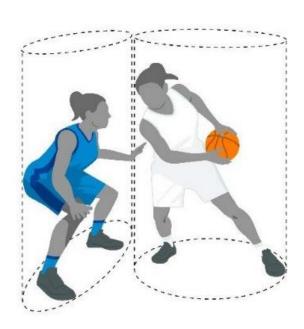
THE CYLINDER PRINCIPLE

The Cylinder Principle

- What is the cylinder principle?
- The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the floor. It includes the space above the player and is limited to:
- The front by the palms of the hands,
- The rear by the buttocks, and
- The sides by the outer edge of the arms and legs.
- The hands and arms may be extended in front of the torso no further than the feet.
- As soon as the player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.







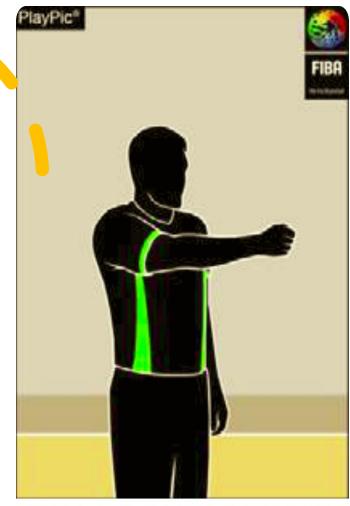






Team Control – Offensive Foul

- When a player on the offensive team commits any foul it is a team control foul.
- It is signaled using a regular pushing, holding, blocking, signal followed by the team control signal.
- A player dribbling the ball but using their other hand to push a defender away
- A player on the offensive team setting an illegal screen



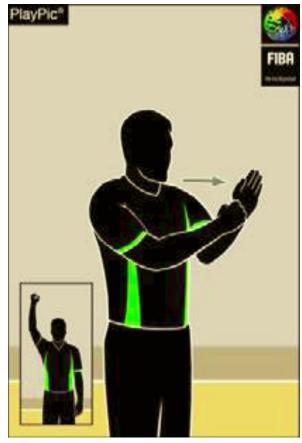
TEAM CONTROL FOUL





Charging

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso who is in a legal guarding position.



CHARGING

Calling Charges

When judging a charge or block situation involving a player with the ball, we shall use the following guidelines:

- The defensive player must establish an initial legal guarding position by:
 - He has both feet on the floor, and
 - He is facing his opponent
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.
- When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be deemed as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury.

Calling Charges

We use the "3F's Principle" to remind us how to judge a charge.

FEET have established an initial legal guarding position

FIRST to the specific spot on the court

FACING so contact is on the torso and down the centre of the body

If all these things have occurred then a charge should be called.







Technical Foul

- You can receive a technical foul for:
- Disregarding warnings given by referees.
- Disrespectfully touching the officials.
- Disrespectfully communicating with the referees or table officials.
- Baiting an opponent or obstructing his vision by waving his hand near his eyes,
- Excessive swinging of elbows.
- Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw-in from being taken promptly
- Fake being fouled.
- Have you seen a technical foul called? What happened?

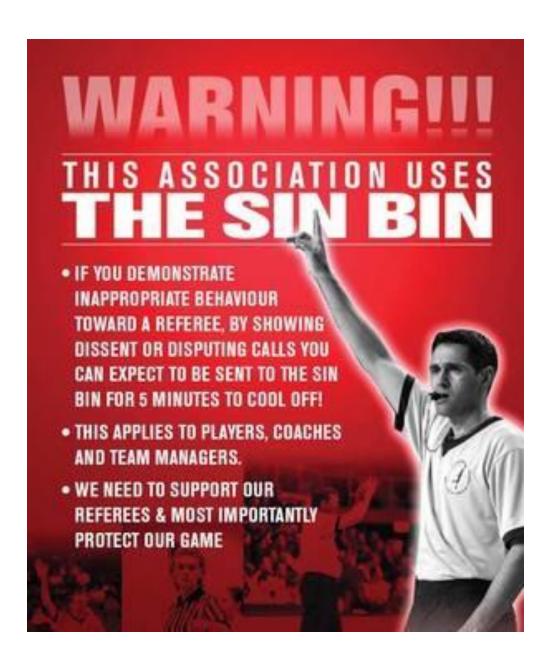


TECHNICAL FOUL









SIN-BIN RULE

- Check if your association implements the Sin Bin Rule. If they do then please answer the following questions:
- Is it for all technical fouls?
- Is it for unsportsmanlike fouls?
- Does it apply to all players, coaches and team managers?
- How is the time recorded?

UNSPORTSMANLIKE FOUL

Unsportsmanlike Foul

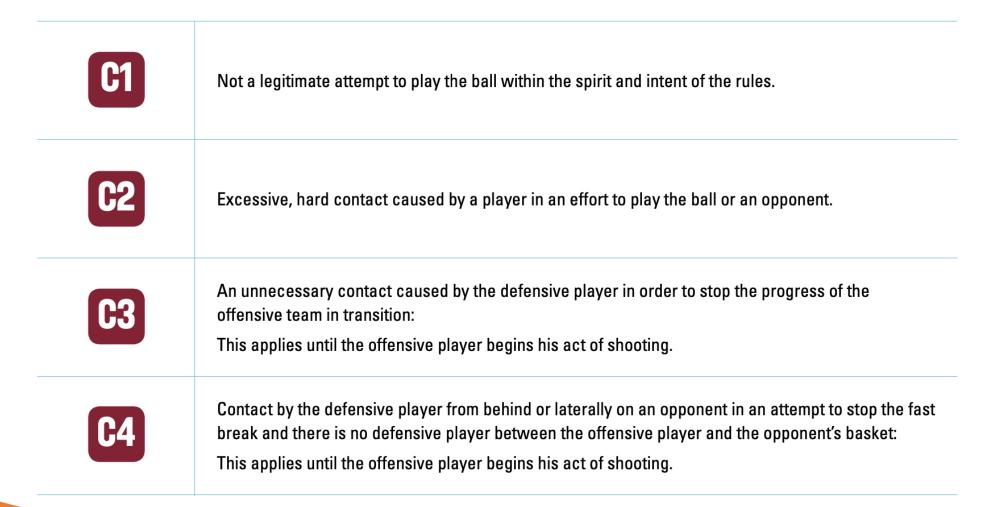
- Protocol for calling a UF:
- 0 See the action and make a decision (call)

•

1 – Show the decision (personal foul signal), and re-process the play (analyse the criteria)

• 2 – Upgrade the signal to UF if necessary

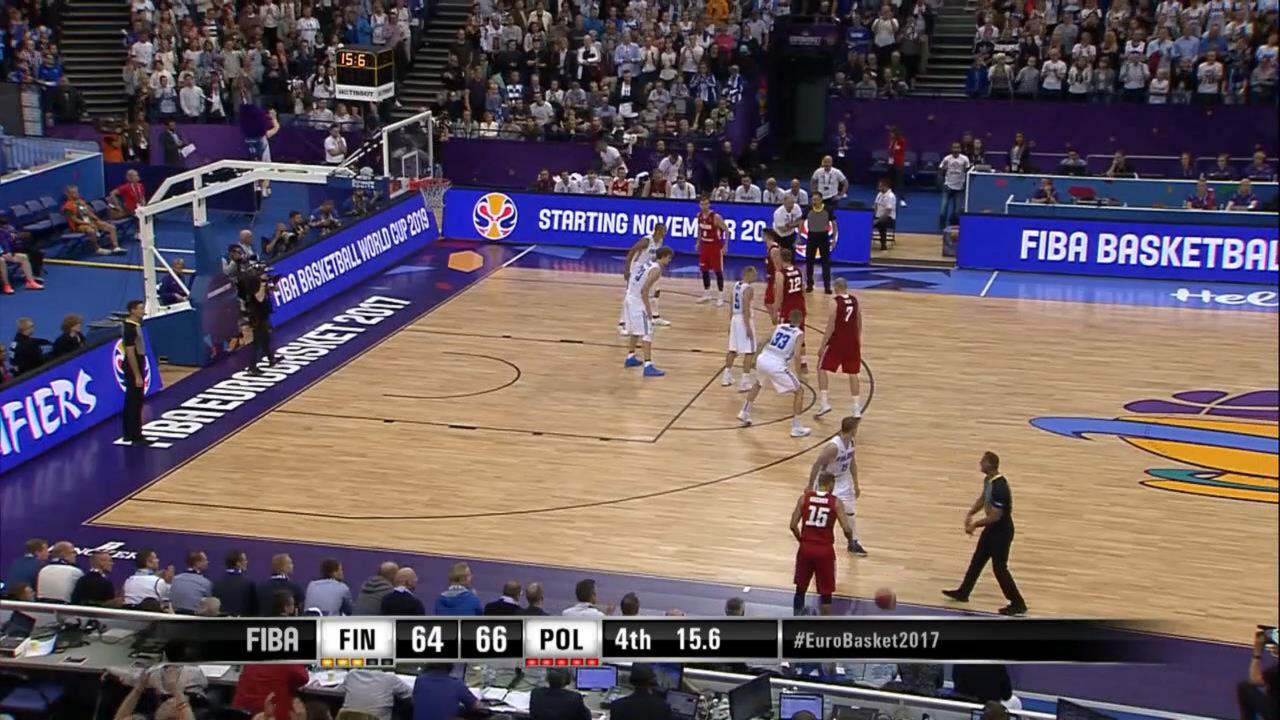
CRITERIA:



Unsportsmanlike FOUL CRITERIA 1 (C1)

Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules.





Unsportsmanlike FOUL CRITERIA 2 (C2)

Excessive, hard contact caused by a player in an effort to play the ball or an opponent.





Unsportsmanlike FOUL CRITERIA 3 (C3)

An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition.

(This applies until the offensive player begins his act of shooting).





Unsportsmanlike FOUL CRITERIA 4 (C4)

An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket.

This applies until the offensive player begins his act of shooting.





Throw in Foul

CRITERIA 5 (C5) - "Throw-in foul" and removal of C5 USF

Rule: 34.1.2 – A throw-in foul is a personal foul committed, when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, by a defensive player on an opponent on the playing court when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.

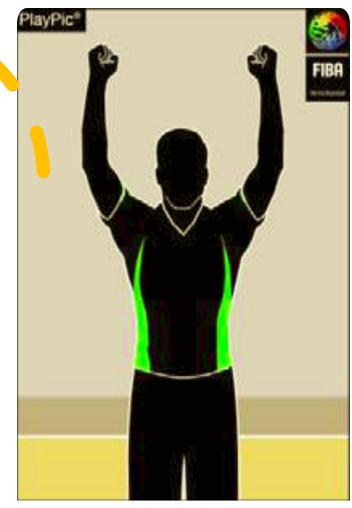
- The rule which previously governed the fifth criteria of unsportsmanlike fouls is no longer an automatic unsportsmanlike foul. What shall be called in this situation is a normal defensive foul with modified penalties a "Throw-In Foul" shall be called instead.
- A "Throw-In Foul" will result in one free throw for the player fouled and possession of the ball at the nearest point to where the foul occurred not the location of the original inbound unless this is the nearest point.
- The "Throw-In Foul" will apply regardless of the defensive team being in the foul penalty situation. All "Throw-In Fouls" in the last two minutes of regular and overtime will be one free throw and possession of the ball at the nearest point to where the foul occurred. This may occur more than one time in a sequence and at multiple times during the last 2 minutes.
- Note: This does not mean unsportsmanlike fouls cannot be called in the last two minutes on a throw-in. The normal conditions for unsportsmanlike fouls may still be applied to players who deliberately grab an opponent or foul excessively.

https://www.youtube.com/watch?v=0egtziuSDGw



Disqualifying Foul

- Fill out in your booklets what you think players or coaches can do to receive a disqualifying foul?
- A disqualifying foul is any flagrantly unsportsmanlike action of a player, substitute, coach or assistant coach.
- A player is required to leave the venue immediately, or return to their dressing room (if they have one). If they refuse to leave, or if they return, then the supervisor should be sought immediately.

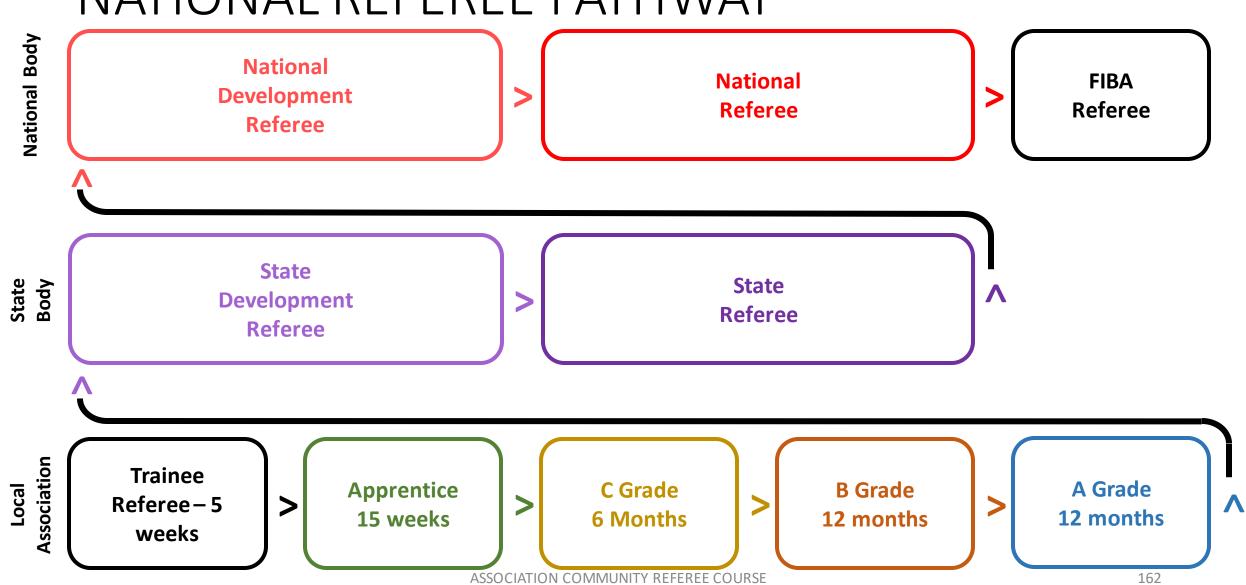


DISQUALIFYING FOUL





NATIONAL REFEREE PATHWAY





Rule Knowledge

You are required to complete a theory exam as part of this course.

The exam is due two weeks after this module is presented.

It is recommended participants use the Basketball Australia online exam and, when completed, send your course presenter the certificate of completion that will be emailed to you.